

# Introduction to Software Engineering

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## Requirement engineering – part I

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# Outline

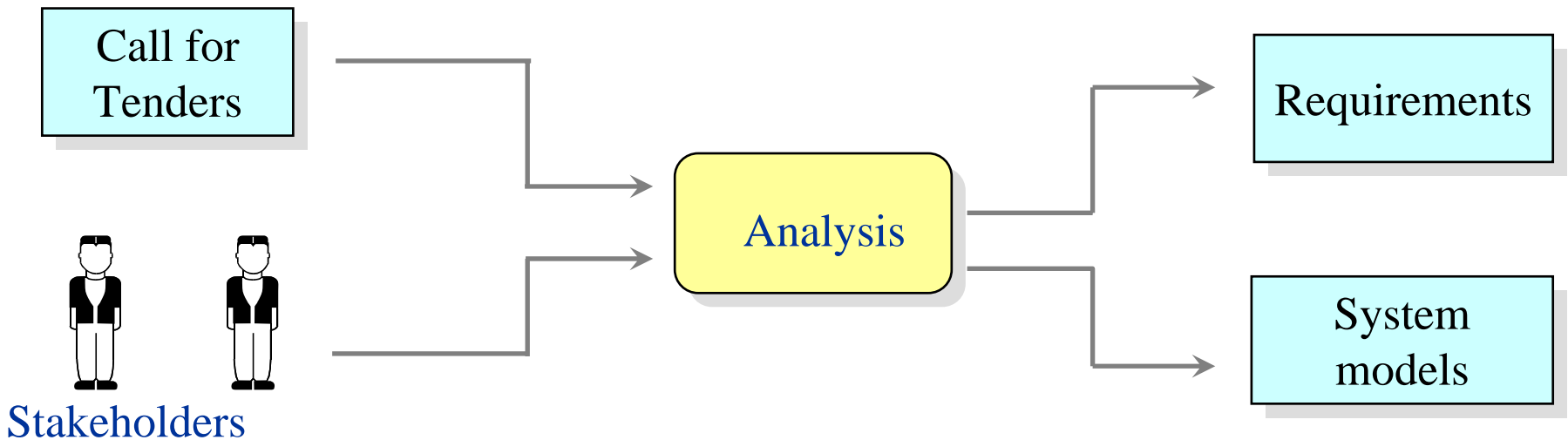
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- ❑ Introduction
- ❑ Requirements
- ❑ Functional requirements
- ❑ Non functional requirements
- ❑ Requirements traceability
- ❑ Requirement engineering
- ❑ Conclusion

# Requirements

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- ❑ Objectives
  - ❑ Establish what the customer requires
  - ❑ Specify these requirements



# Different requirements

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- ❑ Requirements may serve a dual function
  - ❑ May be the basis for a bid for a contract - therefore must be open to interpretation
  - ❑ May be the basis for the contract itself - therefore must be defined in detail
  - ❑ Both these statements may be called requirements

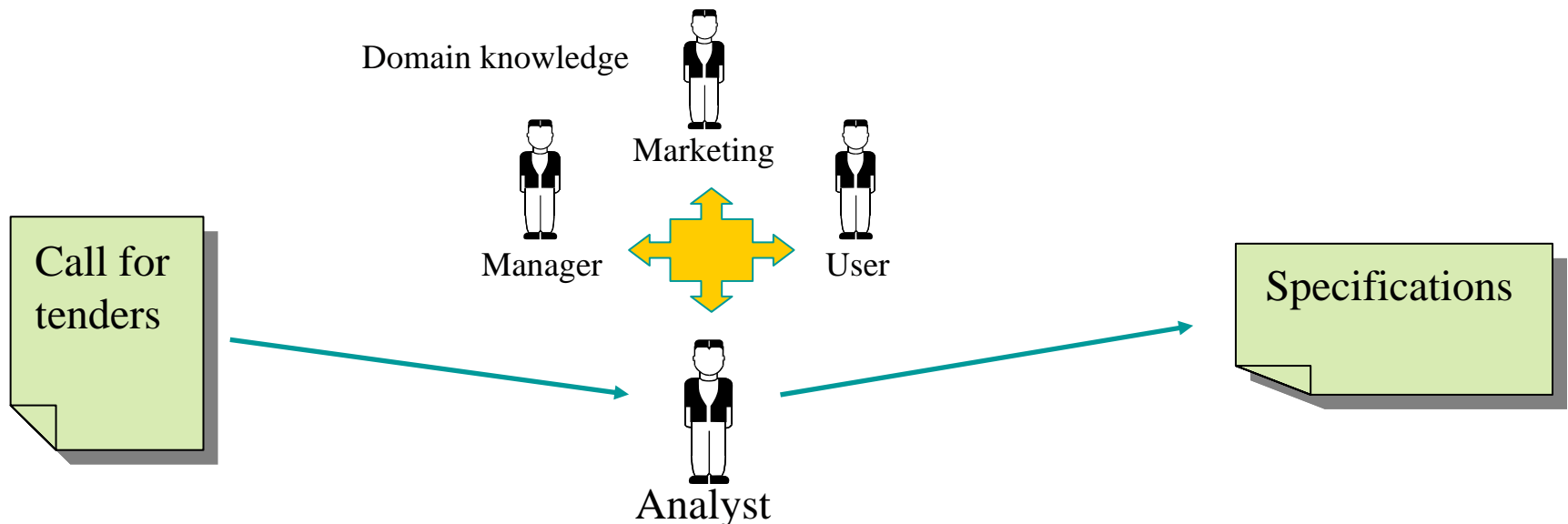
Call for  
Tenders

Requirements

# Requirements origin

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- ❑ Requirements come from the client side
  - ❑ Users, domain experts, managers, marketing,...
- ❑ Re-formulated by the contractors
  - ❑ Analyst job



# Actors

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- ❑ Multiple parties, different background
  - ❑ managers and decision makers
  - ❑ domain experts
  - ❑ clients and users
  - ❑ analysts
  - ❑ architect and developers
- ❑ Conflicting viewpoints

# Importance of requirement engineering

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- ❑ Impacts of requirement engineering
  - ❑ Legal impact
    - ❑ it forms the basis of the contract between client and contractor
  - ❑ Economic impact
    - ❑ cost of correcting wrong requirements
  - ❑ Social impact
    - ❑ wrong requirements may cause disasters
  - ❑ Usage impact
    - ❑ acceptance or rejection of a software

# Importance of requirement engineering

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- ❑ Requirements influence all the software production activities
  - ❑ Architecture
  - ❑ detailed design
  - ❑ test definition
  - ❑ acceptance, ...
  
- ❑ In UML, use cases drive test definition



# The requirements issue

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- ❑ It is very difficult to formulate a complete and consistent set of requirements
  - ❑ Clients and contractors speak a different language
  - ❑ Sometimes clients do not know exactly what they want
  - ❑ Contractors have to deal with big masses of information
  - ❑ RE is bugged by internal conflicts
  - ❑ Constantly shifting compromise in the requirements
  - ❑ Clients needs and wishes evolve
  - ❑ Analysts need human and technical skills
  - ❑ Some problems can never be fully understood and understanding evolves during the system development

# Possible flaws

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- ❑ A wide variety of flaws can occur
  - ❑ incompleteness
  - ❑ inconsistency
  - ❑ Inadequacy
  - ❑ ambiguity
  - ❑ unintelligibility
  - ❑ poor structure
  - ❑ over specification

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# What is a requirement ?

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- ❑ A requirement is a capability or a constraint
  - ❑ A service provided by the software
  - ❑ A constraint under which it operates and is developed
- ❑ Requirements express
  - ❑ everything the customers want
  - ❑ everything that is necessary to the production of the software

# Beware

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- ❑ Beware of the saying “what versus how”

# Capabilities (functional requirement)

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## ❑ Provided services

- ❑ The description of a function or its behavior
- ❑ A general property of the system
- ❑ Expected HMI, ...

## ❑ Examples

- ❑ The software has to manage the library loan system
- ❑ A subscriber has to pay 20 euros every year
- ❑ The software can present the list of books borrowed by a given subscriber, ...

# Constraint (non functional requirement)

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- ❑ A constraint under which a software operates and is developed

## Quality

- Performance
- Reliability
- Usability
- Maintainability

## Development

- COTS (OS, middleware, ...)
- Methods
- Tools
- Standards

## Domain

- Usage
- Regulation (law)

# Multiple abstraction levels

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- ❑ Range from a high-level abstract statements to detailed mathematical functional specification
- ❑ Three levels of abstraction
  - ❑ Domain requirements
  - ❑ User requirements
  - ❑ System requirements



# Domain / user / system requirements

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- ❑ Domain requirements
  - ❑ Properties of the domain influencing the target software
  - ❑ Written for customers
- ❑ User requirements
  - ❑ A statement in natural language plus diagrams of the services the system provides and its operational constraints.
  - ❑ Written for customers
- ❑ System requirements
  - ❑ A structured document setting out detailed descriptions of the system services.
  - ❑ Written as a contract between client and contractor

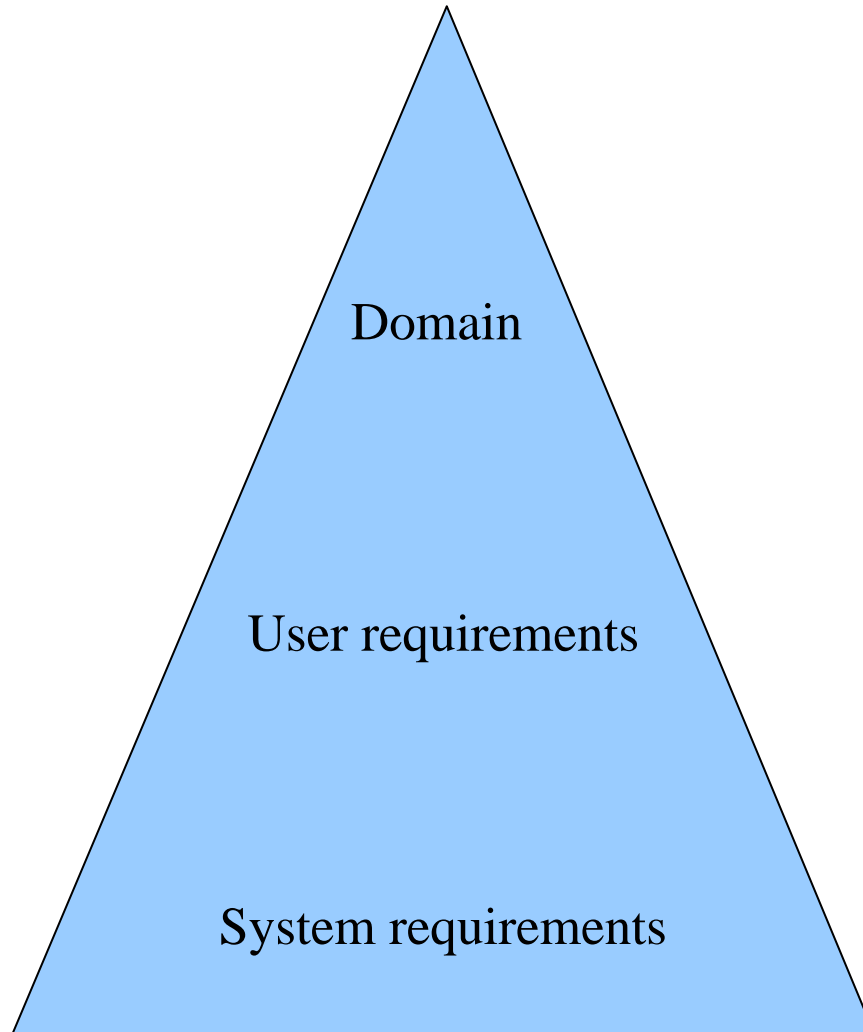
# Examples

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- ❑ Domain requirement
  - ❑ The system must deal with copyright management
- ❑ User requirement
  - ❑ 1. The system must keep track of all data related to copyright
- ❑ System requirements
  - ❑ 1.1 For every request, the user has to fill in a form with his names, id, and his precise demand
  - ❑ 1.2 Forms have to be kept for 5 years
  - ❑ 1.3 Forms have to be indexed by requesters, required documents, providers
  - ❑ 1.4 All requests have to be logged
  - ❑ 1.5 For copyright documents, authors will be paid every months

# Multiple abstraction levels

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Manager



User



Developers

# Requirements features

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- ❑ A requirement has to be
  - ❑ Concise
  - ❑ Non ambiguous
  - ❑ Understandable by both the user and the contractor
  - ❑ Structured
  - ❑ Verifiable
    - ❑ Requirements are written in a way compatible with verification methods under use

# Outline

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- ❑ Introduction
- ❑ Requirements
- ❑ **Functional requirements**
- ❑ Non functional requirements
- ❑ Requirements traceability
- ❑ Requirement engineering
- ❑ Conclusion

# Object, function and state – from Davis, 93

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- ❑ A functional requirement relates to ...
  - ❑ an object
    - ❑ A client is identified by his name, age and address
  - ❑ or a function
    - ❑ A client can borrow 5 books
  - ❑ or to a state
    - ❑ A book is available, borrowed or lost
  - ❑ or both

# Objects – from Davis, 93

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- ❑ An object is a clearly defined entity
  - ❑ Corresponds to a system concept, not an implementation concept
  - ❑ Only concepts related to the software are to be considered → not a domain analysis
- ❑ Requirements define objects and their scope
  - ❑ A client is defined by his name, age, address
  - ❑ A client has to be ten or more
  - ❑ A book is defined by its title and author(s)

# Functions – from Davis, 93

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- ❑ A function is a clearly defined activity
  - ❑ Tasks, services, processes
  - ❑ Only activities realized by the software are to be considered → not a domain analysis
- ❑ Requirements define functions in details
  - ❑ The software can display clients information
  - ❑ When displaying clients information, id is given first, on the top of the window
  - ❑ To borrow a book, a client has first to give his library card and then the different books he desires



# States – from Davis, 93

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- ❑ A state characterizes the situation of an entity (an object, a function, the system)
  - ❑ Can be expressed as a predicate
  - ❑ Influences the behavior of the entity
  - ❑ Temporal aspect
    - ❑ A state can be transient
    - ❑ A state can capture an historic
- ❑ Requirements define states in detail
  - ❑ A book can be available, borrowed or lost
  - ❑ A client is characterized by a number of borrowed books
  - ❑ A client is characterized by his situation regarding the payment of the bill

# Objects, functions, states

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- ❑ Some requirements define relationships between objects, functions and states
  - ❑ A client can borrow a book when he has paid his bill and has less than 5 ongoing loans
- ❑ Analysis methods concentrate on a single aspect
  - ❑ Object
  - ❑ Function
  - ❑ state

# Questions to be asked – from Pfleeger

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## ☐ Functionality

- ☐ What will the system do?
- ☐ When will the system do it?
- ☐ Are there several modes of operation?
- ☐ What are the good reactions to possible stimuli?

## ☐ Data

- ☐ What should be the format of data?
- ☐ Must any data be retained for any period of time?

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# Non functional requirements

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- ❑ Qualities relate to global properties
- ❑ Hard to elicit and hard to verify
  - ❑ Many interpretations are possible
- ❑ It is necessary to quantify these requirements
  - ❑ With metrics that can be measured, tested, ...

# Quantification

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- ❑ NF requirements relate to global properties which are hard to verify (in first formulation)
  - ❑ Not precise, many interpretations are possible
    - ❑ “The system must be easy to use”
  - ❑ Source of conflicts
    - ❑ “The system has to be robust and efficient”
- ❑ It is necessary to quantify these requirements
  - ❑ With metrics that can be measured, tested, ...

# Example

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- ❑ First formulation
  - ❑ The system must be easy to use for an experienced controller and must be organized to limit the number of errors
- ❑ Re formulated
  - ❑ A controller with more than 5 years of experience must be able to use the system after a 2-hour training. After that, the number of error per day must not exceed 2.

# Performance

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- ❑ Questions to be asked
  - ❑ Are there constraints on execution speed, response time or throughput?
  - ❑ What efficiency measures will apply to resource usage and response time?
  - ❑ How much data will flow through the system?
  - ❑ How often will data be received or sent?



# Performance

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- ❑ Examples of requirements
  - ❑ Number of transactions per second
  - ❑ Refreshing time
  - ❑ Response time for a given pattern of events
- ❑ To be précised
  - ❑ For each input, the range of values
  - ❑ Arrival rate of inputs
  - ❑ What to do when expected quantities are exceeded
    - ❑ Failure, ignorance of additional inputs, degraded services

# Usability

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- ❑ Questions to be asked
  - ❑ What kind of training will be required for each type of user?
  - ❑ How easy should it be for a user to understand and use the system?
  - ❑ How difficult should it be for a user to misuse the system?

# Usability

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- ❑ Example of requirements
  - ❑ Interfaces
  - ❑ Error messages
  - ❑ Techniques needed to help users and improve confidence
  
- ❑ There are today tools to rapidly prototype interfaces

# Reliability and availability

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- ❑ Must the system detect and isolate faults?
- ❑ What is the prescribed meantime between failures?
- ❑ Is there a maximum time allowed for restarting the system after a failure?
- ❑ How often will the system be backed up?
- ❑ Must backup copies be stored at a different location?
- ❑ Should precaution be taken against fire damage?

# Availability

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- ❑ Examples of requirements
  - ❑ Max. number of bug per Kline during integration
  - ❑ Min. duration without a problem

# Security

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- ❑ Must access to the system or information be controlled?
- ❑ Should each user's data isolated from the data of each other?
- ❑ Should user programs be isolated from other programs and from the operating system?
- ❑ Should precautions be taken against theft or vandalism?

# Maintainability

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- ❑ Will maintenance merely correct bugs or will it also include improving the system?
- ❑ When and in what ways might the system be changed in the future?
- ❑ How easy should it be to add features to the system?
- ❑ How easy should it be to port the system from one platform (computer, OS) to another?

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# Requirements traceability

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- ❑ Many links to be maintained
  - ❑ Between requirements and original needs
  - ❑ Between abstract requirements and derived requirements
  - ❑ Between requirements and implementation
  - ❑ Between dependant requirements (same abstract level)
  - ❑ Between requirements and tests
  
- ❑ Note: requirements evolution is unavoidable

# Some fun

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- ❑ Un jour un constructeur automobile décida de réduire les coûts sur l'un de ses modèles phares.
- ❑ Une équipe se pencha sur les spécifications du modèle et chercha des axes de réduction des coûts.
- ❑ Quelqu'un s'avisa que le modèle était conçu pour résister à un vent arrière, avec de la pluie, de 200km/h (exigence produit) ce qui entraînait des coûts de fabrication importants.
- ❑ On décida donc de changer cela en allégeant la fermeture du coffre à bagage situé à l'arrière (exigence composant).
- ❑ Ce n'est qu'à l'automne, chez les concessionnaires, qui trouvaient de l'eau dans les coffres, que l'on s'avisa que les voitures étaient acheminées par train Express (exigence partie prenante).

# Importance of traceability

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- ❑ Traceability allows
  - ❑ To go back to primary needs
  - ❑ To assess the cost of an evolution
    - ❑ Down to the code
  - ❑ To check the coverage
    - ❑ Relevance of requirements
    - ❑ Progress of the project
- ❑ Tooling is necessary

# Capabilities of a RE tool

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- ❑ Requirements creation
  - ❑ Requirement definition with all properties
- ❑ Traceability to requirements origins
  - ❑ Links to external documents
- ❑ Links to use-case based tools (UML for ex.)
- ❑ Links to test tools
- ❑ Requirement document generation
- ❑ Coverage verification (to UML or test tools)

# Tool example

Requirements View Tools Analysis										
Document View										
Identifiant	Intitulé	Etat en cours	Origine	Référence source	Catégorie	Priorité	Complexité	Palier / ...	Méthode de véri...	
[RQ0151]	■ <b>Démo préparée</b>	A analyser	Autre	Autres	Facilité d'utilisation	P0 Essentiel	C0 Très complexe	V0	Autre	
📌 [RQ0152]	■ <b>Opérations</b>	A analyser	Marketing	Cahier des charges	Fonctionnelle	P0 Essentiel	C1 Complexe	V0	Test	
📌 [RQ0153]	○ Addition	A analyser	Marketing	Cahier des charges	Fonctionnelle	P1 Important	C2 Moyen	V0	Test	
[RQ0154]	○ Soustraction	A analyser	Marketing	Cahier des charges	Fonctionnelle	P0 Essentiel	C2 Moyen	V0	Test	
[RQ0155]	○ Division	A analyser	Marketing	Cahier des charges	Fonctionnelle	P0 Essentiel	C0 Très complexe	V0	Test	
[RQ0156]	○ Multiplication	Analysée	Marketing	Cahier des charges	Fonctionnelle	P0 Essentiel	C0 Très complexe	V0	Test	
[RQ0157]	■ <b>Edition</b>	A analyser	Autre	Demande de Modific...	Fonctionnelle	P1 Important	C2 Moyen	V0	Test	
[RQ0158]	○ Sélectionner	Analysée	MOE	Cahier des charges	Fonctionnelle	P2 Normal	C2 Moyen	V0	Test	
[RQ0159]	○ Copier	Analysée	Obligation lé...	Cahier des charges	Performance	P2 Normal	C1 Complexe	V1	Essai	
[RQ0160]	○ Coller	Abandonnée	Obligation lé...	Demande de Modific...	Interopérabilité	P3 Optionnel	C3 Simple	V33	Revue de code	
[RQ0161]	■ <b>Aide</b>	Analysée	Obligation lé...	Autres	Document et for...	P0 Essentiel	C3 Simple	V0	Essai	
[RQ0162]	○ Affichage de l'aide	A analyser								
[RQ0163]	○ A propos	A analyser	Marketing	Cahier des charges	Fonctionnelle	P1 Important	C0 Très complexe	V0	Test	
[RQ0164]	■ <b>Performance</b>	Analysée	Marketing	CR de réunion	Performance	P1 Important	C2 Moyen	V0	Test	
[RQ0165]	○ Vitesse de calcul	A analyser								
[RQ0166]	○ Affichage des rés...	Abandonnée								
[RQ0167]	○ Précision	Abandonnée								
[RQ0172]	○ New Requirement	A analyser	MOE	Cahier des charges	Fonctionnelle	P1 Important	C0 Très complexe	V1	Test	
📌 [RQ0168]	○ Manuel utilisateur	Analysée	Version pré...	Autres	Document et for...	P0 Essentiel	C3 Simple	V0	Inspection	

# Best known tools

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- ❑ DOORS (Telelogic)
- ❑ RequisitePro (IBM/Rationale)
- ❑ Analyst Pro (Goda Software)

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# Intertwined processes

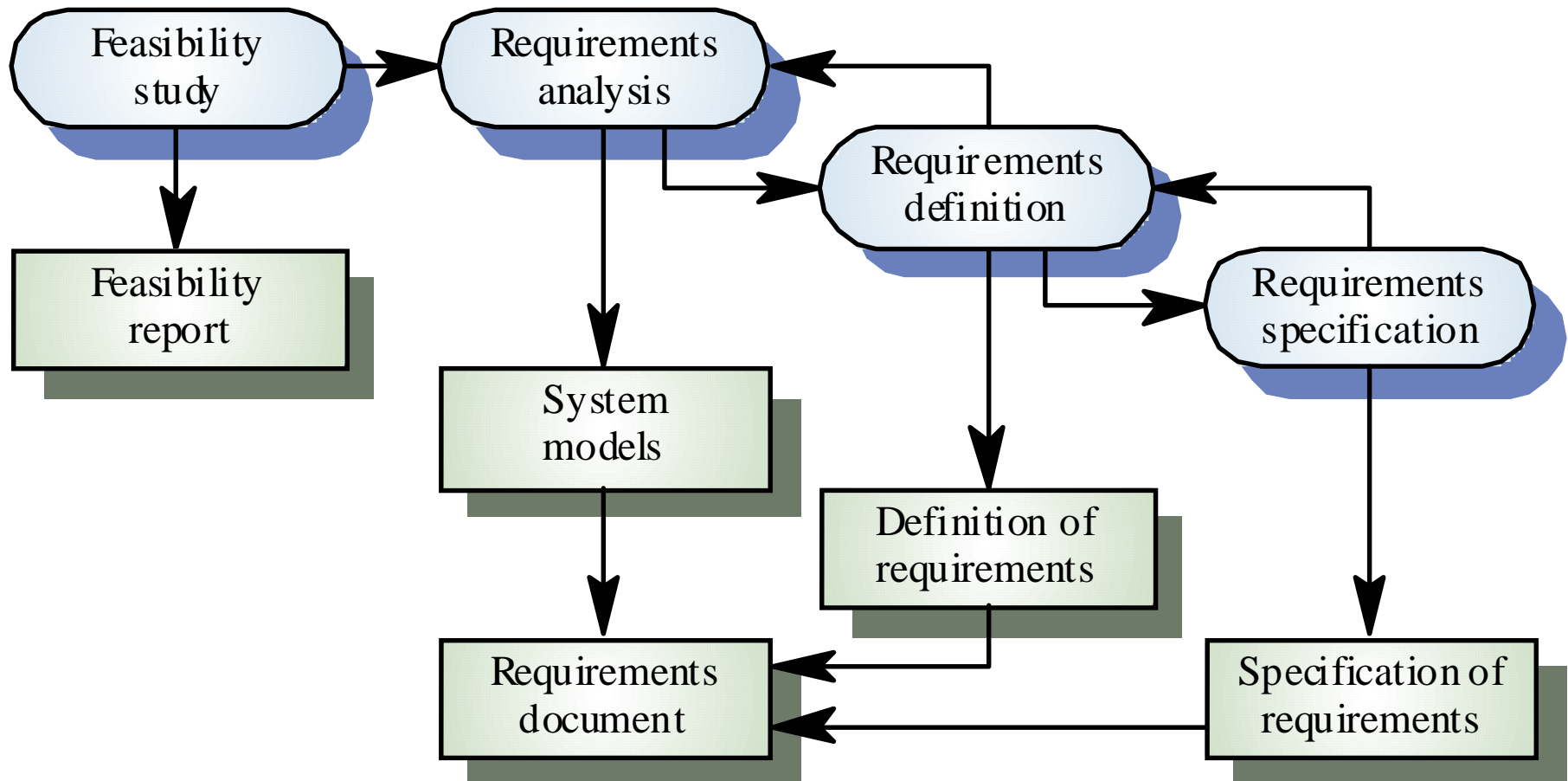
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- ❑ Feasibility
- ❑ Analysis
- ❑ Definition
- ❑ Specification
- ❑ Verification, validation,
- ❑ Evolution management



# An iterative process – from Sommerville

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# Feasibility study

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- ❑ Short and very focused study
- ❑ The goal is to answer the following questions
  - ❑ Does the system answer business goals ?
  - ❑ Can the system be realized with current techno ?
  - ❑ Can the system be integrated with existing systems?
  - ❑ Can available tools be used ?
- ❑ Documents
  - ❑ In: call for tenders
  - ❑ Out: report (go/no-go) with recommendations

# Feasibility study: example

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- ❑ CISCO considers the smart gateway market
- ❑ Marketing side
  - ❑ Who are the main actors ?
  - ❑ Who are the new actors ?
  - ❑ What are the profits (margins) ?
  - ❑ Evaluation of gains and risks ?
- ❑ Technical side
  - ❑ Can existing hardware be reused ?
  - ❑ Can dev processes be reused ?
  - ❑ Is a new embedded database needed ?
  - ❑ Evaluation of costs and potential issues ?

# Analysis

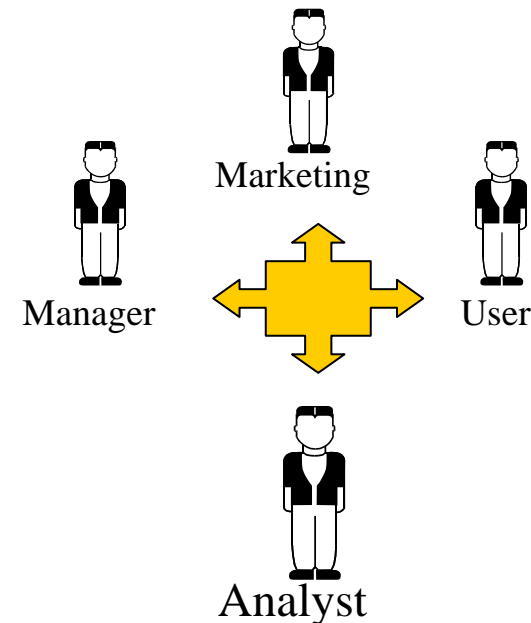
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- ❑ The purpose is to gather information about the software
  - ❑ Understand the domain and computing environment
  - ❑ Identify goals and conflicts
- ❑ Analysis is an opening phase
  - ❑ Imply as many stakeholders as possible
  - ❑ Avoid pre conceived ideas
  - ❑ Beware of self censure
  - ❑ Beware of the apparent simplicity of goals and needs

# Analysis: example

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- ❑ After the feasibility study, the CISCO project is launched. The purpose of the analyst is to write down requirements
- ❑ Problem understanding
  - ❑ Discussion with marketing
  - ❑ Meetings with FT
  - ❑ Meetings with users
  - ❑ Meetings with dev parties



# Requirements definition

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- ❑ The purpose is to confront stakeholders with possible requirements and establish a list of valid requirements
  - ❑ Comparison of alternative options
  - ❑ Resolution conflicts
  - ❑ Negotiation of best tradeoffs
  - ❑ Get a shared agreement
- ❑ It is a closing phase
  - ❑ Group stakeholders
  - ❑ Reduce requirements to a stable core

# Requirements specification

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- ❑ The purpose is to clearly describe the software to produce
  - ❑ Documentation in form understandable by all parties -> contractual basis
- ❑ It is a synthesis phase
  - ❑ Requirements writing
  - ❑ Requirements structuration (type, abstraction level)
  - ❑ Verification of consistence, completeness, ...
  - ❑ Possible priority assignment
  - ❑ Validation

# Requirements validation

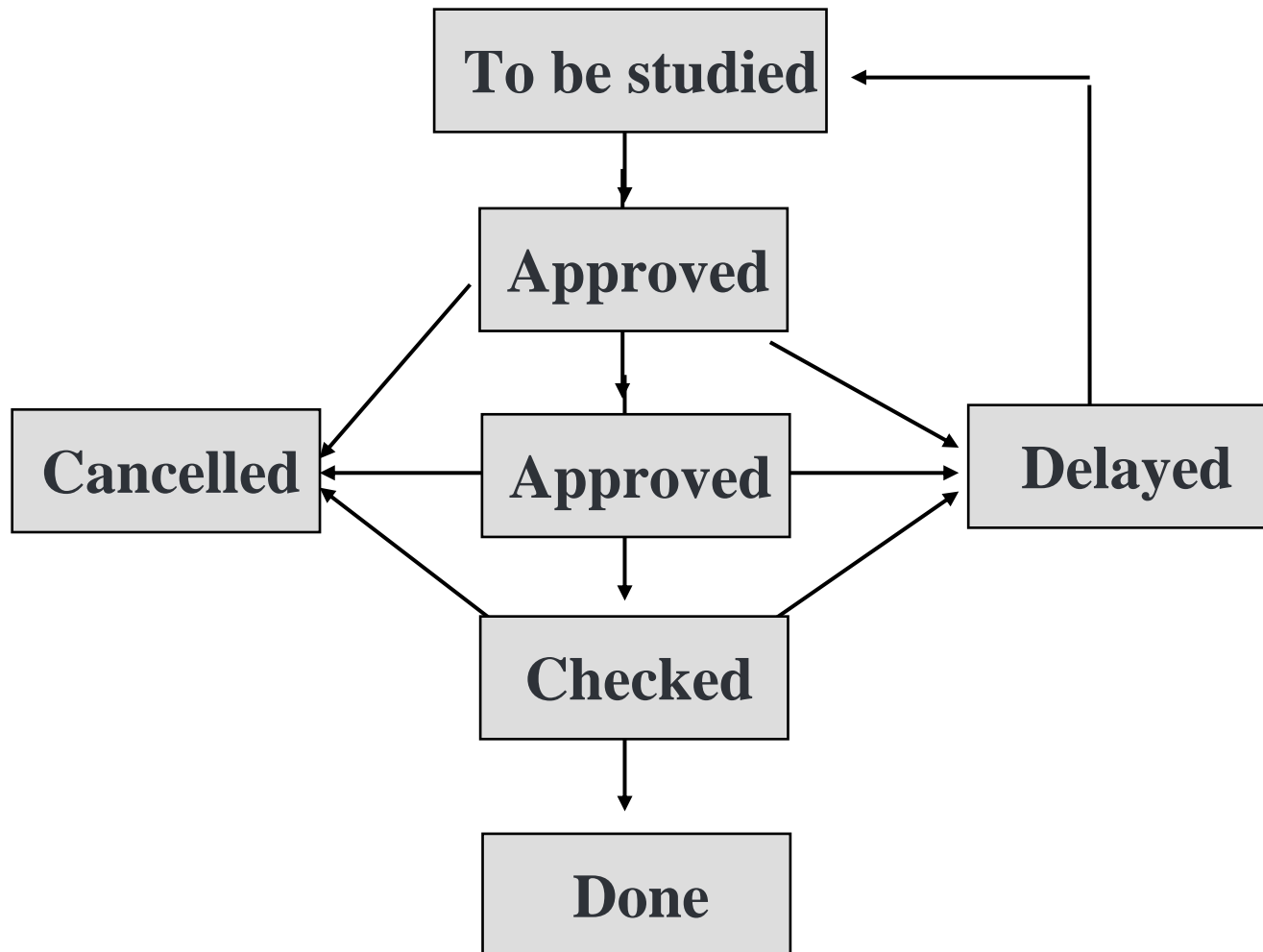
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- ❑ The purpose is to verify that the written requirements really express the clients goals
  - ❑ Completeness
  - ❑ Consistency
  - ❑ Adequacy
  - ❑ Precision
  - ❑ Relevance
  - ❑ Understandability
  - ❑ Good structuring
  - ❑ Modifiability
  - ❑ Traceability
  - ❑ Measurability



# Requirement states

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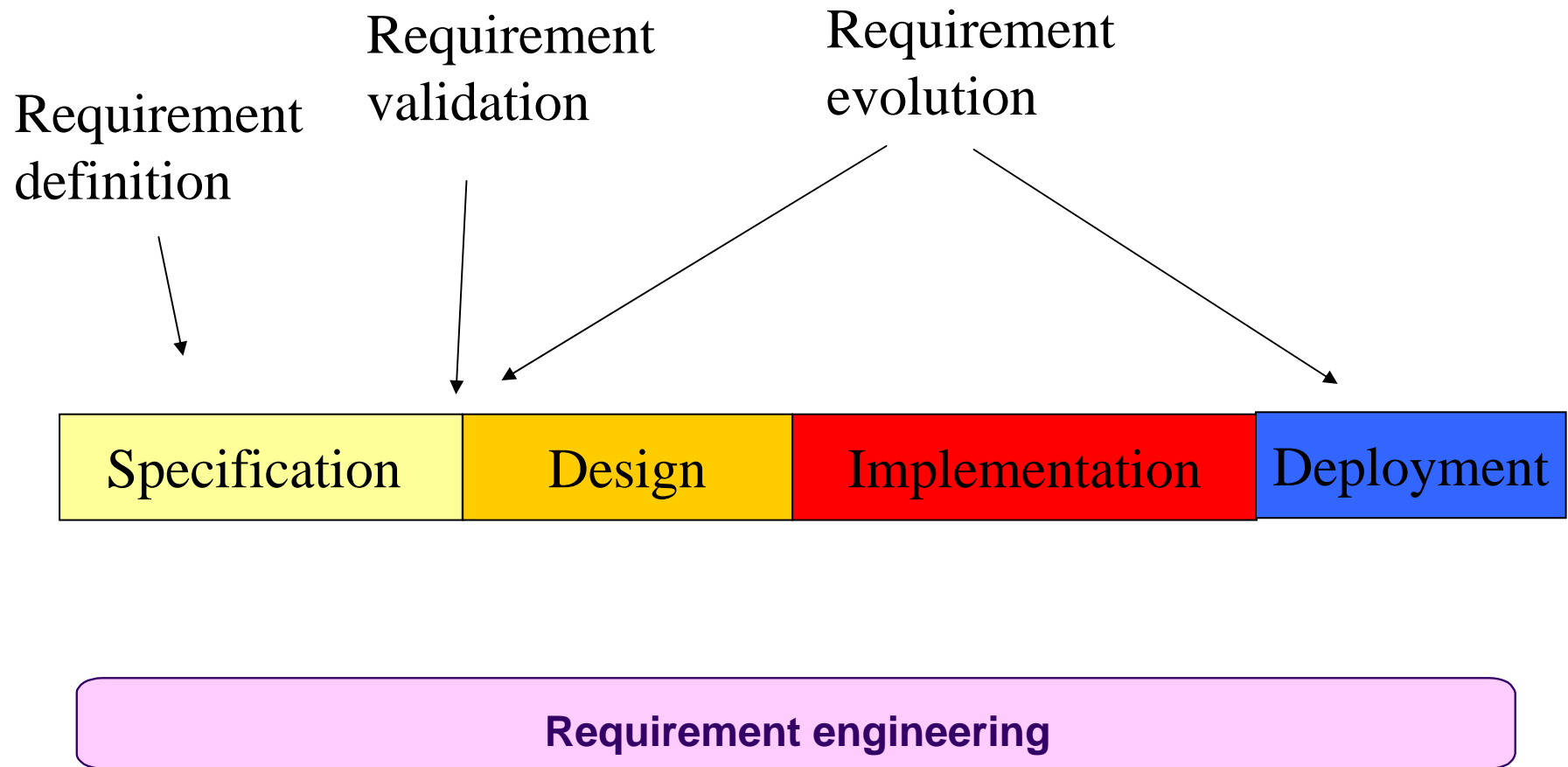
# Flaws in spec. document – from Van Lamsweerde

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- ❑ Inadequacy, omission, contradiction, ambiguity
- ❑ Noise: yield no information
- ❑ Forward reference: use of not yet defined feature
- ❑ Remorse: incident statement of a requirements (in parenthesis)
- ❑ Over specification: solution space
- ❑ Wishful thinking: item stating some feature that cannot be assessed, tested or verified

# Requirements and lifecycle

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# Requirements evolution

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- ❑ Requirements evolution is unavoidable
- ❑ Doable if the initial work of collect, analysis and validation has been performed rigorously
- ❑ Impacts have to be assessed
  - ❑ Traceability mechanisms are necessary
- ❑ A tool is necessary
  - ❑ At least to automate traceability links management

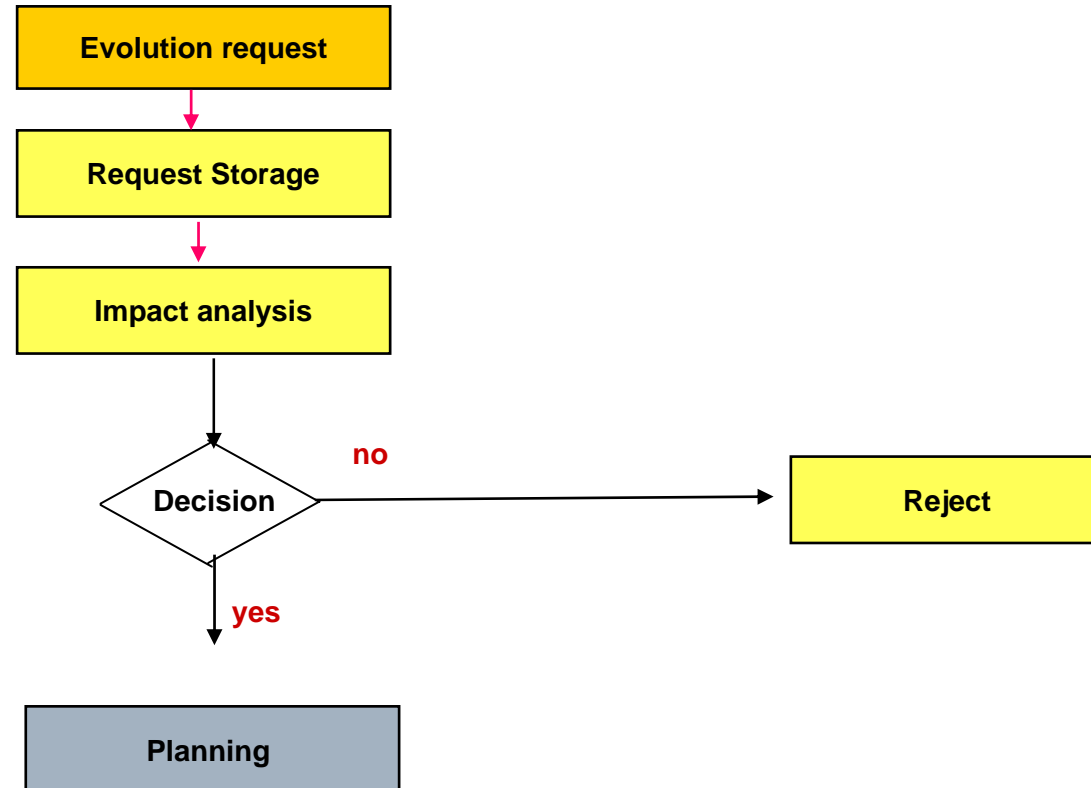
# Requirements evolution issues

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- ❑ Requirements evolution without impact analysis
  - ❑ Requirements modification by the hierarchy
  - ❑ New stakeholders (very frequent)
  - ❑ No formalism, no process for process evolution
  - ❑ Weak traceability
- 
- ❑ A good initial process is not enough: an evolution management process is necessary

# Requirements evolution process

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# Requirements errors – from Van Lamsweerde

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- ❑ The most numerous
  - ❑ 33% of software errors
- ❑ The most persistent
  - ❑ Often found after delivery
- ❑ The most expensive
  - ❑ detection/fix costs 5x more during design, 10x more during implementation, 20x more during testing, 200x more after delivery
- ❑ The most dangerous



# Some figures

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- ❑ Major sources of failure
  - ❑ lack of user involvement 13%
  - ❑ incomplete requirements 13%
  - ❑ changing requirements 9%
  - ❑ unrealistic expectations 10%
  - ❑ unclear goals 5%
  
- ❑ See [www.standishgroup.com](http://www.standishgroup.com)

# Synthesis – from Van Lamsweerde

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- ❑ A few confusions
  - ❑ requirements are *not* domain properties
  - ❑ requirements are *not* software specifications
  - ❑ requirements are problem formulations, *not* solution formulations (i.e. design specs)
  - ❑ RE is *not* translation of pre-existing problem formulations
  - ❑ composition is *not* necessarily conjunction
  - ❑ "precise" does *not* necessarily mean "formal"
  - ❑ a set of notations is *not* sufficient for a "method"

# RE is not popular !

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- ❑ 10 Top reasons (<http://www.volere.co.uk/tentopreasons.htm>)
  - ❑ 10. We don't need requirements, we're using objects ...
  - ❑ 9. The users don't know what they want
  - ❑ 8. We already know what the users want
  - ❑ 7. Who cares what the users want?
  - ❑ 6. We don't have time to do requirements
  - ❑ 5. It's too hard to do requirements
  - ❑ 4. My boss frowns when I write requirements
  - ❑ 3. The problem is too complex to write requirements
  - ❑ 2. It's easier the change the system later ...
  - ❑ 1. We have already started writing code: we don't want to spoil it

# Conclusion

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Suddenly, a heated exchange took place between the king and the moat contractor.

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