

LAB 1:

Requirements Modeling

Preparations and instructions

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1 Introduction

1.1 Purpose

This document provides instructions on how to prepare for and run a computer lab session on requirements modeling. The lab session illustrates how computer-supported requirements modeling can help in requirements engineering, including elicitation, specification and validation. *The preparations in this document should be completed before the actual lab is run.*

1.2 Background

Requirements engineering is a dynamic process where the understanding of an imagined future system (of systems) is evolving over time. During this evolution we can capture the knowledge and creative ideas we elicit in various ways, depending on how we foresee the (later) usage of that knowledge. We could create and use, for example, spread sheets, post-it notes, emails, wikis, video clips, mockups, sketches, diagrams, mathematical specifications, etc.

If we want to keep track of many different types of inter-related requirements and if we see a future benefit of more structure beyond just a flat list, we can use *requirements models* where requirements are expressed using relevant (meta-) **entities**, **attributes** and **relations** that can capture what we want to model.

The free, open source tool reqT enables scalable requirements modeling, ranging from small models of a couple of features to large models containing elaborate structures of thousands of requirements. In this lab you will learn how to get started with requirements modeling through the use of reqT and reflect on how you could model the requirements of your own project with reqT.

2 Preparations

Before the lab session, please complete all preparations below and bring requested items to the lab. In particular you need to make sure that you can access the text files you prepare below at your lab session computer.

1. **Read reqT intro.** Read the section "Introduction to reqT" on this web page:
<http://reqt.org/documentation.html#intro>
2. **Do the reqT "hello world".** Run the reqT hello world example on your computer, as explained here:
<http://reqt.org/documentation.html#hello>
3. **Draw a context diagram.** Draw a context diagram that is relevant to your development project. Make the drawing on paper and bring to the lab. The context diagram should include entities outside of the system you are building that are communicating directly with the system under development.
4. **Create a context model.** Transform your context diagram into a reqT model, analogous to this example:

```
Model(  
  Product("hotelApp") interactsWith (  
    User("receptionist"),  
    User("guest"),  
    System("telephony"),  
    System("accounting")))
```

Saved the model in a text file called `context.scala`

5. **Create a list of features.** Make a list of at least 5 features relevant to your project, divided into 2 sections, analogous to the example below. Use the exact formatting and indentation according to the example with hash tag before the name of each group and an asterisk before the name of each feature:

```
# receptionFeatures  
  * groupCheckIn  
    Check in many guests arriving in bulk.  
# adminFeatures  
  * roomForecast  
    Calculate room allocation prediction.  
  * exportAccounting  
    Export accounting data to external system.
```

Saved the list of features in a text file called `feat.txt`

3 Lab instructions

3.1 Start reqT

Download the reqT.jar file from <http://reqT.org> and start reqT in a terminal window using this command: `java -jar reqT.jar` as shown in Figure 1. Make sure you have the text files from your preparations available in the same directory as you start reqT.



```
Terminal
bjornr@vbox ~/test $ ls
context.scala prio.txt reqT.jar
bjornr@vbox ~/test $ java -jar reqT.jar

** Welcome to reqT version 3.0.0-snapshot
** Snapshot build: Sun Oct 12 12:58:49 CEST 2014
** Compiled with Scala version 2.11.1
** Running Java version 1.7.0_65
** Running on OpenJDK 64-Bit Server VM

**
**      reqT - a requirements engineering tool
**      http://reqT.org
**      (c) 2011-2014, Lund University
**      Free Open Software BSD-2-clause licence
**
**
** Type edit to start model editor gui
** Type :help for help on the Scala interpreter

reqT> println("hej")
hej

reqT> 
```

Figure 1: The reqT console output after starting reqT in a terminal window.

In the reqT console these keystrokes and commands work as follows:

- <Ctrl+A> to move the cursor to the beginning of a line.
- <Ctrl+E> to move the cursor to the end of a line.
- <Ctrl+K> to "kill" the characters from the cursor to the line end.
- <Arrow Left/Right> to move the cursor backward/forward within a line.
- <Arrow Up/Down> to move backward/forward in the command history.
- <TAB> to invoke code completion.
- :q to quit reqT when all threads and windows have been exited.
- :help to get help on console commands.
- sys.exit to exit reqT and kill all threads and any windows without saving.

Try out the commands above in the reqT console. Use the :help command to figure out how to enter paste mode. Paste some text when in paste mode using mouse right-click. End paste mode with <Ctrl+D>. What is the shortest, unambiguous abbreviation of the enter-paste-mode-command? _____

3.2 Create and update models using the reqT console

Type in the following lines in the reqT console after the reqT> prompt. Press enter after each line. The + operator is used to add elements to a model, and the ++ operator is used to append one model to another.

```
reqT> val m1 = Model(Req("a") has Spec("sss"))
reqT> val m2 = m1 + (Req("b") has Prio(2))
reqT> val m3 = Model(Stakeholder("x") requires Req("a"))
reqT> ((m3 + Stakeholder("y")) ++ m2).size
```

What is the integer value result of the last evaluation?

```
((m3 + Stakeholder("y")) ++ m2).size
```

Continue to type in the following lines in the reqT console after the reqT> prompt. Press enter after each line. The for keyword is used to make a for-loop. The yield keyword is used in a for-comprehension to construct a sequence of values. The val keyword is used to declare a name that refers to an immutable value (a constant) and the var keyword is used to declare a name that refers to a mutable value (a variable). The - operator is used to remove elements from a model. With the transform method you can make transformations of specific elements in a model.

```
reqT> var m4 = (for (i <- 1 to 10) yield Req("r"+i)).toModel
reqT> (1 to 10).map(i => Req("r"+i)).toModel //alternative to above
reqT> m4 = Model(Stakeholder("x") requires m4)
reqT> m4 = m4 - Req("r7")
reqT> m4 -= Req("r3")
reqT> m4.pp //pretty-print m4
reqT> m4 = m4.transform{case Req(id) => Feature(id) has Status(ELICITED)}
```

What is the size of the m4 model after the above transform?

`m4.size`

3.3 Investigate the reqT metamodel

A reqT model can be viewed as a vector of elements. Elements can be entities, attributes and relations. An entity has an id of type String. An attribute holds a value that can be of different types. A relation connects an entity via a link of a certain RelationType to a submodel that, in turn, can contain elements. A part of the reqT metamodel is shown in Figure 2.

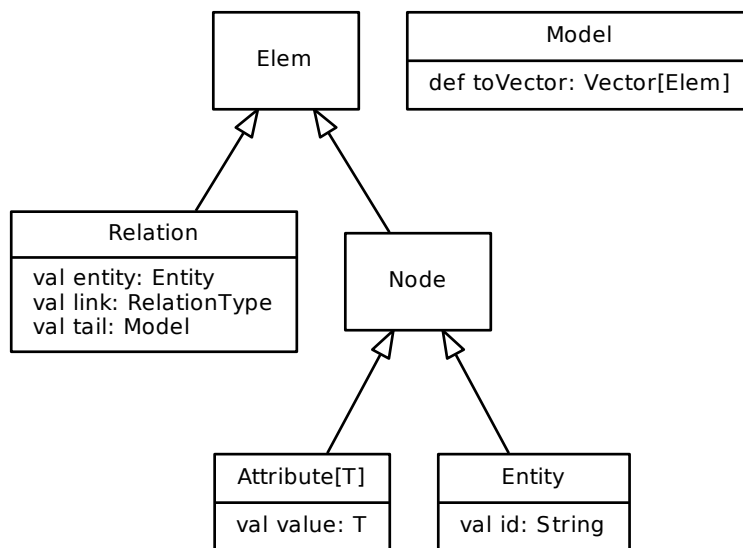


Figure 2: Some classes in the reqT metamodel.

Investigate what different entity types, attribute types and relation types that the reqT metamodel contains, using the evaluations in the reqT console below.

```
reqT> reqT.metamodel. // Press <TAB> after the dot
reqT> reqT.metamodel.ent // Press <TAB> after the t
reqT> reqT.metamodel.entityTypes
reqT> reqT.metamodel.entityTypes.size
reqT> reqT.meta.model.pp
reqT> reqT.meta.model.collect{case Meta(_) => 1}.sum
```

The collect method gathers selected parts of a model into a vector. In the last evaluation above we collected the integer 1 for each occurrence of a Meta entity and sum all ones.

How many different entity types, attribute types and relation types are there respectively in the reqT metamodel?

How many Meta entity concepts are there in the reqT metamodel?

The meta model elements can be used in many different ways. There are no restrictions on how to combine the elements, except for these three basic rules:

1. **Attribute identity.** A model or submodel can only contain at most *one* attribute of a specific type at its top level. However, the same type of attribute can co-exist if they reside in different submodels of the same model.
2. **Entity identity.** A model or a submodel can only contain at most *one* entity with a certain id and a certain relation at its top level. If you add an entity with the same id and the same relation at the top level of a model or submodel, it will merge the elements of each submodel, and if the above rule applies then the last same-typed attribute will be overwrite the former.
3. **Leaf entity has empty submodel.** The has-relation is special, as a leaf entity that has no relations to any subelements is equivalent to an entity with a has-relation to an empty submodel.

Try the subsequent statements in the reqT console, where `Prio` is an attribute type and `Req` is an entity type and `has` and `requires` are relation types. Make sure you can explain the evaluation results in relation to the rules above. Write the number of the rule(s) (1 – 3) that is/are in effect besides each evaluation.

```
reqT> Model(Prio(1), Prio(2))

reqT> Model(Req("x") has (Prio(1), Prio(2)))

reqT> Model(Req("x") has Prio(1), Req("y") has Prio(1))

reqT> val m6 = Model(Req("x") has (Req("sub1"), Prio(1), Prio(2)))

reqT> m6 + (Req("x") has (Req("sub2"), Prio(3)))

reqT> Model(Req("x") has ())

reqT> Model(Req("x") has Prio(1), Req("y") requires Prio(1)) - Prio(1)
```

Create a model with two stakeholders `a` and `b`, both requiring the same two features `x` and `y`. The stakeholders' features shall have different priorities: `a` thinks `x` is of higher priority than `y`, while `b` thinks the opposite. Declare a constant called `prio` that refers to the model. Write the reqT code that describes your model below and then test it in the reqT console.

When you create a reqT model, you actually create an immutable, tree-like data structure that consists of computational objects in the Java Virtual Machine (JVM) runtime environment. When you encode reqT models you are actually coding in the Scala programming language that compiles to JVM byte code. The reqT metamodel classes are actually Scala classes and the reqT language is embedded in Scala. The `reqT.jar` file includes the Scala compiler and the reqT console wraps the so called Scala Read-Evaluate-Print-Loop (REPL), which enables any

Scala code snippet to be interactively compiled and run on a line-by-line basis at the reqT prompt.

All the available JDK classes can be accessed from the reqT> prompt. Try:

```
javax.swing.JOptionPane.showMessageDialog(null, "Hello Swing!")
```

3.4 Access elements in models using paths

A model is represented using a recursive data structure where relation elements can include submodels, which in turn can include relation elements that include submodels. The recursive nature of the model data structure thus enables hierarchical, tree-like requirements models of arbitrary depths. The submodels and elements of submodels at different levels can be accessed using paths that are constructed using the / operator called *enter*.

A *head* is a start of a relation that combines an entity with a relation type using dot notation, such as `Feature("x").has` and `Stakeholder("b").requires`

Paths begin with a sequence of *heads* separated by / and may end with either (1) a head, (2) an entity, (3) an attribute type or (4) an attribute. The has relation is special: in paths an entity without any relation type is interpreted as an entity with a .has relation.

Try these path examples in the reqT console:

```
reqT> val p1 = Stakeholder("a").requires/Feature("x").has/Prio(42)
reqT> p1.depth    //write down the depth: _____
reqT> val p2 = Stakeholder("b")/Feature("x")/Prio(21)
reqT> p2.init
reqT> val p3 = p2.init/Feature("sub")/Prio(9)
reqT> p3.toModel
reqT> var pm = Vector(p1,p2,p3).toModel
reqT> pm/Stakeholder("b").has
reqT> pm/Stakeholder("b")
reqT> pm/Stakeholder("a").requires/Feature("x")/Prio
```



```
reqT> pm = pm + Stakeholder("a").requires/Feature("x")/Prio(1)

reqT> pm.leafPaths

reqT> pm.leafPaths.map(_._depth).max    //write down the max depth: _____
```

Create a random model using the commands below, and write down its max depth: _____

```
reqT> val rm = rndModel(10)

reqT> rm.pp

reqT> rm.leafPaths.map(_._depth).max
```

Write down the path needed to access the value of one of the deepest attributes:

```
reqT> rm/_____
```

If a path ends with an attribute type, then it refers to the corresponding value that is boxed by that attribute in a model. If the attribute is not available when the path is applied to a model with the enter operator / then a default value is produced.

If you want to check the absence or presence of a value you can use the `get` method on a model. The `get` method takes a path as parameter and returns a value boxed in an instance of the `Option` class; if there was, e.g., an integer value of 42 then the option class evaluates to `Some(42)` or if there is no value then it evaluates to `None`. You can get the actual value of an `Option` instance by calling the `get` method.

Try these attribute type path examples in the reqT console:

```
reqT> val m = Model(Req("x") has Prio(1), Req("y"))

reqT> m / Req("x") / Prio

reqT> m / Req("y") / Prio    //write the default Prio value here _____

reqT> m.get(Req("x")/Prio)

reqT> (m/Req("x")).get(Prio).get    //same effect as previous

reqT> m / Req("x") get Prio    //equivalent to previous

reqT> m / Req("x") get Prio get
```

```
reqT> m / Req("y") get Prio get
```

What happens if you try to call the `get` method on a non-existing value, as in the previous evaluation?

3.5 Load and save files from the reqT console

You can load text files into strings and save strings into text files using commands similar to:

```
val s = load("myFile.txt")
"my String".save("myStringFile.txt")
```

The `ls` command prints a list of files in the working directory. The `pwd` command prints the path of the working directory. The `mkdir("tmp")` command creates a new directory called `tmp` and `cd("tmp")` changes working directory to the directory `tmp` if it exists.

You can also serialize a model to a binary file, which for large files may take less space compared to a text file and it may also be quicker to save and load a large binary model to and from disk compared to a text model. To serialize a binary model to disk, just call the `save` method on a model. To load a binary model from disk use the `Model.load("filename.reqt")` command. It is recommend to use the file suffix `.reqt` to show that it is a serialized binary file.

Check that you have the files from the lab preparations in your working directory and load your context model and convert it to a reqT model from a string using the following evaluations:

```
reqT> ls
context.scala
prio.txt

reqT> var m = load("context.scala").toModel

reqT> m = Model(Title("My Cool Product"), Section("Context") has m)

reqT> m.toString.save("context-v2.scala")
Saved string to file: C:/Users/bjornr/tmp/context-v2.scala

reqT> m.save("context.reqt")
Model serialized to file: context.reqt
```

Create a large random model using the command:

```
val r = rndModel(52,2) //max 52 at top level and then max 26 etc.
```

and compare the binary model size on disk with the string model text file size, by checking the file sizes in your OS. If the files get too big or it takes too much time, reduce the number of max elements at top level.

Number of elements in the model: `r.size` _____

Size of binary file: `r.save("big.reqt")` _____

Size of text file: `r.toString.save("big.scala")` _____

3.6 Edit requirements with the reqT ModelTreeEditor GUI

The reqT ModelTreeEditor is a graphical user interface for navigating and updating reqT model. You start the editor with the `edit` command. You can start many ModelTreeEditor windows.

You can also preload a ModelTreeEditor instance with a model, e.g. called `m`, by simply passing it as a paramter to the `edit` command, e.g. `edit(m)`. The ModelTreeEditor is shown in Figure 3.

The reqT ModelTreeEditor gui has two parts:

- **The Tree.** The Tree displays a tree view of a model, where each head node can be collapsed or expanded using the right and left arrows or by clicking on the handle by the left of the folder symbol. Model elements can be deleted using the forward DELETE key.
- **The Editor.** The Editor is aware of the reqT metamodel and Scala syntax and provides syntax coloring and code completion on model elements. Entities are of light blue color, relations are of red color and attributes are shown in green color. Reserved words of Scala are given a dark blue color.

The Tree and the Editor are two separate buffers, each having its own data. The Tree has its own reqT model converted to a `javax.swing.JTree`, while the content in the Editor can be any text (typically users have a textual representation of a reqT (sub)model undergoing some update).

By using the menu items in the Tree menu and the Editor menu you can transfer data from the Tree to the Editor and vice versa. You can also execute Scala code in the Editor by entering code in the Editor to the console for evaluation. The ModelTreeEditor has a number of convenient shortcuts to enable power users to quickly operate the Tree and Editor in concert.

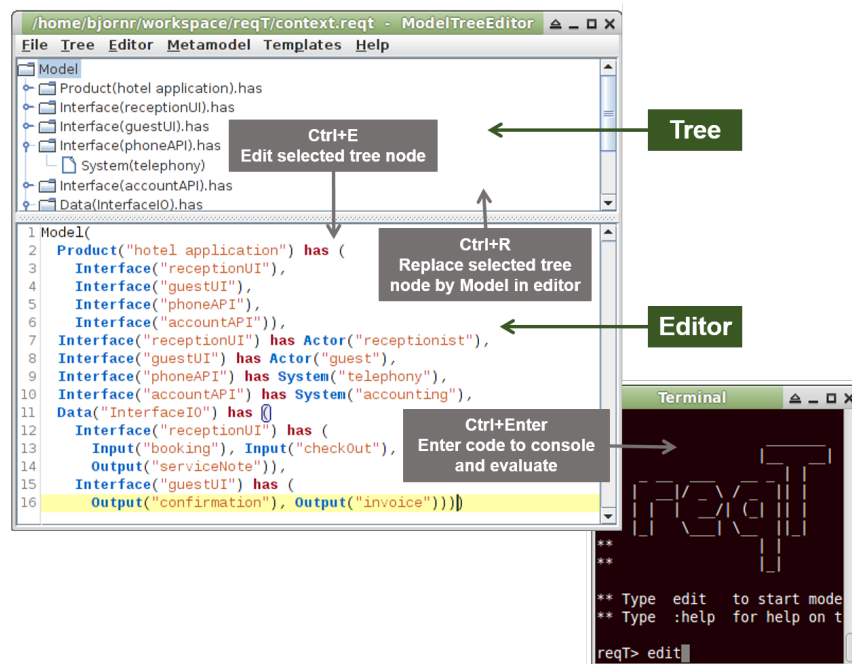


Figure 3: The reqT ModelTreeEditor graphical user interface.

Carry out these steps using the ModelTree Editor:

1. Investigate the **Template** menu and enter a template model to the Editor and then transfer the model from the Editor to the Tree using <Ctrl+R>.
2. Select the **Help** menu item *Shortcuts to Editor* and investigate the different shortcuts and locate where in the menus they are.
3. Use the **File** menu item *Load text file to Editor* to load your prepared model `context.scala` into the Editor.
4. Select the root tree node and replace the tree with the model in the Editor using the Ctrl+R shortcut.
5. Use the **File** menu to serialize your context model into a new file `context.reqt`
6. Make sure you have your context model in the editor. Double click on `Product` to select it. Then select the **Metamodel** -> *Entity* -> *Context*

-> *System* menu item to replace `Product` with `System`

7. Use code completion with `<Ctrl+SPACE>` to change `System` to `Component`

The Editor can toggle between two different textual representations of a model: (1) the normal scala code that we have been using so far, and (2) a simplified model language called "*reqT textified*" that represents models without any parenthesis and quotes, while using indentation to represent levels of submodels.¹ The toggling is made using the `<Ctrl+T>` shortcut.

Carry out these steps using the ModelTree Editor:

1. Load your `feat.txt` file into the using the `<Ctrl+L>` shortcut.
2. Toggle between *textified* and scala representations by pressing `<Ctrl+T>` several times.
3. When you have toggled to a scala model representation of your features in the Editor, select the root tree node and press `<Ctrl+R>` to replace the tree with your feature model.
4. Click in the Editor pane to make sure that the Editor is in focus and press `<Ctrl+A>` to select all.
5. Replace the text in the editor by entering this code:

```
m =>
  m.transform{
    case Item(i) => Feature(i)
    case Text(i) => Gist(i)
  }
```

6. Select the *Apply function in editor to selected node* menu item in the **Tree** menu, or use the `<Alt+A>` shortcut to apply the above function to the Tree model.
7. Enter this code in the Editor and then press `<Alt+A>`:

¹A textified reqT model is analogous to the markdown representation of a html document.

```

m =>
println("Size: " + m.size)
println("Depth:" + m.leafPaths.map(_.depth).max)
println("Number of fetaures: " +
  m.collect{case f: Feature => 1}.sum)
m

```

8. Explain what the above function does. Check what is printed in the console and write down the numbers:
 Size: _____
 Depth: _____
 Number of features: _____
9. Select the root node of your tree and press <Ctrl+E> and then <Ctrl+T> and then <Alt+S> to save a textified model of your transformed feature model in the file `feat-v2.txt`

3.7 Export/Import of models to inter-operate with other apps

4 Additional quests if more time is available

```
_.transform{case a: Attribute[_] => NoElem}
```

< Look at the reqT source code at GitHub >

5 Conclusion and reflection

There are many different ways that development projects may want to work with requirements. If there are several project members, it may be useful to distribute the evolving work results into different files to make version management easier as things evolve and grow. Some projects may want to use html or wikis, while others may want to use a word processor or a spreadsheet. Some may want to use latex while others may want to collaborate using docs in a cloud app. Some may want to manage their evolving requirements models in a version control cloud service such as <http://GitHub.org> or <http://Bitbucket.org>.

The basic idea behind reqT is to offer a flexible tool that can enable users to work in different ways. The flexibility of reqT is also shown in that the concept in its metamodel can be used in whatever way the users want as long as the hierarchical entity-attribute-relationship semantics are followed. You get a bag of concepts

to use in your model, but you have to come up with your own modeling policy on how to use the bag of concepts available.

Reflect upon these discussion questions and write down some reflections:

1. How would you like to keep track of the evolving requirements of your development project?
2. How could you benefit from using reqT in your project?
3. What are the pros and cons of using a desktop word processor versus reqT models?
4. What type of entities, attributes and relations in the reqT metamodel are relevant to your project?
5. Investigate the templates in the Templates menu of the ModelTreeEditor. Are any of these types of models relevant to your project? What other types of models will you need?