

Lecture # 4

Software Requirements



Recap of Last Three Lectures

- ◉ Kinds of requirements
 - > Functional
 - > Non-functional
 - > Domain
 - > Inverse
 - > Design and implementation constraints



Topics Covered In This Lecture

- ◉ There also exists another view of requirements apart from different kinds of requirements we have studied so far.
 - > Another view of requirements
- ◉ There are some problems which occur in requirements, that are necessary to be identified and properly attended.
 - > Problems in requirements



Another View of Requirements

- ◉ In general requirements can be viewed as
 - > User/customer requirements
 - OR
 - > System contract requirements



User/Customer Requirements



User/Customer Requirements - 1

- Functional and non-functional requirements should be stated in natural language with the help of forms or simple diagrams describing the expected services of a system by the **User** under certain constraints



User/Customer Requirements - 2

- These are understandable by users, who have no, or little, technical knowledge
- System design characteristics should be avoided as much as possible



User/Customer Requirements - 3

- It is a good practice to separate user requirements from more detailed system requirements in a requirements document



User/Customer Requirements

- 4

- Including too much information in user requirements, constraints the system designers from coming up with creative solutions



User/Customer Requirements - 5

- The rationale associated with requirements is very important. It helps in managing changes to requirements



System Contract Requirements

System Contract Requirements

- 1

- ◉ Sets out the **system** services and constraints in detail
- ◉ May serve as the basis of contract for implementation of the system
- ◉ Should be complete and consistent

System Contract Requirements - 2

- They are used by the designers and developers as the starting point for system design
- They should be understood by technical staff of the customer organization and the development team

System Contract Requirements

- 3

- ◉ In principle, these requirements should also state 'what' the system does, rather than 'how' it is implemented
- ◉ However, with the level of details needed to specify the system completely, it is not possible to exclude all design information

System Contract Requirements

- 4

- ◉ An initial architecture of the system may be defined to help structure the requirements specification
- ◉ In most cases, systems interoperate with other systems
- ◉ Use of specific design may be included as an external requirement

System Contract Requirements

- 5

- ◉ Natural language is often used to describe system requirements
- ◉ Some specification languages may be used with natural language, which add structure to specifications and reduce ambiguity

System Contract Requirements

- 6

- Unified Modeling Language (UML) is a specification language, which has become the de-facto standard for modeling requirements

Requirements Problems

Requirements Problems - 1

- ◉ The requirements don't reflect the real needs of the customer for the system
- ◉ Requirements are inconsistent and/or incomplete
- ◉ It is expensive to make changes to requirements after they have been agreed upon

Requirements Problems - 2

- There are misunderstandings between customers, those developing the system requirements, and software engineers developing or maintaining the system

Problems with Natural Languages - 1

Requirement specification in natural language pose some problems which include

- ◉ Lack of clarity
- ◉ Requirements confusion
- ◉ Requirements amalgamation

Problems with Natural Languages - 2

- ◉ Natural language understanding relies on the specification readers and writers using the same words for same concept
- ◉ A natural language requirements specification is over-flexible.

“You can say the same thing in completely different ways”

Problems with Natural Languages - 3

- It is not possible to modularize natural language requirements. It may be difficult to find all related requirements
 - > To discover the impact of a change, every requirement have to be examined

Impact of Wrong Requirements

- ◉ When requirements are wrong, systems are late, unreliable and don't meet customers needs
- ◉ This results in enormous loss of time, revenue, market share, and trust of customers

Summary

- Discussed requirements from the user/customer's perspective and also explored issues related to system contract requirements
- Discussed requirements problems