

# Software Engineering

## Requirements Engineering

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# **REQUIREMENTS ENGINEERING**

- **The process of establishing the services that the customer requires from a system.**
- **The constraints under which the system operates and is developed.**

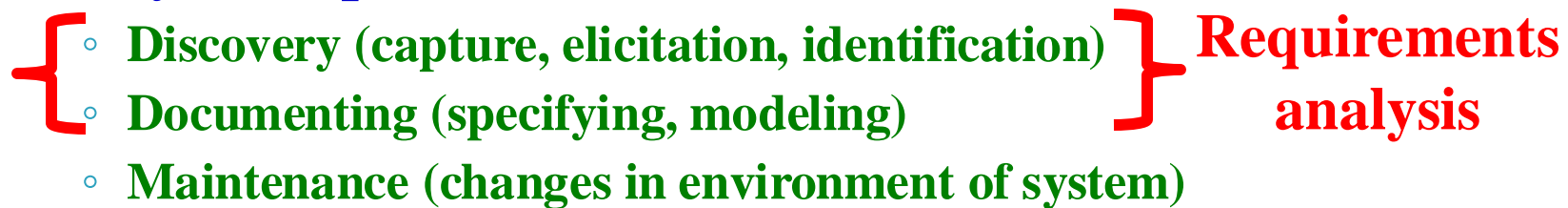
# REQUIREMENTS ENGINEERING

- ▶ “... to cover all of the activities involved in **discovering**, **documenting**, and **maintaining** a set of requirements for a computer-based system.”

[Source: Kotonya and Sommerville, 2001]

- ▶ Importance of requirements illustrated by need for rigor, structure, repeatable techniques, etc.

- ▶ Key concepts:



## WHAT ARE REQUIREMENTS?

- ▶ They are descriptions of how the system should
  - ✓ *behave*,
  - ✓ *application domain* information,
  - ✓ *constraints* on the system's operation, or
  - ✓ *specifications* of a system property or attribute.

[Source: Kotonya and Sommerville, 2001]




- ▶ A requirement is a *statement of need*, something that some class of user or other *stakeholder wants*”

[Source: Alexander and Stevens, 2002]

# WHAT ARE REQUIREMENTS?

Requirements definition is a careful assessment of the needs that a system is to fulfill.

## It Says

-  Why a system is needed?
-  What system features will serve and satisfy?
-  How the system is to be constructed?

**Requirements represent a specification for the new system.**

# **WHY IS REQUIREMENTS ENGINEERING IMPORTANT?**



**Identifies stakeholder needs to ensure that you are building the right system**



**Help you manage the development process to ensure a quality system**



**Identify defects early, reducing costs**

# WHY ARE REQUIREMENTS IMPORTANT?

Consequences of **poor or incorrect** requirements are:

- System delivered later than planned.
- System cost more than planned.
- Customers and end-users unsatisfied (not used or even scrapped)
- Maintenance related costs higher.
- System is unreliable or does not work.



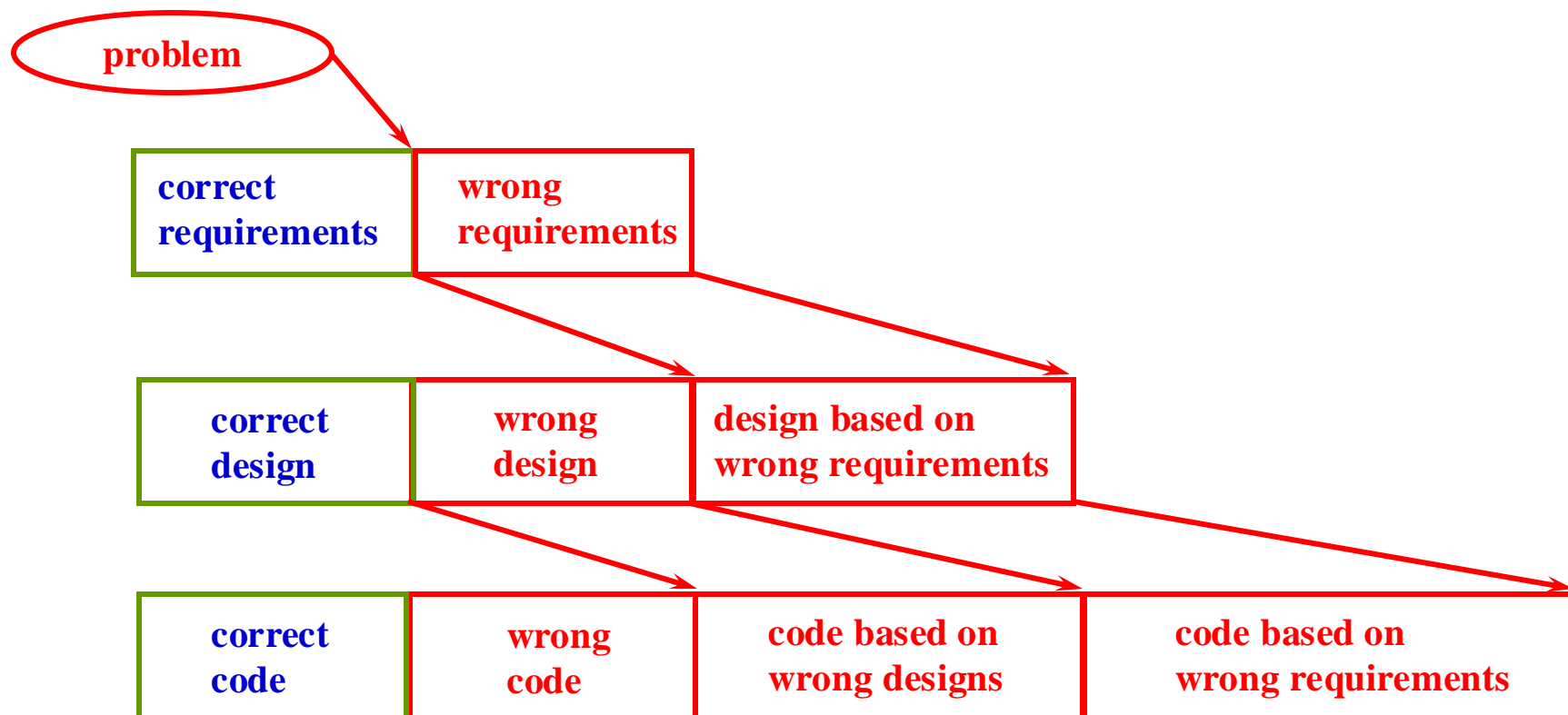
**important!**

## **REASONS FOR POOR REQUIREMENTS**

- ▶ **Not well understood (domain complexity).**
- ▶ **Requirements do not reflect the real needs of the customer.**
- ▶ **Misunderstanding between various stakeholders: customers, requirements engineers and developers.**
- ▶ **Expensive to make changes to requirements after they have been agreed upon (contract).**
- ▶ **Requirements evolution: existing system enhancement not clear.**
- ▶ **Requirements could be incomplete, ambiguous, inconsistent, overlapping, not implementable, ...**



## DEFECTS PROPAGATE AND GROW



## **EFFECTS OF POOR REQUIREMENTS ANALYSIS**

- ▶ "Once your software hits the field, removing a requirements defect costs at least a hundred times as much, assuming you can fix it at all."

[Source: Lawrence, Wieggers, and Ebert, IEEE Software, 2001]

- ▶ Poor or incorrect requirements affects later stages of SDLC through exponentially increasing costs:
  - investment far greater during design and coding.
- ▶ Investing time in effective requirements analysis early saves time, effort, and money.

# TYPES OF REQUIREMENTS

Usually classified into two categories:



**Functional (Behavioral) requirements**

**Specify**

- The function that the system should provide.
- How the system should react to particular inputs.
- How the system should behave in particular situations.

**(affordance, capability) of the system**



**Non Functional (Non-Behavioral) requirements**

**Describe**

- Constraints on the services or functions offered by the system such as timing constraints.
- Constraints on the development process, standards, etc.

**(performance, reliability, usability, portability, ...)**

# TYPES OF REQUIREMENTS

## ➤ General requirements

sets out in broad terms what the system should do

For Example:

The system shall maintain records of all library materials including books, serials, newspapers and magazines, ...).

## ➤ Functional requirements

define system's functionality

For Example:

The system shall allow users to search for an item by title, author, or ISBN

# TYPES OF REQUIREMENTS

## ➤ Data requirements

**define the type of data the system shall operate upon or produce**

**For Example:**

**The ISBN is a 5-part item: the “ISBN tag” and a 4-part identifier.**

## ➤ Implementation requirements

**states how the system must be implemented**

**For Example:**

**The system’s user interface shall be implemented using a WWW browser.**

## TYPES OF REQUIREMENTS

### ➤ Performance requirements

**specify the minimum acceptable performance of the system**

**For Example:**

The system shall support at least 20 transactions per second

### ➤ Usability requirements

**state user interface and user interaction constraints**

**For Example:**

Use a hierarchical menu structure for navigation

### ➤ Operational requirements

**state constraints that should be satisfied during system usage**

**For Example:**

Reliability in terms of “mean-time to failure”.

## **PROPERTIES OF GOOD REQUIREMENTS**







- ▶ **Understandable by users**  
effectively contract and should be comprehensible.
- ▶ **Nonprescriptive**  
describes what the system should do not how
- ▶ **Correct**  
user judge of correctness
- ▶ **Complete**  
nothing missing from set or individual requirement
- ▶ **Consistent**  
does not contradict other requirements
- ▶ **Unambiguous**  
only one interpretation
- ▶ **Precise, concise, feasible, testable, traceable, ...**

## **CONTENTS OF REQUIREMENTS DOCUMENT**





- ▶ The services and functions which the system should provide.
- ▶ The constraints under which the system must operate.
- ▶ Overall (emergent) properties of the system (reliability, maintainability, performance, usability, security, etc.).
- ▶ System's environment including related systems.
- ▶ Application domain information.
- ▶ Constraints on the development processes.



## REQUIREMENTS SPECIFICATIONS

-  **Definition of the function or entity.**
-  **Description of inputs and where they come from.**
-  **Description of outputs and where they go to.**
-  **Indication of other entities required.**
-  **Pre and post conditions (if appropriate).**
-  **The side effects (if any) of the function.**

## **GUIDELINES FOR WRITING REQUIREMENTS**

-  **Invent a standard format and use it for all requirements.**
-  **Use language in a consistent way. Use shall for mandatory requirements, should for desirable requirements.**
-  **Use text highlighting to identify key parts of the requirement.**
-  **Avoid the use of computer jargon.**

# **IEEE/ANSI 830-1993** **REQUIREMENTS SPECIFICATION STANDARD**

## **1. Introduction**

- 1.1 Purpose of document**
- 1.2 Scope of product**
- 1.3 Definitions, acronyms, abbreviations**
- 1.4 References**
- 1.5 Overview of remainder of document**

## **2. General description**

- 2.1 Product perspective**
- 2.2 Product functions**
- 2.3 User characteristics**
- 2.4 General constraints**
- 2.5 Assumptions and dependencies**

# IEEE/ANSI 830-1993 REQUIREMENTS SPECIFICATION STANDARD

## 3. Specific requirements

Includes *functional*, non-functional, interface requirements (external interfaces, functionality, performance, *logical database requirements*, ...)

## 4. Appendices

## 5. Index

## **LECTURE 3 SUMMARY**

- ▶ Requirements related problems contribute significantly to project failure.
- ▶ Requirements engineering incorporates activities such as discovery, analysis, documenting, and management.
- ▶ Many variations of requirement types.
- ▶ Different kinds of stakeholders have say in requirements.
- ▶ Requirements can be specified as documents, models, prototyping and formal methods.

## **QUESTIONS FOR THE WEEK**

- 1. Why is it essential to capture good quality requirements?**
- 2. Describe ways in which requirements can be substandard?  
How do we improve the chances of capturing good quality requirements?**
- 3. Identify the stakeholders that can claim an interest in requirements capture and for each, explain why.**
- 4. What characteristics are useful for analysts to possess during requirements determination? Which is the most important and why?**



# Questions