

COMP201

Software Engineering 1

Lecture 4 – What Are Requirements?

Lecturer: T. Carroll

Email: Thomas.Carroll2@Liverpool.ac.uk

Office: Ashton G.14

See Vital for all notes

This Week...

Coming Up In Week 2...

- Introduce **different types** of requirements
- Techniques for **describing** system requirements
- To explain how software requirements may be **organised** in a requirements document
- Requirements engineering activities and their relationships
- Techniques for requirements **elicitation and analysis**
- Requirements validation and the role of requirements reviews
- Requirements management



Today

Overview

- Functional and non-functional requirements
- User requirements
- System requirements
- Domain Requirements



What And Why?

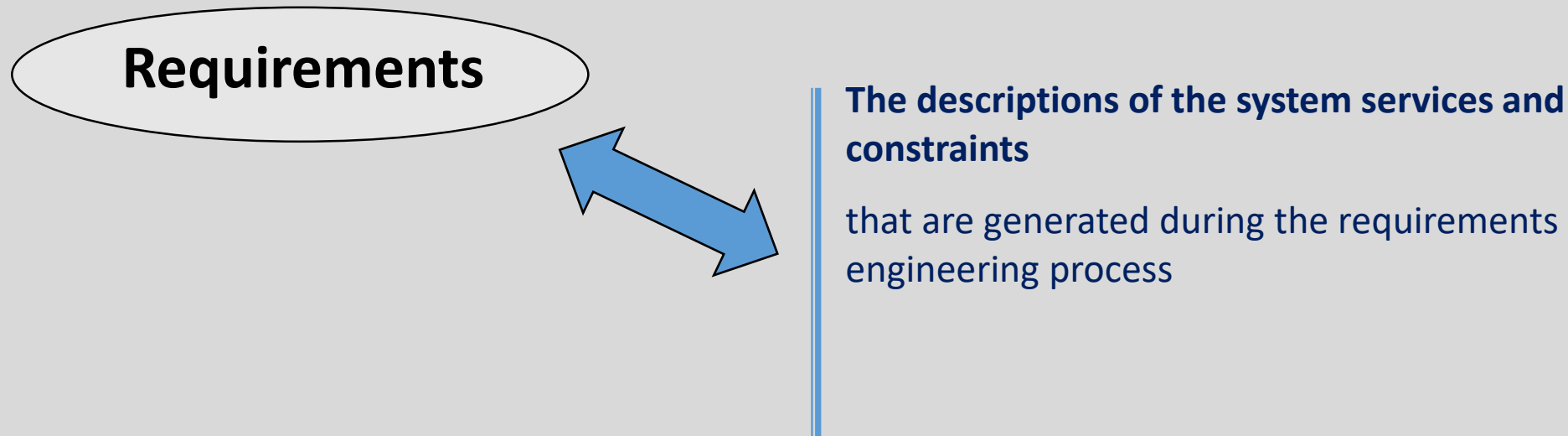
Why Do We Need Requirements?

- To ensure a software solution correctly solves a particular problem, we must initially *fully understand* the problem that needs to be solved, discover *why* the problem needs to be solved and determine *who* should be involved.
- Poorly defined requirements can cause major problems to a project in both financial terms as well as added time.
- There are specific techniques we may use in the requirements engineering phase which we shall be considering during the next four lectures.

What Are Requirements?

Requirements engineering is the process of establishing

- **the services** that the customer requires from a system
- **the constraints** under which it operates and is developed



What Are Requirements?

- It may range from a **high-level** abstract statement of a service or of a system constraint to a **detailed** mathematical functional specification
- This is inevitable as requirements may serve a **dual function**
 - May be the basis for a bid for a contract - therefore must be open to interpretation
 - May be the basis for the contract itself - therefore must be defined in detail
 - Both of these statements may be called requirements

Example (Requirements Iteration)

- The system will support a wide range of the most commonly used graphics file formats
- The system may support the following file formats: png, jpeg, tiff and gif
- The system may support the following file formats: png, jpeg, tiff and giff, to a maximum resolution of 1024x1024 pixels
- The system may support the following file formats: png, jpeg, tiff and giff, to a maximum resolution of 1024x1024 pixels and a maximum file size of 20 megabytes with these parameters being extendable easily using plug ins

Types Of Requirement

User Requirements

- Statements in natural language plus diagrams of the services the system provides and its operational constraints.
- Written for **customers**
- Eg: “We need to be able to spell check documents”

System Requirements

- A structured document setting out detailed descriptions of the system services.
- Written as a contract between **client** and **contractor**
- Eg: “The system needs to be able to spell check documents and provide autocorrect facilities. There will be support for the following languages: English, French and German. System will have plug in support for other languages”

Software Specification

- A detailed software description which can serve as a basis for a design or implementation.
- Written for **developers**
- Eg: CheckResult spellCheck(String word, Dictionary dictionary)
 - Word is defined in UNICODE formatted string
 - The Dictionary structure is defined in S.1.2
 - The CheckResult is defined in S.1.3 and contains a flag if the word has been found or not, plus a Vector object containing a list of possible other word suggestions depending if the word has been found or not
 - spellCheck will ideally use Hashing tables to improve code efficiency

Who Reads The Requirements?

- **User Requirements**
 - Client Managers
 - System End Users
 - Contractor Managers
 - System Architects
- **System Requirements**
 - System End Users
 - Client Engineers
 - System Architects
 - Software Developers
- **Software Design Specification**
 - Client Engineers
 - System Architects
 - Software Developers

Functional Requirements

- Statements of services the system should provide
- How the system should react to particular inputs
- How the system should behave in particular situations
- Depend on the type of software, expected users and the type of system where the software is used
- **Functional user requirements** may be high-level statements of what the system should do **BUT functional system requirements** should describe the system services in detail

Functional Requirements Examples

- All users will access the system using a user id and a password
- The system shall support the following document formats: PDF, RTF, Microsoft Word 2010 and ASCII text
- Every order shall be allocated a unique identifier (ORDER_ID)
- The system have a mechanism to help recover a user's password

Non-Functional Requirements

- Constraints on the services or functions offered by the system such as:
 - timing constraints
 - constraints on the development process, standards, etc.
- Usually defined on the system as a whole
- **Process requirements** may also be specified, mandating a particular CASE system, programming language or development method
- **Non-functional requirements** may be more critical than functional requirements. If these are not met, the system is useless
- Eg:
 - reliability, response time and storage requirements
 - key length for encrypting secure email must be ≥ 256 bits

Non-Functional Classifications

- **Product requirements**
 - Requirements which specify that the **delivered product must behave in a particular way** e.g. execution speed, reliability, security etc.
- **Organisational requirements**
 - Requirements which are a **consequence of organisational policies and procedures** e.g. process standards used, implementation requirements, etc. (Java as programming language)
- **External requirements**
 - Requirements which arise from factors which are **external to the system and its development process** e.g. interoperability requirements, legislative requirements, etc. (Must conform to FIPS)

Non-Functional Requirements Examples

- Product requirement
 - All encryption should use the Advanced Encryption Standard
- Organisational requirement
 - The system development process and deliverable documents shall conform to the process and deliverables defined in coding and documentation standard XYZCo-SP-STAN-95
- External requirement
 - The system shall not disclose any personal information about customers apart from their name and reference number to the operators of the system
- Performance requirement
 - The system should respond to a user's request for information in less than 0.1 seconds during "peak-time" and 0.01 seconds during "normal time".

Domain Requirements

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

Example Domain Requirement

- Healthcare information system:
 - All information systems should be compliant with The data protection act, Health and Social Care Act 2012, NHS Act 2006,
 - Example :
 - People within the healthcare system using data for secondary purposes must only use data that do not identify individual patients unless they have the consent of the patient themselves.

Domain Requirements Problems

- **Understandability**

- Requirements are expressed in the language of the application domain
- This is often not understood by software engineers developing the system (e.g. consider the previous slide) would they understand the law associated with data processing

- **Implicitness**

- Domain specialists understand the area so well that they do not think of making the domain requirements explicit which leads to problems later if software developer implements the requirements in the wrong way

User Requirements

- User requirements should describe functional and non-functional requirements so that they are understandable by system users who don't have detailed technical knowledge
- User requirements are defined using natural language, tables and diagrams in order that non-technical clients can better understand the requirements and point out potential problems.

Goals and Requirements

- **Non-functional requirements** may be very difficult to state precisely and imprecise requirements may be difficult to verify.
- **Verifiable non-functional requirement**
 - A statement using some measure that can be objectively tested
- **Goal**
 - A general intention of the user such as ease of use
- Goals are helpful to developers as they convey the *intentions* of the system users

Goal Examples

- **An example system goal**
 - The system should be easy to use by experienced controllers and should be organised in such a way that user errors are minimised.
- **An example verifiable non-functional requirement**
 - Experienced controllers shall be able to use all the system functions after a total of two hours training. After this training, the average number of errors made by experienced users shall not exceed two per day.

Requirements Measures

Property	Measure
Speed	Processed transactions/second User/Event response time Screen refresh time
Size	K Bytes Number of RAM chips
Ease of use	Training time Number of help frames
Reliability	Mean time to failure Probability of unavailability Rate of failure occurrence Availability
Robustness	Time to restart after failure Percentage of events causing failure Probability of data corruption on failure
Portability	Percentage of target dependent statements Number of target systems

Requirements Interaction

- **Conflicts between different non-functional requirements are common in complex systems**
- Username/Password mechanism should be easy for user to user
- All passwords must be hard to guess and ideally require upper/lower case letters and special symbols to ensure high security

Which is the *most critical* requirement?



Recap

Recap

- Requirements set out what the system should do and define constraints on its operation and implementation
- Functional requirements set out services the system should provide
- Non-functional requirements constrain the system being developed or the development process
- User requirements are high-level statements of what the system should do