

Week 2 – Requirement engineering Schedule

- What / Who / Why ... requirement engineering
- Serious game: about requirement elicitation
- Serious game: try to do it
- More about Requirement specification

Serious Game: CyberVideo

- Teams of 4-5 students
 - 1 Client
 - 3 or 4 providers
- Starting document
 - Providers: Call for tender (few lines)
 - Client: informal description (3 pages)
- Objectives Providers:
 - Ask client question in order to find all the requirements described in the informal description
 - Propose a specification document



Serious Game: CyberVideo



Providers:

- What elicitation method did you use?
- Did you chose it on purpose?
- Could you have done differently? How?
- What was difficult?
- How you are going to write the specification?

Schedule

- What / Who / Why ... requirement engineering
- Serious game
- More about Requirement specification
- Exercises / Homework
 - Express requirements for CyberVideo
 - Read (and learn) about requirement elicitation

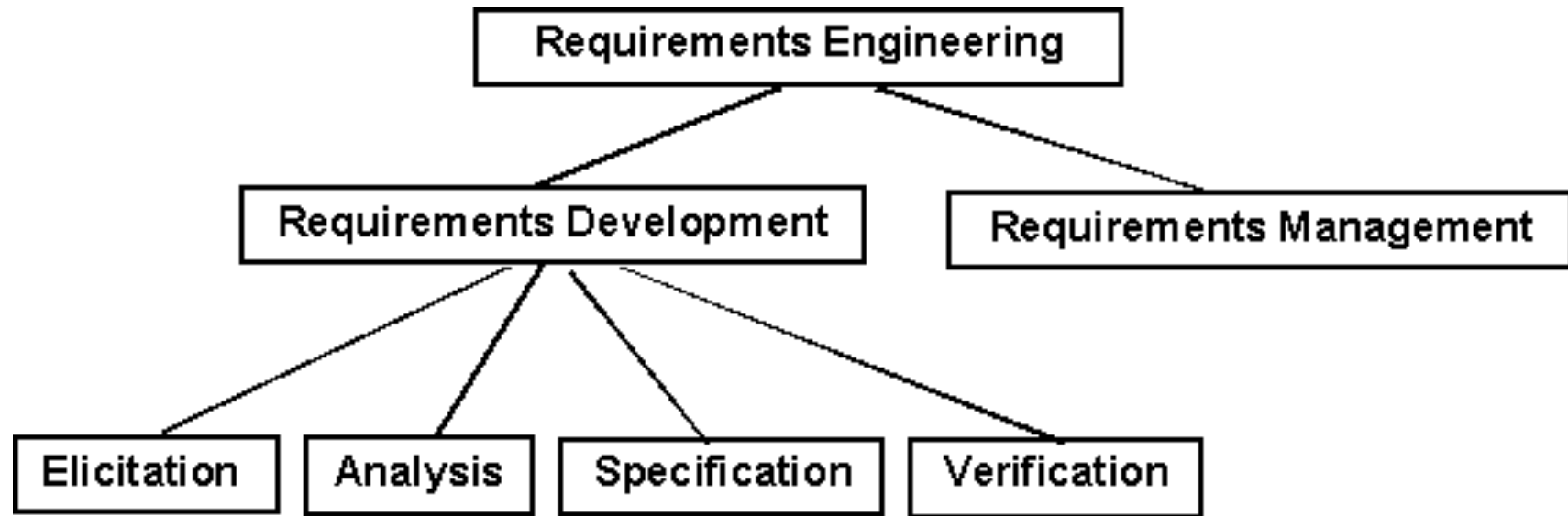


Figure 2. Subdisciplines of requirements engineering.

How is organized Requirement Engineering?

> Requirements development

REQUIREMENT SPECIFICATION

What is a requirement?

- Express what customers want or need
 - A « **need** » is something **mandatory** that we must have
 - A « **want** » is **nice** to have but not always mandatory
- A requirement can be
 - A goal
 - A provided function
 - A quality
 - A property (domain, organization)
 - A constraint

Functional requirements

- **Services provided** by the system
 - Description of the expected function or behavior
 - A general property
 - Expected UI
- Example (**Software library**)
 - The software has to manage books borrowing
 - The checkout function starts by reading the subscriber card
 - A subscriber has to pay 20 euros per year
 - A subscriber is defined by his name, age, etc.
 - All needed information have to be displayed in a single window



Functional requirements – Davis, 93

- An **object**
 - A client is identified by his name, age and address
- A **functionality**
 - A client can borrow up to 5 books
- A **state**
 - A book is available, borrowed or lost
- Several of them together



Objects – Davis, 93

- **Entity** clearly identified
 - Concept related to the software
- Requirements specify the objects:
 - Name and meaning
 - Structure
 - Scope
- Library Example
 - A client is identified by his name, age and address
 - A book is defined by its title and author(s)



Functions – Davis, 93

- **Activity** clearly defined in the domain
 - Tasks, services, processes
 - Related to the software
- Requirements specify the functions:
 - Name
 - Interface, data
 - Behavior
 - Demanded resources
- Library Example
 - **Book checkout**: to borrow a book, the client has first to show his library card and then the book



State – Davis, 93

- Characterize the situation of an entity
 - Can be expressed as a predicate
 - Can change over the time
 - Influence the behavior of the entity
- Requirements specify the states
 - All possible states
 - Transitions
 - Possible properties
- Library Example
 - A book is available, borrowed or lost

Objects, functions, states

- Requirements may established **relations** among **objects**, **functions** and **states**
 - A **client** can **borrow** a book when he has paid his bill and has less than 5 **borrowed** **books**
- Analysis methods focuses on single aspect
 - Object
 - Function
 - States

Capturing functional requirements

Example of questions – Pfleeger

- Functions
 - What does the system should do?
 - When?
 - Several functional modes?
 - Appropriate responses to stimuli ?
- Data
 - Format?
 - How long should be?

Non-functional requirements

Constraints

A constraint under which a software operates or is developed

Process

- Tools
- Standards

Domain

- Usage
- Regulation / Law

Development

- COTS (OS, middleware, ...)
- Methods

Context

- Existing applications
- People

Non-functional requirements

Constraints



- Example (Software library)

- UML **must** be used for the modeling phase (at design)
- An architectural design document **must** be provided
- The system **must** use Oracle for persistency functions
- Java annotations **may** be used for development
- No historic is maintained for subscribers
- The system **must** interface with legacy systems

Process

Development

Domain

Context

Non-functional requirements

Qualities

- **External** or **internal** qualities of
 - the provided functions
 - the global system
- **Includes**
 - Security, Logging
 - Storage, Configuration
 - Performance, Cost
 - Interoperability, Flexibility
 - Accessibility, Disaster recovery
- Must be **quantified** (to be evaluated)

Non-functional requirements

Qualities

- What about... ?
 - “The system should be easy to use”
 - “The system should be robust and quick”

Non-functional requirements

Qualities

- What about... ?
 - “The system should be easy to use”
 - “The system should be robust and quick”
 - Different interpretation
 - Source of conflict
- => Need to quantify the NF-requirements

Non-functional requirements

Qualities

- Example (**Software library**)
 - Book checkout must be **made in less than 1 minute**
 - Any function must be **done in less than 2 minutes**
 - Backtracking must **always** be possible when borrowing a book
 - The software system must be **available 6 days a week**



Example

- First formulation
 - The system should be easy to use for a experimented user and should be organized to limit the number of errors.
- Second formulation
 - A user with 5 years of experience should be able to use the system after 2 hour long formation.
 - After the formation, the average number of errors made by a user should not be more than 2 by day.

Performance

- Quality perceived by **users** (external)
- Requirements to be specified
 - Number of transactions per second
 - Arrival rate of inputs
 - Refreshing time
 - Response time for a given pattern of events
 - What to do when expected quantities are exceeded
 - Failure, ignorance of additional inputs, degraded services



Usability



- Quality perceived by **users** (external)
- Requirements to be specified
 - Provided UI
 - Error messages
 - keyboard shortcut
 - Backtrack possibilities
 - Techniques to help users and to improve confidence
 - Amount of expected training
 - Facilities to avoid misuses

Availability & Reliability



- Quality perceived by **users** (external)
- Requirements to be specified
 - Max. number of bug per Kline during integration
 - Min. duration without a problem
 - Is there a time to perform maintenance?
 - Maximum time allowed for restarting the system
 - Must backup copies be stored at a different location?
 - Must the system detect and isolate fault
- Difficult to assess !

Security



- Quality perceived by **users** (external)
- Requirements to be specified
 - Must access to the system or information be controlled?
 - Should each user's data isolated from the data of each other?
 - Should user programs be isolated from other programs and from the operating system?
 - Should precautions be taken against theft or vandalism



Maintainability

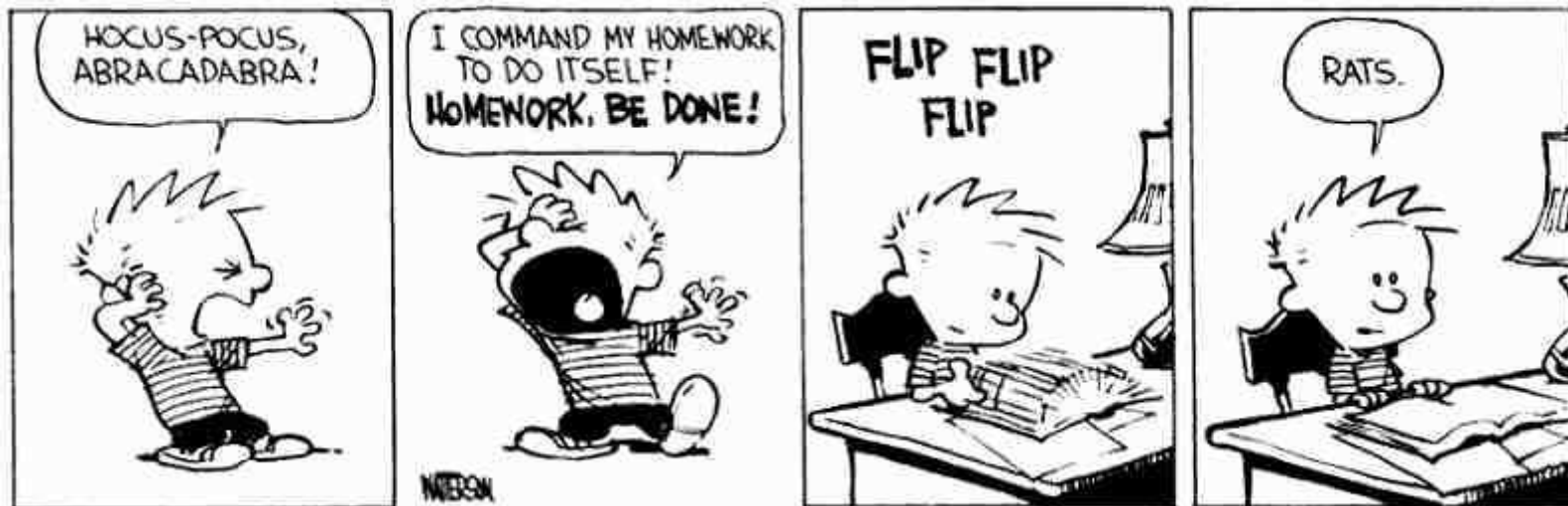
- Quality perceived by **engineers** (internal)
- Requirements to be specified
 - When and in what ways might the system be changed in the future?
 - How easy should it be to add features to the system?
 - How easy should it be to port the system from one platform (computer, OS) to another

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- **Exercises**
 - Express requirements for CyberVideo
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Exercises/HomeWork

- Express some requirements about CyberVideo
 - Functional
 - Non-Functional



Exercise

- Read and learn about requirement elicitation
- At the end of the work, you should be able to
 - cite several elicitation methods
 - explain the principle of a given elicitation method
 - give advantages/limits of a given elicitation method

For the final evaluation

- You should know
 - Challenges and issues of requirement engineering
 - Advantages and limits of the different requirement elicitation methods
- You should be able to
 - Identify incorrect formulation of NF requirement
 - Propose an alternative formulation