

Chapter 8

■ Understanding Requirements

Slide Set to accompany

Software Engineering: A Practitioner's Approach, 8/e
by Roger S. Pressman and Bruce R. Maxim

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Requirements Engineering-I

- **Inception**—ask a set of questions that establish ...
 - basic understanding of the problem
 - the people who want a solution
 - the nature of the solution that is desired, and
 - the effectiveness of preliminary communication and collaboration between the customer and the developer
- **Elicitation**—elicit requirements from all stakeholders
- **Elaboration**—create an analysis model that identifies data, function and behavioral requirements
- **Negotiation**—agree on a deliverable system that is realistic for developers and customers

Requirements Engineering-II

- **Specification**—can be any one (or more) of the following:
 - A written document
 - A set of models
 - A formal mathematical
 - A collection of user scenarios (use-cases)
 - A prototype
- **Validation**—a review mechanism that looks for
 - errors in content or interpretation
 - areas where clarification may be required
 - missing information
 - inconsistencies (a major problem when large products or systems are engineered)
 - conflicting or unrealistic (unachievable) requirements.
- **Requirements management**

Inception

- Identify stakeholders
 - “who else do you think I should talk to?”
- Recognize multiple points of view
- Work toward collaboration
- The first questions
 - Who is behind the request for this work?
 - Who will use the solution?
 - What will be the economic benefit of a successful solution
 - Is there another source for the solution that you need?

Eliciting Requirements

- meetings are conducted and attended by both software engineers and customers
- rules for preparation and participation are established
- an agenda is suggested
- a "facilitator" (can be a customer, a developer, or an outsider) controls the meeting
- a "definition mechanism" (can be work sheets, flip charts, or wall stickers or an electronic bulletin board, chat room or virtual forum) is used
- the goal is
 - to identify the problem
 - propose elements of the solution
 - negotiate different approaches, and
 - specify a preliminary set of solution requirements

Elicitation Work Products

- a statement of need and feasibility.
- a bounded statement of scope for the system or product.
- a list of customers, users, and other stakeholders who participated in requirements elicitation
- a description of the system's technical environment.
- a list of requirements (preferably organized by function) and the domain constraints that apply to each.
- a set of usage scenarios that provide insight into the use of the system or product under different operating conditions.
- any prototypes developed to better define requirements.

Quality Function Deployment

- **Function deployment** determines the “value” (as perceived by the customer) of each function required of the system
- **Information deployment** identifies data objects and events
- **Task deployment** examines the behavior of the system
- **Value analysis** determines the relative priority of requirements

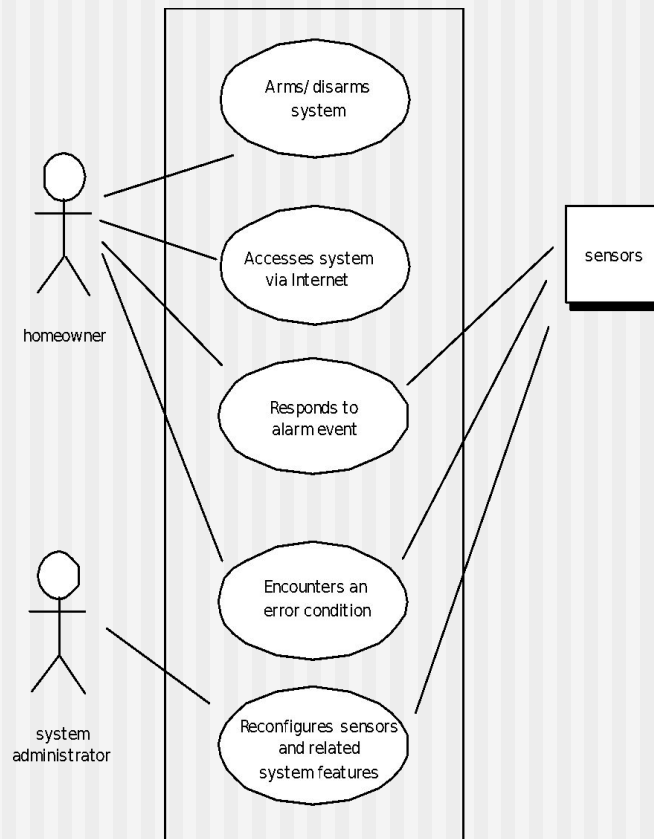
Non-Functional Requirements

- **Non-Functional Requirement (NFR)** – quality attribute, performance attribute, security attribute, or general system constraint. A two phase process is used to determine which NFR's are compatible:
 - The first phase is to create a matrix using each NFR as a column heading and the system SE guidelines as row labels
 - The second phase is for the team to prioritize each NFR using a set of decision rules to decide which to implement by classifying each NFR and guideline pair as complementary, overlapping, conflicting, or independent

Use-Cases

- A collection of user scenarios that describe the thread of usage of a system
- Each scenario is described from the point-of-view of an “actor”—a person or device that interacts with the software in some way
- Each scenario answers the following questions:
 - Who is the primary actor, the secondary actor (s)?
 - What are the actor’s goals?
 - What preconditions should exist before the story begins?
 - What main tasks or functions are performed by the actor?
 - What extensions might be considered as the story is described?
 - What variations in the actor’s interaction are possible?
 - What system information will the actor acquire, produce, or change?
 - Will the actor have to inform the system about changes in the external environment?
 - What information does the actor desire from the system?
 - Does the actor wish to be informed about unexpected changes?

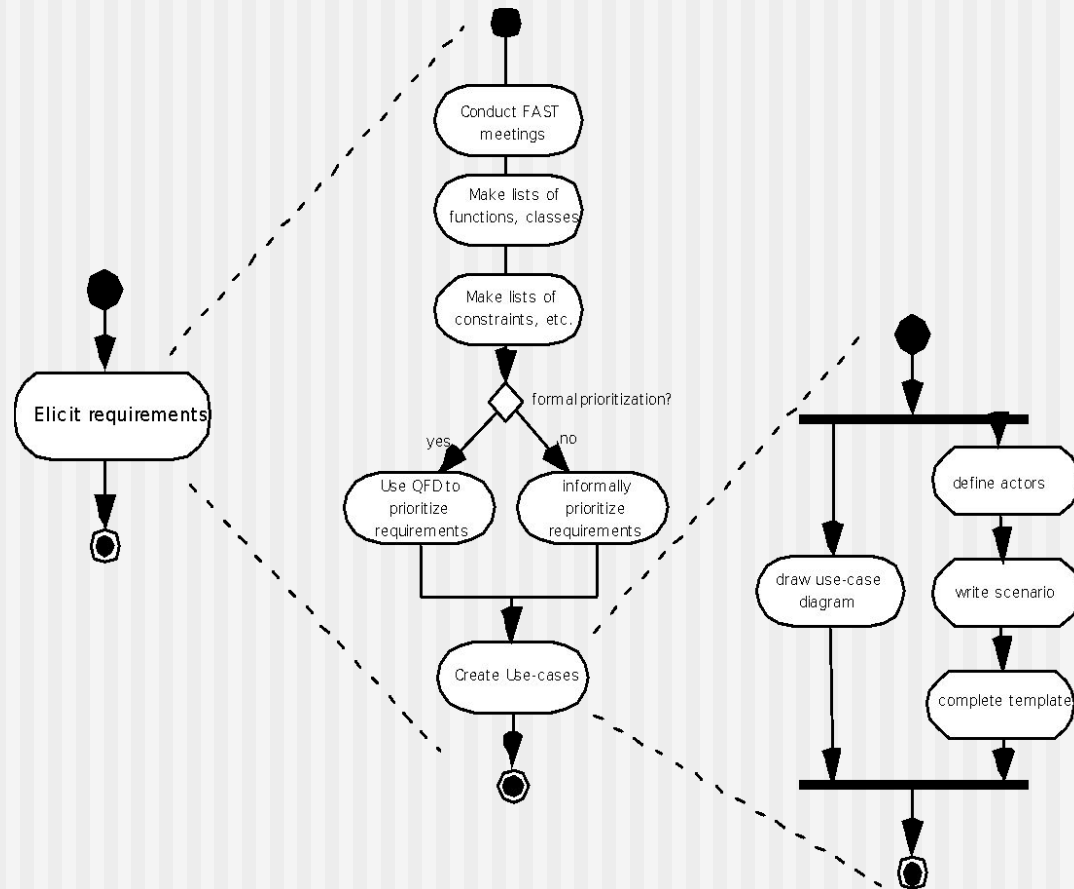
Use-Case Diagram



Building the Analysis Model

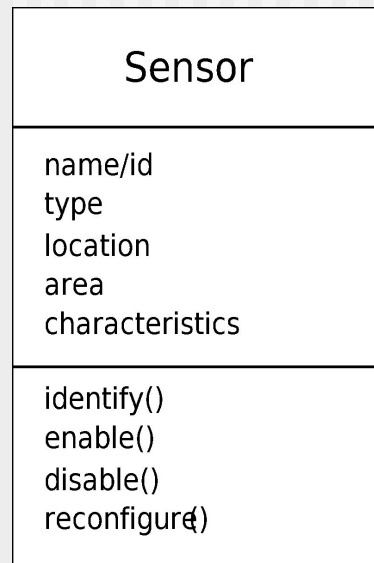
- Elements of the analysis model
 - Scenario-based elements
 - Functional—processing narratives for software functions
 - Use-case—descriptions of the interaction between an “actor” and the system
 - Class-based elements
 - Implied by scenarios
 - Behavioral elements
 - State diagram
 - Flow-oriented elements
 - Data flow diagram

Eliciting Requirements

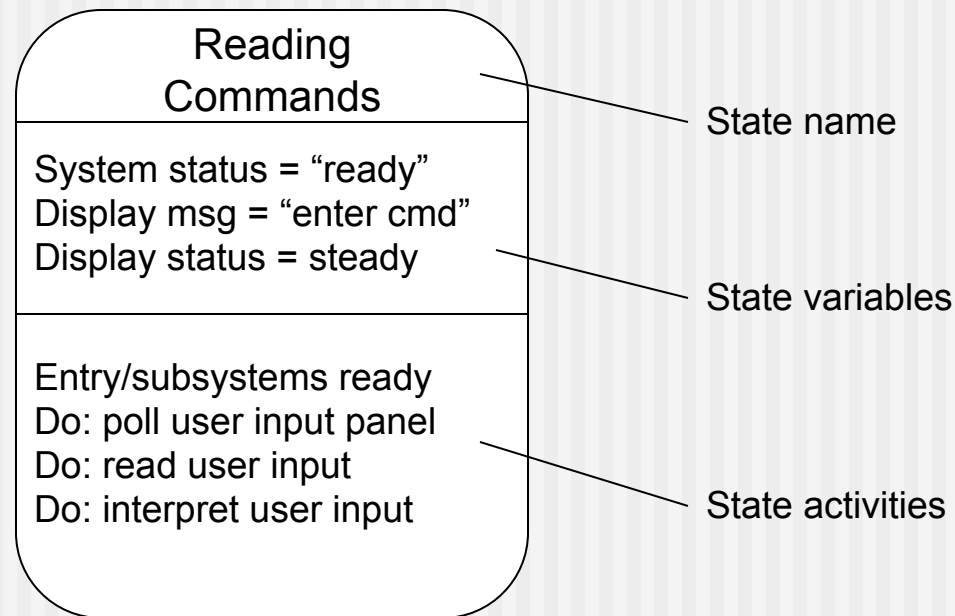


Class Diagram

From the *SafeHome* system ...



State Diagram



Analysis Patterns

Pattern name: A descriptor that captures the essence of the pattern.

Intent: Describes what the pattern accomplishes or represents

Motivation: A scenario that illustrates how the pattern can be used to address the problem.

Forces and context: A description of external issues (forces) that can affect how the pattern is used and also the external issues that will be resolved when the pattern is applied.

Solution: A description of how the pattern is applied to solve the problem with an emphasis on structural and behavioral issues.

Consequences: Addresses what happens when the pattern is applied and what trade-offs exist during its application.

Design: Discusses how the analysis pattern can be achieved through the use of known design patterns.

Known uses: Examples of uses within actual systems.

Related patterns: One or more analysis patterns that are related to the named pattern because (1) it is commonly used with the named pattern; (2) it is structurally similar to the named pattern; (3) it is a variation of the named pattern.

Negotiating Requirements

- Identify the key stakeholders
 - These are the people who will be involved in the negotiation
- Determine each of the stakeholders “win conditions”
 - Win conditions are not always obvious
- Negotiate
 - Work toward a set of requirements that lead to “win-win”

Requirements Monitoring

Especially needed in incremental development

- *Distributed debugging* – uncovers errors and determines their cause.
- *Run-time verification* – determines whether software matches its specification.
- *Run-time validation* – assesses whether evolving software meets user goals.
- *Business activity monitoring* – evaluates whether a system satisfies business goals.
- *Evolution and codesign* – provides information to stakeholders as the system evolves.

Validating Requirements - I

- Is each requirement consistent with the overall objective for the system/product?
- Have all requirements been specified at the proper level of abstraction? That is, do some requirements provide a level of technical detail that is inappropriate at this stage?
- Is the requirement really necessary or does it represent an add-on feature that may not be essential to the objective of the system?
- Is each requirement bounded and unambiguous?
- Does each requirement have attribution? That is, is a source (generally, a specific individual) noted for each requirement?
- Do any requirements conflict with other requirements?

Validating Requirements - II

- Is each requirement achievable in the technical environment that will house the system or product?
- Is each requirement testable, once implemented?
- Does the requirements model properly reflect the information, function and behavior of the system to be built.
- Has the requirements model been “partitioned” in a way that exposes progressively more detailed information about the system.
- Have requirements patterns been used to simplify the requirements model. Have all patterns been properly validated? Are all patterns consistent with customer requirements?