

Requirements Engineering

**Lecture # 17, 18
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Intro. to Software Engineering SE-110

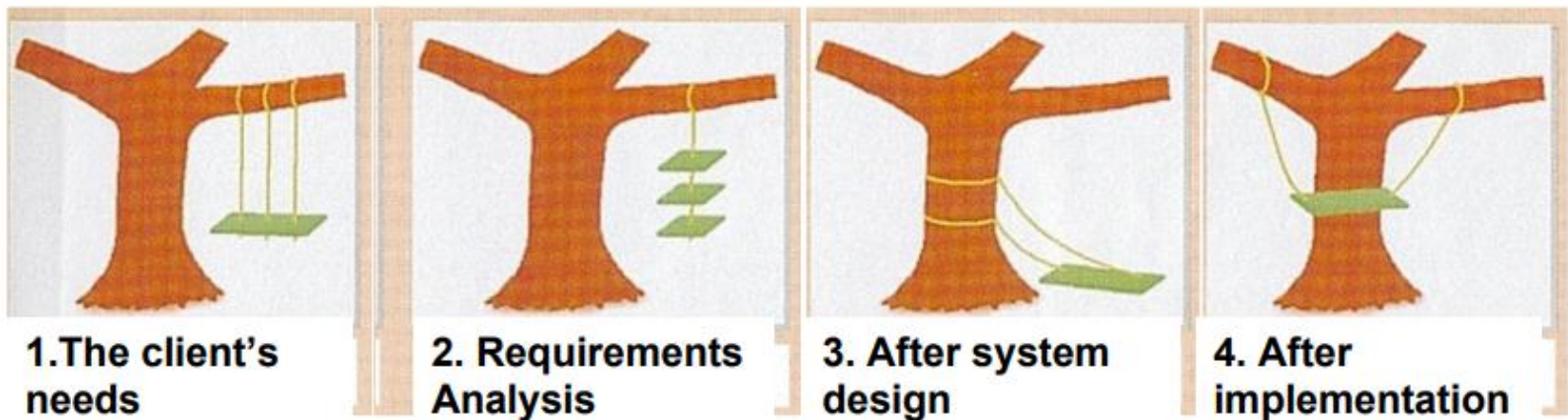


TODAY'S OUTLINE

- Requirements engineering processes
- Requirements elicitation
- Requirements specification
- Requirements validation
- Requirements change

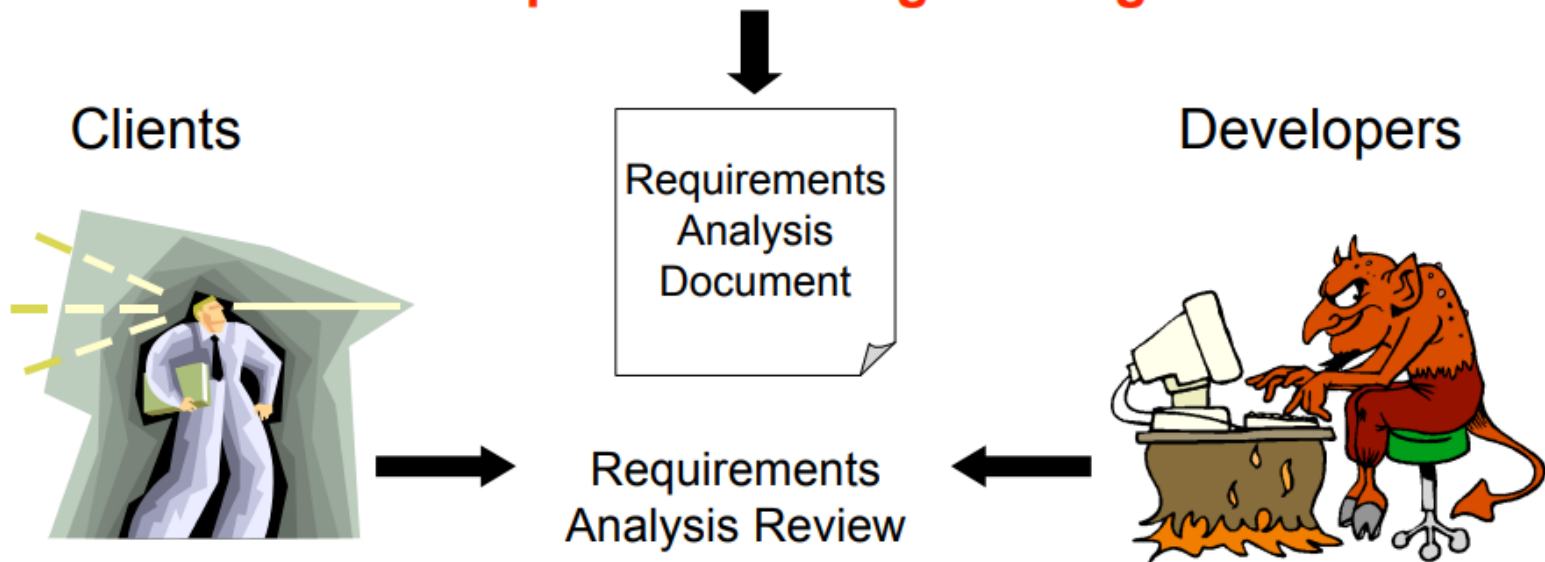
PROBLEM

Lifecycle of a software project



SOLUTION

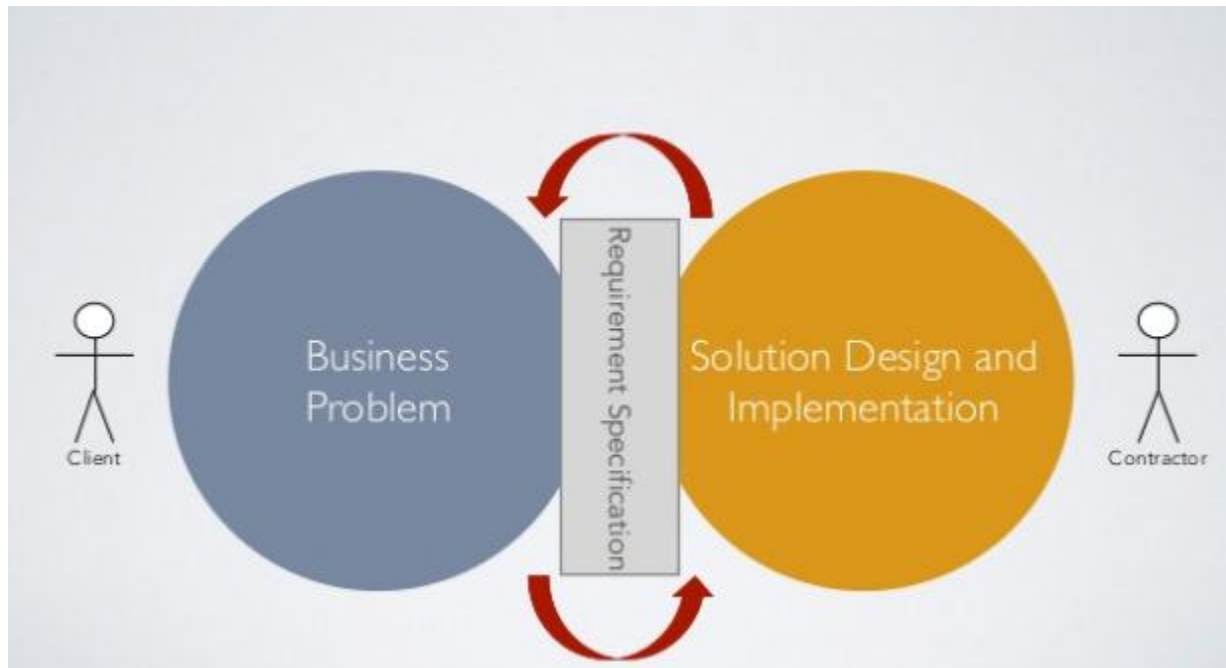
Requirements Engineering



... can solve the communication problem ...

REQUIREMENTS ENGINEERING

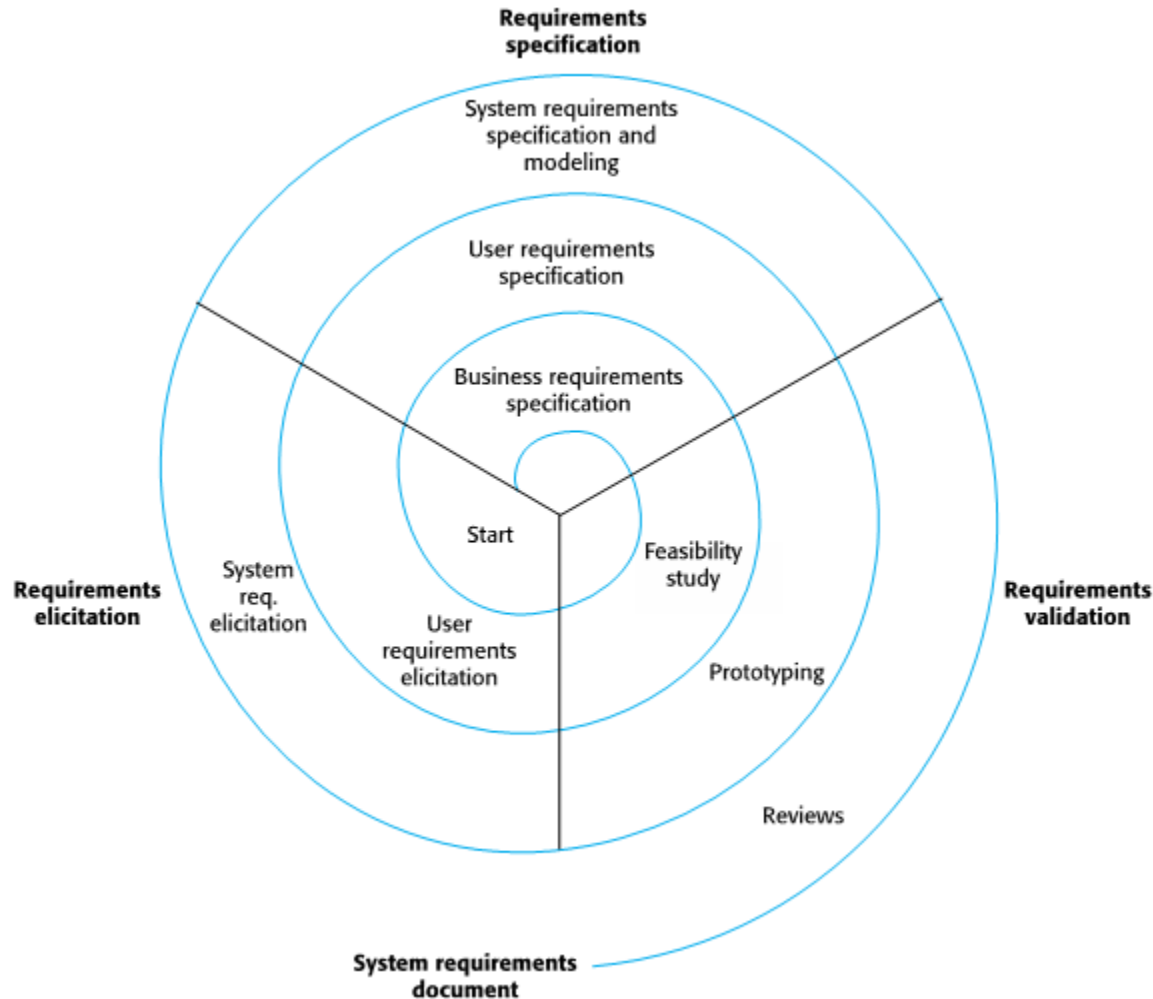
- The process of establishing the services that a customer requires from a system and the constraints under which it operates and is developed.
- The process of **finding out, analyzing, documenting and checking** these services and constraints is called requirements engineering (RE).



REQUIREMENTS ENGINEERING PROCESSES

- The processes used for RE vary widely depending on the application domain, the people involved and the organisation developing the requirements.
- However, there are a number of generic activities common to all processes
 - Requirements elicitation;
 - Requirements analysis;
 - Requirements validation;
 - Requirements management.
- In practice, RE is an iterative activity in which these processes are interleaved.

A SPIRAL VIEW OF THE REQUIREMENTS ENGINEERING PROCESS



REQUIREMENTS ELICITATION AND ANALYSIS

- Sometimes called requirements elicitation or requirements discovery.
- Involves technical staff working with customers to find out about the application domain, the services that the system should provide and the system's operational constraints.
- May involve end-users, managers, engineers involved in maintenance, domain experts, trade unions, etc. These are called *stakeholders*.

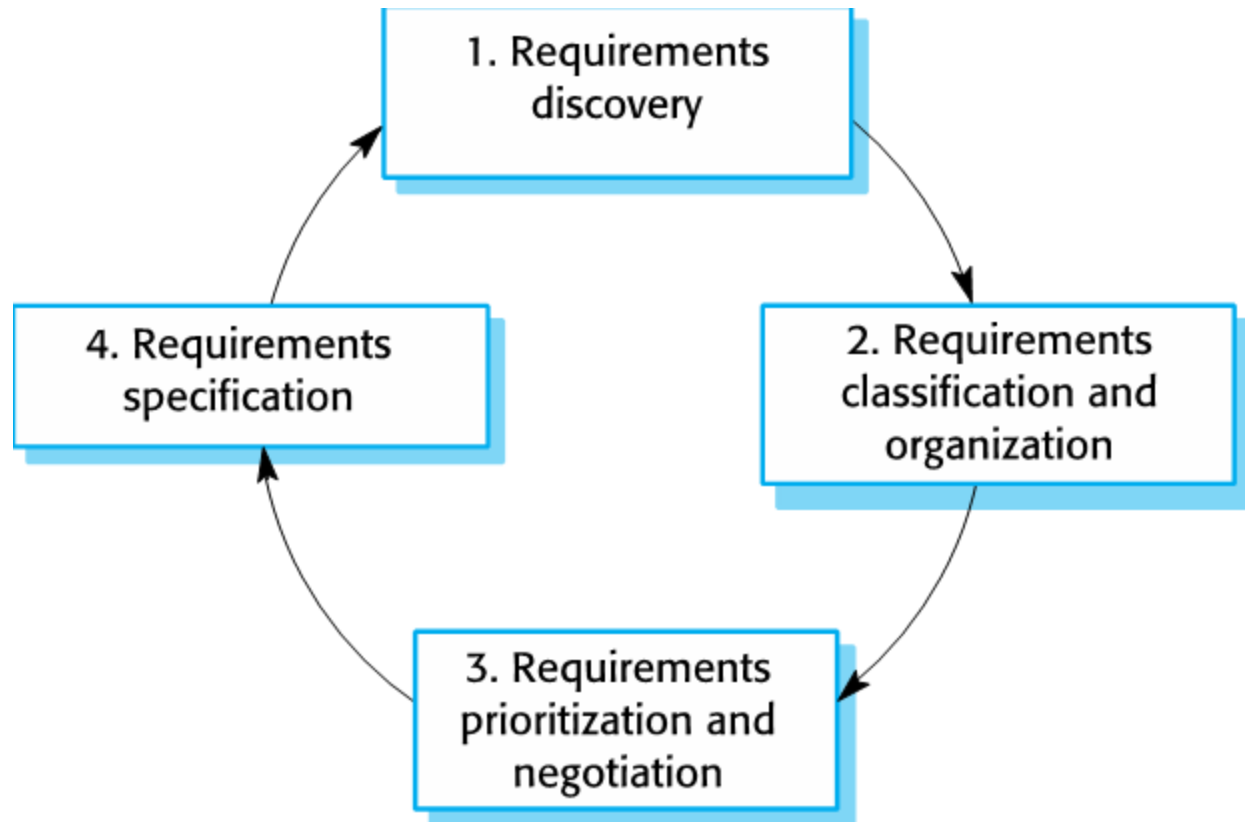
REQUIREMENTS ELICITATION

- Software engineers work with a range of system stakeholders to find out about the application domain, the services that the system should provide, the required system performance, hardware constraints, other systems, etc.
- Stages include:
 - Requirements discovery,
 - Requirements classification and organization,
 - Requirements prioritization and negotiation,
 - Requirements specification.

PROBLEMS OF REQUIREMENTS ELICITATION

- Stakeholders don't know what they really want.
- Stakeholders express requirements in their own terms.
- Different stakeholders may have conflicting requirements.
- Organisational and political factors may influence the system requirements.
- The requirements change during the analysis process. New stakeholders may emerge and the business environment may change.

THE REQUIREMENTS ELICITATION AND ANALYSIS PROCESS



PROCESS ACTIVITIES

- **Requirements discovery**
 - Interacting with stakeholders to discover their requirements. Domain requirements are also discovered at this stage.
- **Requirements classification and organisation**
 - Groups related requirements and organises them into coherent clusters.
- **Prioritisation and negotiation**
 - Prioritising requirements and resolving requirements conflicts.
- **Requirements specification**
 - Requirements are documented and input into the next round of the spiral.

REQUIREMENTS DISCOVERY

- The process of gathering information about the required and existing systems and distilling the user and system requirements from this information.
- Interaction is with system stakeholders from managers to external regulators.
- Systems normally have a range of stakeholders.

INTERVIEWING

- Formal or informal interviews with stakeholders are part of most RE processes.
- Types of interview
 - Closed interviews based on pre-determined list of questions
 - Open interviews where various issues are explored with stakeholders.
- Effective interviewing
 - Be open-minded, avoid pre-conceived ideas about the requirements and are willing to listen to stakeholders.
 - Prompt the interviewee to get discussions going using a springboard question, a requirements proposal, or by working together on a prototype system.

INTERVIEWS IN PRACTICE

- Normally a mix of closed and open-ended interviewing.
- Interviews are good for getting an overall understanding of what stakeholders do and how they might interact with the system.
- Interviewers need to be open-minded without pre-conceived ideas of what the system should do
- You need to prompt the use to talk about the system by suggesting requirements rather than simply asking them what they want.

PROBLEMS WITH INTERVIEWS

- Application specialists may use language to describe their work that isn't easy for the requirements engineer to understand.
- Interviews are not good for understanding domain requirements
 - Requirements engineers cannot understand specific domain terminology;
 - Some domain knowledge is so familiar that people find it hard to articulate or think that it isn't worth articulating.

ETHNOGRAPHY

- A social scientist spends a considerable time observing and analysing how people actually work.
- People do not have to explain or articulate their work.
- Social and organisational factors of importance may be observed.
- Ethnographic studies have shown that work is usually richer and more complex than suggested by simple system models.

SCOPE OF ETHNOGRAPHY

- Requirements that are derived from the way that people actually work rather than the way I which process definitions suggest that they ought to work.
- Requirements that are derived from cooperation and awareness of other people's activities.
 - Awareness of what other people are doing leads to changes in the ways in which we do things.
- Ethnography is effective for understanding existing processes but cannot identify new features that should be added to a system.

STORIES AND SCENARIOS

- Scenarios and user stories are real-life examples of how a system can be used.
- Stories and scenarios are a description of how a system may be used for a particular task.
- Because they are based on a practical situation, stakeholders can relate to them and can comment on their situation with respect to the story.

PHOTO SHARING IN THE CLASSROOM (ILEARN)

- Jack is a primary school teacher in Ullapool (a village in northern Scotland). He has decided that a class project should be focused around the fishing industry in the area, looking at the history, development and economic impact of fishing. As part of this, pupils are asked to gather and share reminiscences from relatives, use newspaper archives and collect old photographs related to fishing and fishing communities in the area. Pupils use an iLearn wiki to gather together fishing stories and SCRAN (a history resources site) to access newspaper archives and photographs. However, Jack also needs a photo sharing site as he wants pupils to take and comment on each others' photos and to upload scans of old photographs that they may have in their families.

Jack sends an email to a primary school teachers group, which he is a member of to see if anyone can recommend an appropriate system. Two teachers reply and both suggest that he uses KidsTakePics, a photo sharing site that allows teachers to check and moderate content. As KidsTakePics is not integrated with the iLearn authentication service, he sets up a teacher and a class account. He uses the iLearn setup service to add KidsTakePics to the services seen by the pupils in his class so that when they log in, they can immediately use the system to upload photos from their mobile devices and class computers.

SCENARIOS

- A structured form of user story
- Scenarios should include
 - A description of the starting situation;
 - A description of the normal flow of events;
 - A description of what can go wrong;
 - Information about other concurrent activities;
 - A description of the state when the scenario finishes.

UPLOADING PHOTOS (ILEARN)

- **Initial assumption:** A user or a group of users have one or more digital photographs to be uploaded to the picture sharing site. These are saved on either a tablet or laptop computer. They have successfully logged on to KidsTakePics.
- **Normal:** The user chooses upload photos and they are prompted to select the photos to be uploaded on their computer and to select the project name under which the photos will be stored. They should also be given the option of inputting keywords that should be associated with each uploaded photo. Uploaded photos are named by creating a conjunction of the user name with the filename of the photo on the local computer.
- On completion of the upload, the system automatically sends an email to the project moderator asking them to check new content and generates an on-screen message to the user that this has been done.

UPLOADING PHOTOS

- **What can go wrong:**
- No moderator is associated with the selected project. An email is automatically generated to the school administrator asking them to nominate a project moderator. Users should be informed that there could be a delay in making their photos visible.
- Photos with the same name have already been uploaded by the same user. The user should be asked if they wish to re-upload the photos with the same name, rename the photos or cancel the upload. If they chose to re-upload the photos, the originals are overwritten. If they chose to rename the photos, a new name is automatically generated by adding a number to the existing file name.
- **Other activities:** The moderator may be logged on to the system and may approve photos as they are uploaded.
- **System state on completion:** User is logged on. The selected photos have been uploaded and assigned a status 'awaiting moderation'. Photos are visible to the moderator and to the user who uploaded them.

REQUIREMENTS SPECIFICATION

- The process of writing down the user and system requirements in a requirements document.
- User requirements have to be understandable by end-users and customers who do not have a technical background.
- System requirements are more detailed requirements and may include more technical information.
- The requirements may be part of a contract for the system development
 - It is therefore important that these are as complete as possible.

WAYS OF WRITING A SYSTEM REQUIREMENTS SPECIFICATION

Notation	Description
Natural language	The requirements are written using numbered sentences in natural language. Each sentence should express one requirement.
Structured natural language	The requirements are written in natural language on a standard form or template. Each field provides information about an aspect of the requirement.
Design description languages	This approach uses a language like a programming language, but with more abstract features to specify the requirements by defining an operational model of the system. This approach is now rarely used although it can be useful for interface specifications.
Graphical notations	Graphical models, supplemented by text annotations, are used to define the functional requirements for the system; UML use case and sequence diagrams are commonly used.
Mathematical specifications	These notations are based on mathematical concepts such as finite-state machines or sets. Although these unambiguous specifications can reduce the ambiguity in a requirements document, most customers don't understand a formal specification. They cannot check that it represents what they want and are reluctant to accept it as a system contract

NATURAL LANGUAGE SPECIFICATION

- Requirements are written as natural language sentences supplemented by diagrams and tables.
- Used for writing requirements because it is expressive, intuitive and universal. This means that the requirements can be understood by users and customers.

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.
- Include an explanation (rationale) of why a requirement is necessary.

PROBLEMS WITH NATURAL LANGUAGE

- Lack of clarity
 - Precision is difficult without making the document difficult to read.
- Requirements confusion
 - Functional and non-functional requirements tend to be mixed-up.
- Requirements amalgamation
 - Several different requirements may be expressed together.

EXAMPLE REQUIREMENTS FOR THE INSULIN PUMP SOFTWARE SYSTEM

3.2 The system shall measure the blood sugar and deliver insulin, if required, every 10 minutes. (*Changes in blood sugar are relatively slow so more frequent measurement is unnecessary; less frequent measurement could lead to unnecessarily high sugar levels.*)

3.6 The system shall run a self-test routine every minute with the conditions to be tested and the associated actions defined in Table 1. (*A self-test routine can discover hardware and software problems and alert the user to the fact the normal operation may be impossible.*)

STRUCTURED SPECIFICATIONS

- An approach to writing requirements where the freedom of the requirements writer is limited and requirements are written in a standard way.
- This works well for some types of requirements e.g. requirements for embedded control system but is sometimes too rigid for writing business system requirements.

FORM-BASED SPECIFICATIONS

- Definition of the function or entity.
- Description of inputs and where they come from.
- Description of outputs and where they go to.
- Information about the information needed for the computation and other entities used.
- Description of the action to be taken.
- Pre and post conditions (if appropriate).
- The side effects (if any) of the function.

A STRUCTURED SPECIFICATION OF A REQUIREMENT FOR AN INSULIN PUMP

Insulin Pump/Control Software/SRS/3.3.2

Function Compute insulin dose: safe sugar level.

Description

Computes the dose of insulin to be delivered when the current measured sugar level is in the safe zone between 3 and 7 units.

Inputs Current sugar reading (r2); the previous two readings (r0 and r1).

Source Current sugar reading from sensor. Other readings from memory.

Outputs CompDose—the dose in insulin to be delivered.

Destination Main control loop.

A STRUCTURED SPECIFICATION OF A REQUIREMENT FOR AN INSULIN PUMP

Action

CompDose is zero if the sugar level is stable or falling or if the level is increasing but the rate of increase is decreasing. If the level is increasing and the rate of increase is increasing, then CompDose is computed by dividing the difference between the current sugar level and the previous level by 4 and rounding the result. If the result, is rounded to zero then CompDose is set to the minimum dose that can be delivered.

Requirements

Two previous readings so that the rate of change of sugar level can be computed.

Pre-condition

The insulin reservoir contains at least the maximum allowed single dose of insulin.

Post-condition r0 is replaced by r1 then r1 is replaced by r2.

Side effects None.

TABULAR SPECIFICATION

- Used to supplement natural language.
- Particularly useful when you have to define a number of possible alternative courses of action.
- For example, the insulin pump systems bases its computations on the rate of change of blood sugar level and the tabular specification explains how to calculate the insulin requirement for different scenarios.

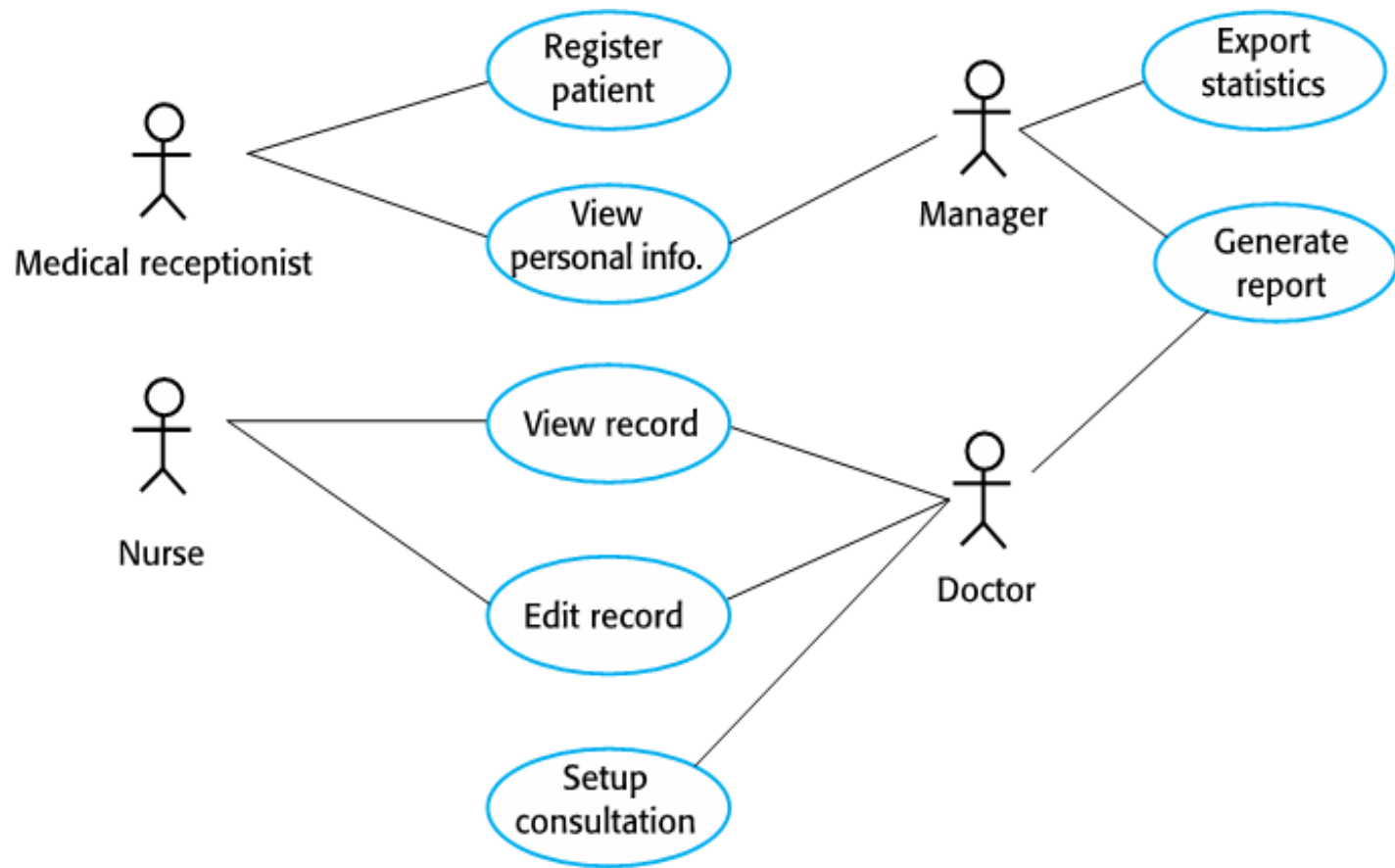
TABULAR SPECIFICATION OF COMPUTATION FOR AN INSULIN PUMP

Condition	Action
Sugar level falling ($r2 < r1$)	CompDose = 0
Sugar level stable ($r2 = r1$)	CompDose = 0
Sugar level increasing and rate of increase decreasing ($(r2 - r1) < (r1 - r0)$)	CompDose = 0
Sugar level increasing and rate of increase stable or increasing ($(r2 - r1) \geq (r1 - r0)$)	CompDose = round $((r2 - r1)/4)$ If rounded result = 0 then CompDose = MinimumDose

USE CASES

- Use-cases are a kind of scenario that are included in the UML.
- Use cases identify the actors in an interaction and which describe the interaction itself.
- A set of use cases should describe all possible interactions with the system.
- High-level graphical model supplemented by more detailed tabular description (see Chapter 5).
- UML sequence diagrams may be used to add detail to use-cases by showing the sequence of event processing in the system.

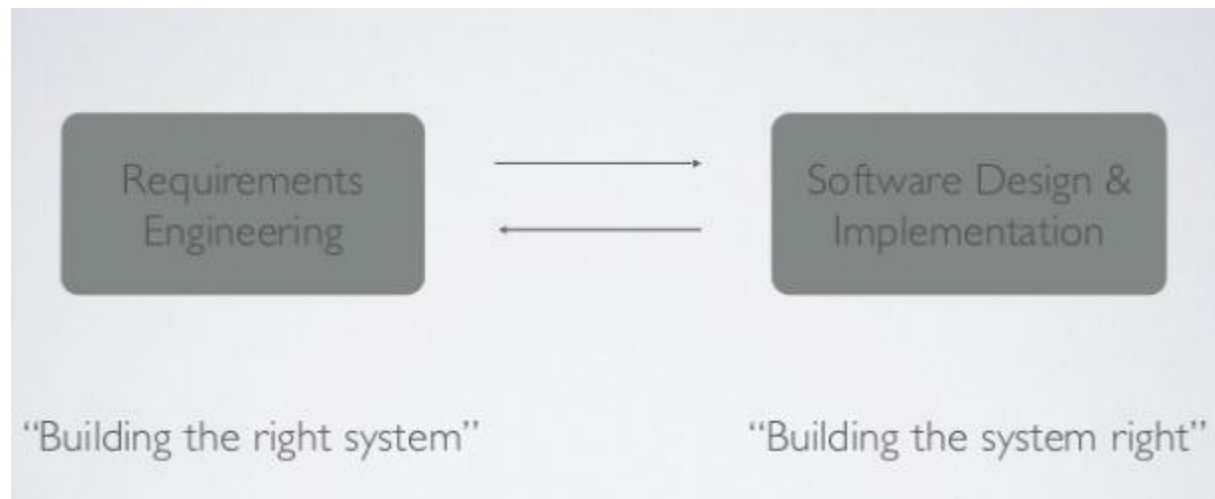
USE CASES FOR THE MENTCARE SYSTEM



THE SOFTWARE REQUIREMENTS DOCUMENT

- The software requirements document is the official statement of what is required of the system developers.
- Should include both a definition of user requirements and a specification of the system requirements.
- It is NOT a design document. As far as possible, it should set of WHAT the system should do rather than HOW it should do it.

REQUIREMENTS VALIDATION



REQUIREMENTS VALIDATION

- Concerned with demonstrating that the requirements define the system that the customer really wants.
- Requirements error costs are high so validation is very important
 - Fixing a requirements error after delivery may cost up to 100 times the cost of fixing an implementation error.
- Validity. Does the system provide the functions which best support the customer's needs?
- Consistency. Are there any requirements conflicts?
- Completeness. Are all functions required by the customer included?
- Realism. Can the requirements be implemented given available budget and technology
- Verifiability. Can the requirements be checked?

REQUIREMENTS VALIDATION TECHNIQUES

- Requirements reviews
 - Systematic manual analysis of the requirements.
- Prototyping
 - Using an executable model of the system to check requirements.
Covered in Chapter 2.
- Test-case generation
 - Developing tests for requirements to check testability.



That is all