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CSRM Memos - List

0 - CSRM Composition and Purpose

1 - Stakeholders

A stakeholder is any entity that has an interest in the system. Mission stakeholders concerns, needs, objectives, and constraints are captured in mission requirements.

1.2 - Mission Stakeholders

1.2.0 - Mission Stakeholders and Requirements - Population   -

1.2.2 - Mission Stakeholders – Requirements, Technical Measures, Use Cases – Illustration

The relationships between mission stakeholders, requirements, technical measures, and use case elements are captured in element specifications and the containment tree. The relationships are displayed in diagrams and tables.

The CSRM provides a library of model elements but does not dictate what elements and relationships to use.

2.1 - Technical Measures – Specifications and Requirements – Population

Technical measures provide stakeholder insight into the definition and development of a technical solution. Technical Measures are captured in Technical Measures Specifications and Technical Measures Requirement packages

2.2 - Technical Measures – Specifications and Requirements – Illustration

The relationships between technical measures specifications and requirements, are captured in element specifications and the containment tree. The relationships are displayed in diagrams and tables.

3.1 - Architecutes – Requirements, Structures, Behavior

Package architecture for requirements, behaviors, and structures at the enterprise, segment, and subsystem levels.

Requirements define the What. Behaviors and Structures specify the How.

Structure diagrams capture the frame work that carry out the behaviors.

Activity diagrams and use case diagrams are behavior diagrams.

3.2 - Behaviors – Use Cases – Activities – Population

Artifacts for establishing a relationship between a requirement and a behavior that refines the requirement. The behavior can be:

  Expressed a by text-based Behavior Description.

  Captured in a Use Case Diagram.

  Refined by an Activity Diagram.

The mission-specific team determines what relationships to use and populates the behavior artifacts.

4 - requirements hierarchy – population

5 - architecture hierarchy