

SOFTWARE ENGINEERING

– Software Requirements –  
Descriptions and specifications of a system



## Objectives:

- | To introduce the concepts of **user and system requirements**
- | To describe **functional / non-functional requirements**
- | To explain **how software requirements may be organised** in a requirements document



# WHAT IS A REQUIREMENT?

- It may range from a **high-level abstract statement** of a service or of a system constraint to a **detailed mathematical functional specification**



- **Functional requirements**

- Statements of services the system should provide, how the system should react to particular inputs and how the system should behave in particular situations.

- **Non-functional requirements**

- Constraints on the services or functions offered by the system such as timing constraints, constraints on the development process, standards, etc.

- **Domain requirements**

- Requirements that come from the application domain of the system and that reflect characteristics of that domain

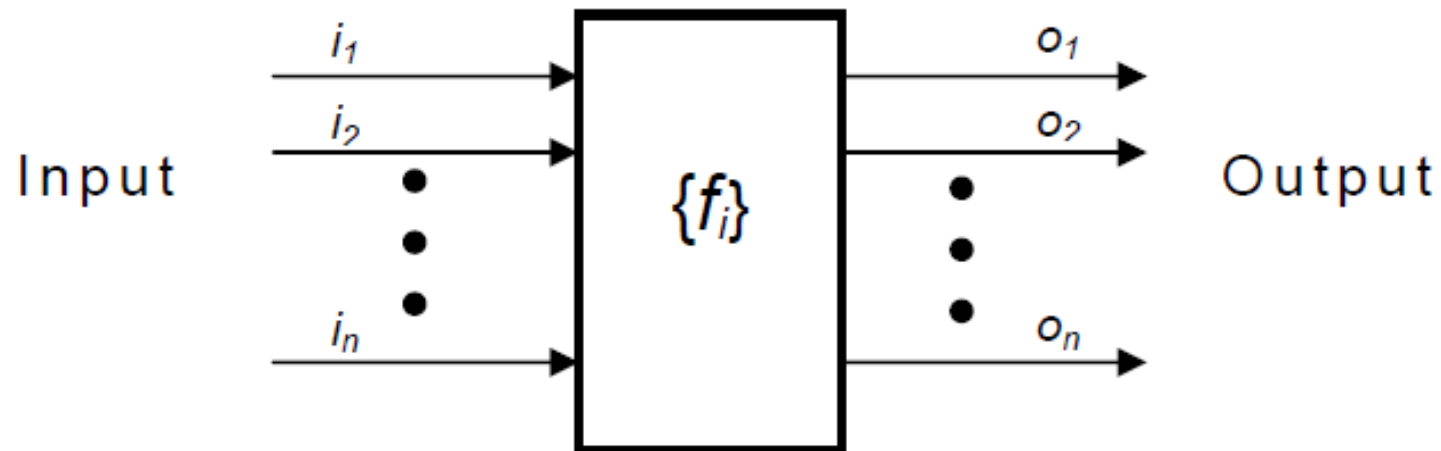


## Functional requirements:-

- The functional requirements part discusses the functionalities required from the system.
- The system is considered to perform a set of high-level functions  $\{f_i\}$ .
- Each function  $f_i$  of the system can be considered as a transformation of a set of input data to the corresponding set of output data.



# FUNCTIONAL REQUIREMENTS



Function  $f_i$  is considered as a transformation of a set of input data to some corresponding output data.



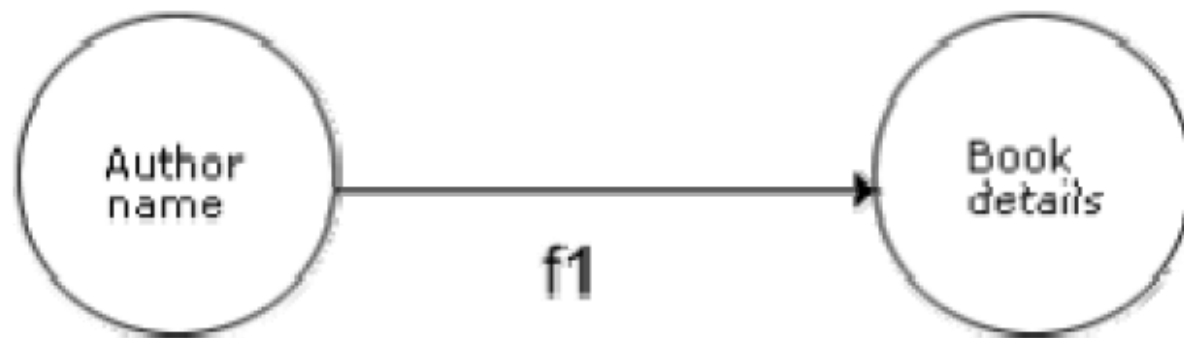


**Example:** Consider case of library system

**f1:** Search Book function

**Input:** an author's name

**Output:** details of the author's books and the location of these books in the library



## Nonfunctional requirements:-

- Nonfunctional requirements deal with the characteristics of the system which can not be expressed as functions - such as the maintainability of the system, portability of the system, usability of the system, etc.
- Nonfunctional requirements may include: # reliability issues, # accuracy of results, # human - computer interface issues, # constraints on the system implementation, etc.



- **Availability**

- Availability is a measure of the planned *up time* during which the system is actually available for use and fully operational.
- More formally, availability equals the mean time to failure (MTTF) for the system divided by the sum of the MTTF and the mean time to repair the system after a failure is encountered.
- Scheduled maintenance periods also affect availability.
- Some authors view availability as encompassing reliability, maintainability, and integrity.



- **Efficiency**
- Efficiency is a measure of how well the system utilizes processor capacity, disk space, memory, or communication bandwidth.
- Efficiency is related to performance, another class of nonfunctional requirement.
- If a system consumes too much of the available resources, users will encounter degraded performance, a visible indication of inefficiency.



- **Flexibility**
- Flexibility measures **how easy it is to add new capabilities** to the product.
- If developers anticipate making many enhancements, they can choose design approaches that maximize the software's flexibility.
- This attribute is essential for products that are developed in an **incremental or iterative** fashion through a series of successive releases or by evolutionary prototyping.



- **Interoperability**
- Interoperability indicates how easily the system can exchange data or services with other systems.



- **Reliability**

- The probability of the software executing without failure for a specific period of time is known as reliability.
- Ways to measure software reliability include the percentage of operations that are completed correctly and the average length of time the system runs before failing.



- **Robustness**

- *Robustness*, sometimes called *fault tolerance*, is the degree to which a system continues to function properly when confronted with invalid inputs, defects in connected software or hardware components, or unexpected operating conditions.
- Robust software recovers gracefully from problem situations and is forgiving of user mistakes.
- When eliciting robustness requirements, ask users about error conditions the system might encounter and how the system should react.





- **Usability**
- Also referred to as *ease of use* and *human engineering*, usability addresses the myriad factors that constitute what users often describe as *user-friendliness*.
- Software designed for effective and unobtrusive usage.
- Usability measures the effort required to prepare input for, operate, and interpret the output of the product.



- Integrity
  - No Change in data



- **Maintainability**
- Maintainability indicates how easy it is to correct a defect or modify the software.
- Maintainability depends on how easily the software can be understood, changed, and tested.



	Availability	Efficiency	Flexibility	Integrity	Interoperability	Maintainability	Portability	Reliability	Reusability	Robustness	Testability	Usability
Availability							+		+			
Efficiency			-		-	-	-	-		-	-	-
Flexibility		-		-		+	+	+			+	
Integrity		-			-				-		-	-
Interoperability		-	+	-			+					
Maintainability	+	-	+					+			+	
Portability		-	+		+	-			+		+	-
Reliability	+	-	+			+				+	+	+
Reusability		-	+	-	+	+	+	-			+	
Robustness	+	-						+				+
Testability	+	-	+			+		+				+
Usability		-							+	-		



## Conflicts between different non-functional requirements are common in complex systems

### Spacecraft system

To minimise weight, the number of separate chips in the system should be minimised

To minimise power consumption, lower power chips should be used

However, using low power chips may mean that more chips have to be used.

Which is the most critical requirement?

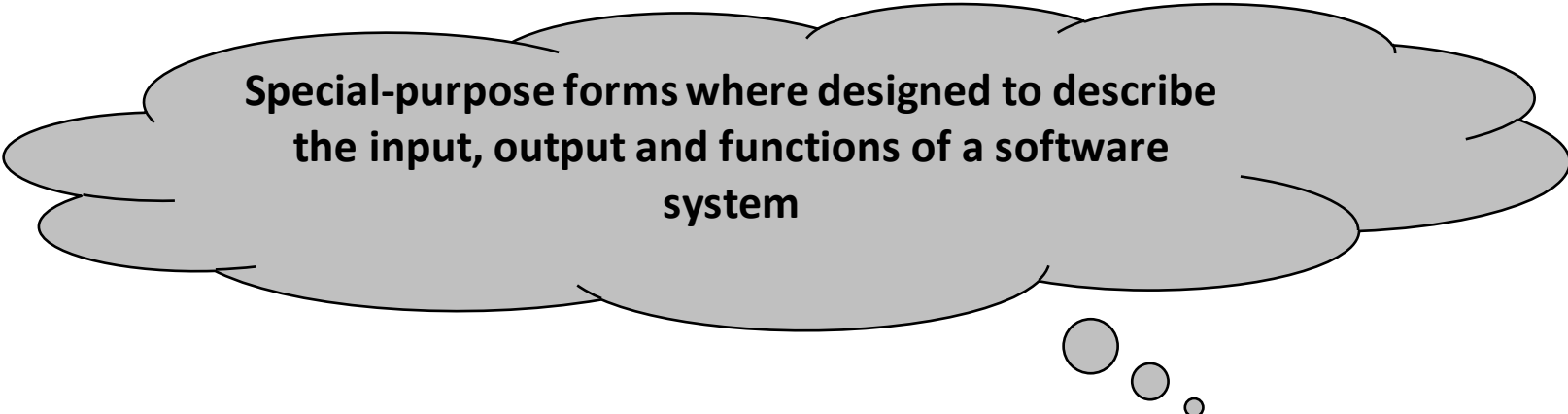


- Derived from the application domain and describe system characteristics and features that reflect the domain
- May be new functional requirements, constraints on existing requirements or define specific computations
- If domain requirements are not satisfied, the system may be unworkable



**A limited form of natural language** may be used to express requirements

**This removes some of the problems** resulting from ambiguity and flexibility and imposes a degree of uniformity on a specification



Special-purpose forms where designed to describe the input, output and functions of a software system

Leads to Software Requirements Specifications (SRS) document.



- Parts of SRS document are:
  - Functional requirements of the system
  - Non-functional requirements of the system, and
  - Domain Requirements





- The requirements document is the official statement of what is required of the system developers
- Should include both a **definition** and a **specification** of requirements
- It is **NOT** a design document. As far as possible, it should set of **WHAT the system should do rather than HOW it should do it**



- **Lack of clarity**
  - Precision is difficult without making the document difficult to read
- **Requirements confusion**
  - Functional and non-functional requirements tend to be mixed-up
- **Requirements combination**
  - Several different requirements may be expressed together



- Form-based specifications
- PDL-based requirements definition
- Planguage



- Definition of the function or entity
- Description of inputs and where they come from
- Description of outputs and where they go to
- Indication of other entities required
- Pre and post conditions (if appropriate)
- The side effects (if any)



- Requirements may be defined operationally using a language like a programming language but with more flexibility of expression
- **Most appropriate in two situations**
  - Where an operation is specified as a sequence of actions and the order is important
  - When hardware and software interfaces have to be specified



```
class ATM {  
    // declarations here  
    public static void main (String args[]) throws InvalidCard {  
        try {  
            thisCard.read () ; // may throw InvalidCard exception  
            pin = KeyPad.readPin () ; attempts = 1 ;  
            while ( !thisCard.pin.equals (pin) & attempts < 4 )  
                {    pin = KeyPad.readPin () ; attempts = attempts + 1 ;  
                  }  
            if (!thisCard.pin.equals (pin))  
                throw new InvalidCard ("Bad PIN");  
            thisBalance = thisCard.getBalance () ;  
            do { Screen.prompt (" Please select a service " ) ;  
                service = Screen.touchKey () ;  
                switch (service) {  
                    case Services.withdrawalWithReceipt:  
                        receiptRequired = true ;  
                }  
            } while (true);  
        }  
    }  
}
```



- **PDL may not be sufficiently expressive** to express the system functionality in an understandable way
- **Notation is only understandable to people with programming language knowledge**
- **The requirement may be taken as a design specification** rather than a model to help understand the system



- To address the problem of ambiguous and incomplete nonfunctional requirements, consultant Tom Gilb (1988; 1997) has developed *Planguage*, a **planning language** with a rich set of keywords that permits precise statements of quality attributes and other project goals.





# DEFINING NON-FUNCTIONAL REQUIREMENTS WITH PLANGUAGE

- Each requirement receives a **unique tag**, or label.
- The **ambition** states the purpose or objective of the system that leads to this requirement.
- **Scale** defines the units of measurement
- **Meter** describes precisely how to make the measurements.



- The *must* criterion is the minimum acceptable achievement level. The requirement isn't satisfied unless every *must* condition is completely satisfied, so the *must* condition should be justifiable in business terms.
- The *plan* value is the nominal target
- The *wish* value represents the ideal outcome.



# NON-FUNCTIONAL REQUIREMENTS WITH PLANGUAGE

- **TAG** Performance.QueryResponseTime
- **AMBITION** Fast response time to database queries.
- **SCALE** Seconds of elapsed time between pressing the Enter key or clicking OK to submit a query and the beginning of the display of query results.
- **METER** Stopwatch testing performed on 250 test queries that represent a defined usage operational profile.
- **MUST** No more than 10 seconds.
- **PLAN** No more than three seconds.
- **WISH** No more than two seconds for all queries.



- | **user and system requirements**
- | **functional / non-functional requirements**
- | **Software requirements may be organised**



