Acquirement Engineering (RE) is the process of identifying analyzing, documenting, validating, and managing the requirements of a software system It ensures that the sequirements of a software system It ensures that the sequirements of the needs of cusers and stakeholders

Stages:

- Requirement Elicitation: Gathwing, suquirements from
- 2. Requirement Analysis: Analyzing and sexining the
  - 3. Requirement Specification: Documenting the sequirements in a structured format.
  - 4. Requirement Validation: Enswring requirements are complete, covert and fearible.
  - 8. Requirement Management: Handling changes to sequirements throughout the peroject becycle.

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2) Different phases Requirement Engineering Phase Description Collectioning sequirements using 3 Ellicitation inturview, surveys, observations, ele. Rusolving conflicts, prioritizing nuds, g. analysis and cheeking feasibility. Writing suguirements in Software
Requirement Specification (RE) document. 3. Specification Verifying accuracy and completeness of vuguiruments via suviews, prototyping. u Validation. Tracking changes, maintaining version s Management control, and impact analysis for Online Reservation System. 3 Sequence Diagram Website login to website pick Pale (date) offen(seat (hoice) select (seats)

1) Explain Different Approaches for Requirement Elicitation

1) & Intervieus;

Direct convenation with stakholder to understand my

2) Questionnavies / Surveys:

Used for collecting data from a large audience.

3) Observations:

dralyst observes users performing tasks to identify requirency

4) Workshop!

Group sessions involving stakeholders and developer.

· 5) Boranstorming:

Generating ideas through group discussions

6) Porototyping:

Building mock-ups or partial systems to classify requirements.

I Use Case Modelling:

Coverting use cases to supresent user interactions system.