## REQUIREMENTS ENGINEERING

Software Engineering Seminar

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2025-III





#### Outline

- Concepts Generation & Selection
- 2 Basic Concepts
- Requirements Engineering /





#### Outline

Concepts Generation & Selection

2 Basic Concepts

Requirements Engineering





### Concepts Generation

- Concepts generation is the process of creating ideas for a system that meet the needs of its users.
- It involves trainstorming, research, and analysis to generate innovative it eas for a system.
- It is a creative process that encourages innovation and creativity the document of the documen

model processes improvement point

add value - impact





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Optimization



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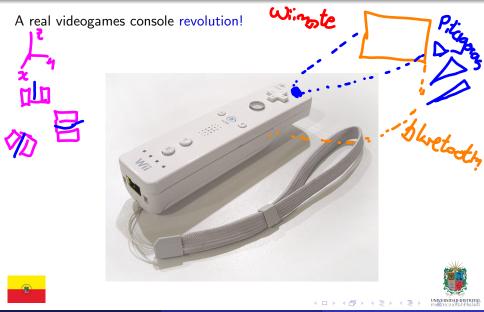
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### Is this Innovation & Creativity?



#### **Concepts Selection**

- Concepts selection is the process of evaluating and choosing the best ideas for a system.
- It involves analysis, comparison, and evaluation of concepts to determine which ones are the most feasible and effective.
- It is a critical process that ensures that the final design of a system meets the needs of its users.





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#### Stakeholders Vs. Shareholders

- Stakeholders are individuals or groups who have an interest in the success of a project.
- Stakeholders can be internal or external to a company. For example, customers, employees, suppliers, and regulators are external stakeholders.
- Shareholders are individuals or groups who have an ownership interest in a company.
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#### Requirements

- **Requirements** are statements that describe the features, functions, and constraints of a system.
- Requirements are used to communicate the needs of stakeholders to developers.
- Requirements are used to guide the design, development, and testing of a system.





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#### Requirements Types

- Functional requirements describe the functions and features of a system.
- Non-functional requirements describe the quality attributes of a system, such as performance, reliability, and usability.
- Constraints are the limitations or restrictions that a system must satisfy.





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#### **User Stories**

- User stories are short, simple descriptions of a feature or function of a system.
- They are written from the perspective of the user and describe what the user wants to achieve.
- They are used to capture the requirements of a system in a simple and understandable way.





### User Story Format [Example]

#### **User Story**

Title:	Priority:	Estimate:
User Story:		
As a [description of user],		
I want [functionality]		
so that [benefit].		
Acceptance Criteria:		
Given [how things begin]		
When [action taken]		
Then [outcome of taking action]		

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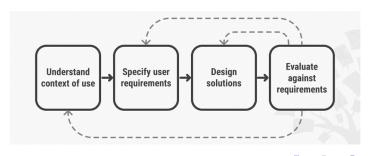
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### User-Centered Design (UCD)

- User-centered design (UCD) is an iterative design process that focuses on understanding the needs, preferences, and behaviors of users.
- UCD is a collaborative process that involves users in the design and development of a system.
- UCD is used to create systems that are usable, efficient, and satisfying to users.

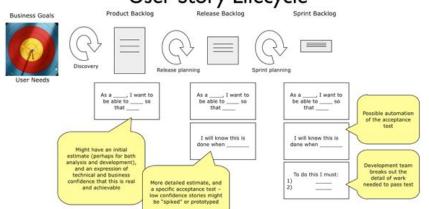






#### User Story Lifecycle

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### What is Requirements Engineering?

- Requirements engineering is the process of eliciting, analyzing, specifying, validating, and managing the requirements of a system.
- It is a critical activity in the systems development lifecycle that ensures that the system meets the needs of its users.
- It is a collaborative process that involves stakeholders from different backgrounds and perspectives.





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### Requirements Engineering Process

# The **requirements engineering** process *consists* of the following activities:

- Gathering requirements.
- Analyzing requirements.
- Validating requirements.
- Documenting requirements.
- Managing requirements.
- Verifying requirements.
- Communicating requirements.





#### Gathering Requirements

- Gathering requirements is the process of collecting and documenting the needs of stakeholders.
- It involves interviewing stakeholders, conducting surveys, and observing users to understand their requirements.
- It is essential to prioritize requirements based on stakeholder feedback and project goals.





### Clients Are Not Always Right

Dear Santa, How are you? I'm good. Here is what I want for Cheistmas antto://www.amazon.com 9P/product/80032HV60 Mrek=59\_hps\_bw\_921\_





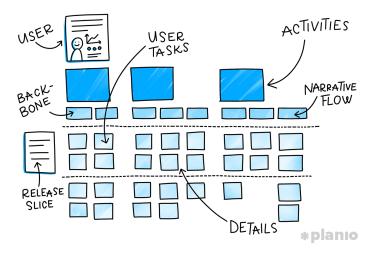
#### **Analyzing Requirements**

- Analyzing requirements is the process of examining and understanding the requirements of a system.
- It involves identifying dependencies, conflicts, and inconsistencies in the requirements.
- It is a critical activity that ensures that the requirements are complete, consistent, and correct.





### **User Story Mapping**



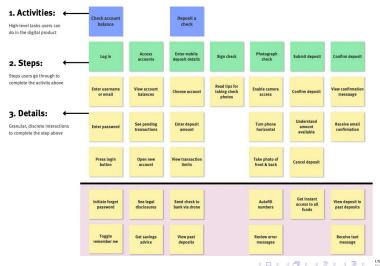




### USM: Study Case

#### **User-Story Map: Mobile App Feature for Depositing Checks**

NNGROUP.COM NN/g







### **Documenting Requirements**

- **Documenting** requirements is the process of writing and organizing the requirements of a system.
- It involves creating documents, diagrams, and models that describe the requirements in a clear and concise way.
- It is a collaborative process that involves stakeholders from different backgrounds and perspectives.

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#### **Everyone Hates Writing Documentation**

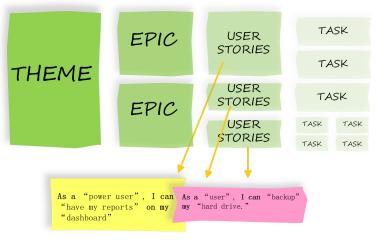






#### User Stories Hierarchy

#### **USER STORIES**







#### Validating Requirements

- Validating requirements is the process of ensuring that the requirements are correct and complete.
- It involves reviewing the requirements with stakeholders to verify that they meet their needs.
- It is important to document any changes made during the validation process.
- It is also crucial to review the validation results with stakeholders to ensure alignment with their expectations.





### Clients Are Not Always Right



My dad told me his password is: MickeyMinnieGoofyDonaldPlutoHuey LouieDeweyDublin.

Because he was told his password had to contain 8 characters and at least one Capital.





#### Verifying Requirements

- **Verifying** requirements is the process of ensuring that the requirements are correctly implemented in the system.
- It involves testing the system to verify that it meets the requirements.
- It is a critical activity that ensures that the system is functional, reliable, and usable.





### Typical Mistakes When Testing

#### Disturbing Chinese calorie app...





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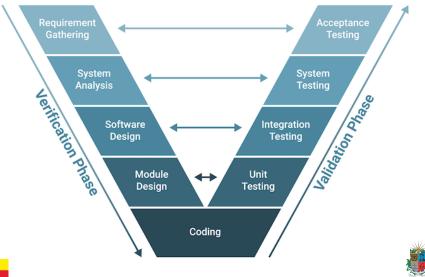
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#### V-Model in SDLC







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## Thanks!

# **Questions?**



Repo: www.github.com/EngAndres/ud-public/tree/main/courses/software\_engineering\_seminar



