

# From Requirements to Architecture: Linguistics-based Specifications for the Software Startup

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ICT-Entrepreneurship  
Session 5

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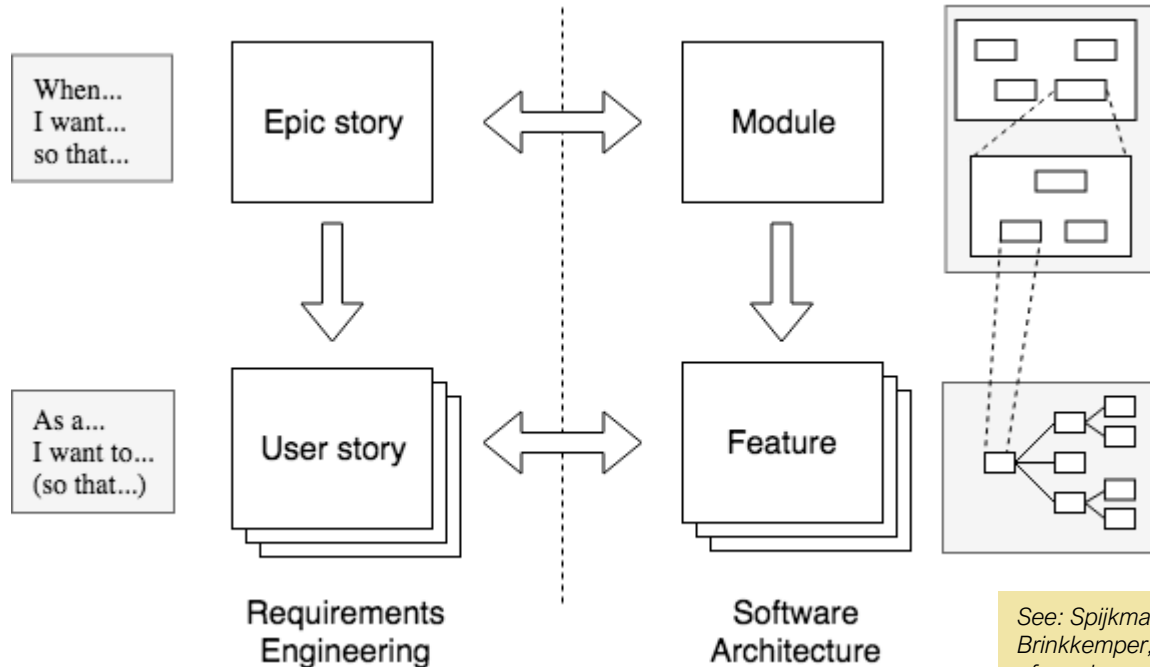
[Faculty of Science  
Information and Computing Sciences]

# Program of this Workshop

- Rationale
- Overview of the approach
  - W1 - Brainstorm
  - W2 - Jobs
  - W3 - Epic Stories
  - W4 - User Stories
  - W5 - Modules
  - W6 - Features
  - W7 - Reflection
- Discussion

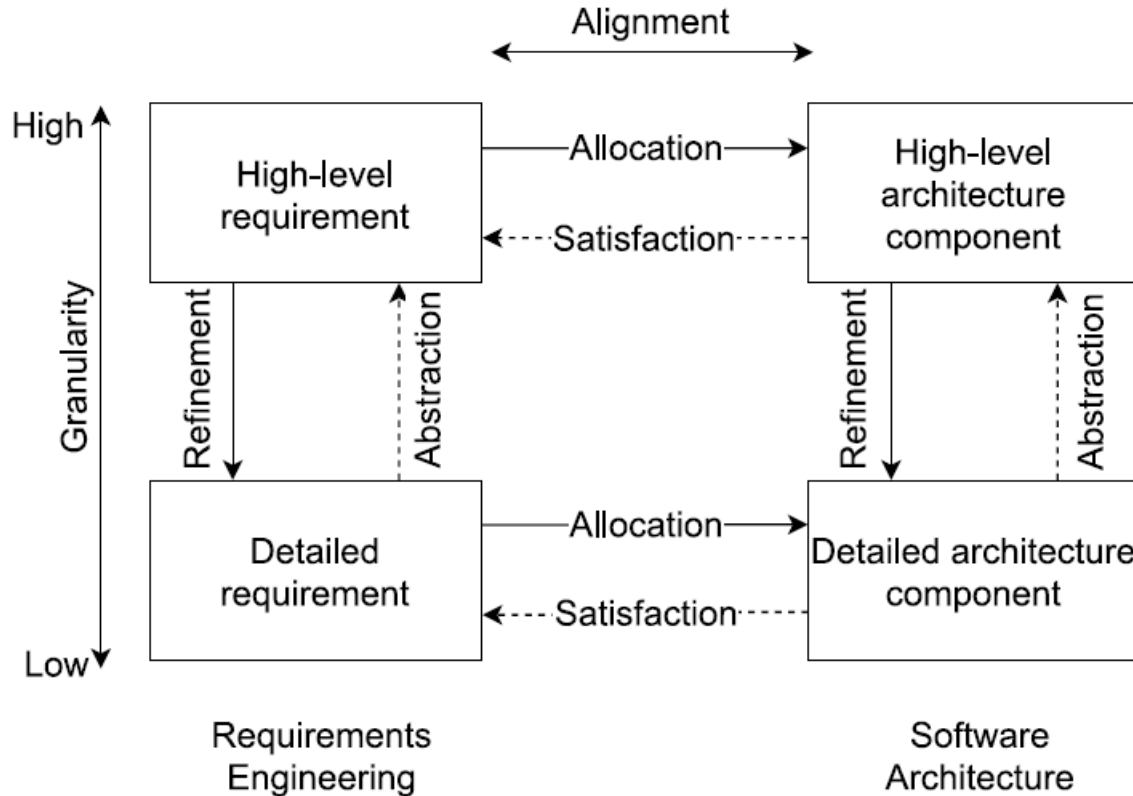


# RE4SA-agile: bridging requirements and architecture



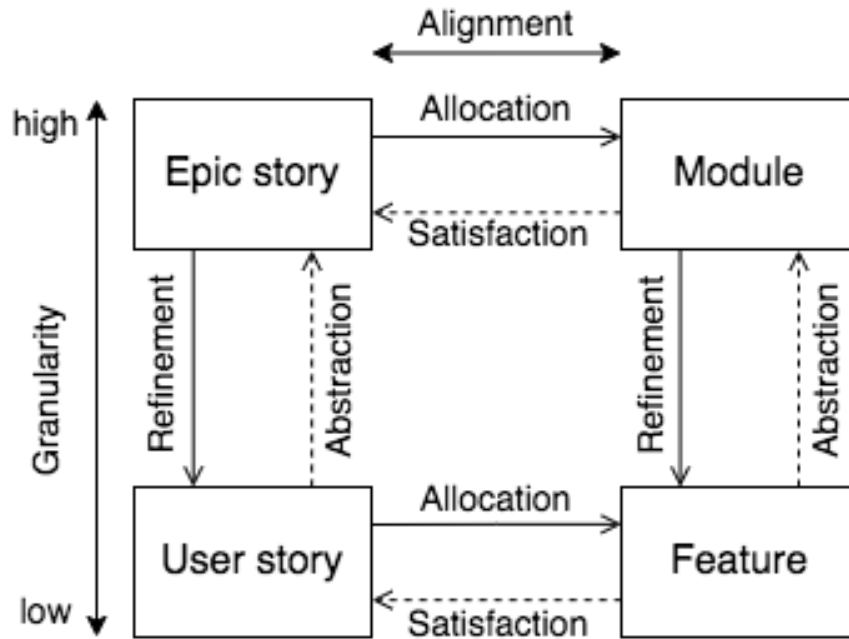
See: Spijkman, T., Molenaar, S., Dalpiaz, F., & Brinkkemper, S. (2021). Alignment and granularity of requirements and architecture in agile development: A functional perspective. *Information and Software Technology*, 106535.

# RE4SA generic model



Apply your own preferred notations

# RE4SA: alignment and *granularity*



**Granularity:** the extent to which a system is composed of distinguishable pieces.

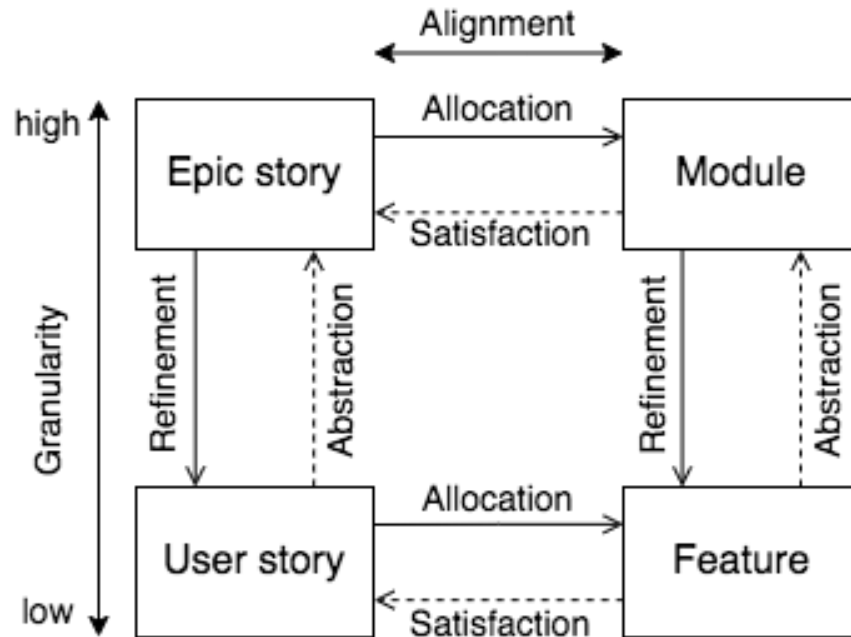
Granularity can be **expressed in levels** of decomposition.

It can either refer to the extent to which a larger entity is **subdivided**, or the extent to which groups of smaller indistinguishable entities have **joined together** to become larger distinguishable entities

**Refinement:** High-level requirements and architecture components are decomposed into detailed requirements and architecture components, respectively

**Abstraction:** Detailed requirements are grouped using high-level requirements, while detailed architecture components are bundled together based on similar functionality and placed in high-level architecture

# RE4SA: *alignment* and granularity



**Allocation:** Relating requirements to architectural components is the assignment to architecture components responsible for satisfying the requirements

**Satisfaction:** Analyzing and elaborating the requirements demands that the architecture/design components that will be responsible for satisfying the requirements be identified

**Alignment** between requirements and architecture is a state in which the requirements specification is in harmony with the architectural specification and both describe the same application.

**Perfect alignment** between requirements and functional architecture is a state in which **all** the system requirements are satisfied by a component in the architecture, and **all** components in the architecture can be linked to the requirements.

# Customer wish

## Job to be done

A *Job to be done* is the process a consumer goes through whenever aiming to transform the existing life-situation into a preferred one, but cannot because there are constraints. (Klement, 2016)

Template:

Help me <verb> <noun phrase>

Google-maps:

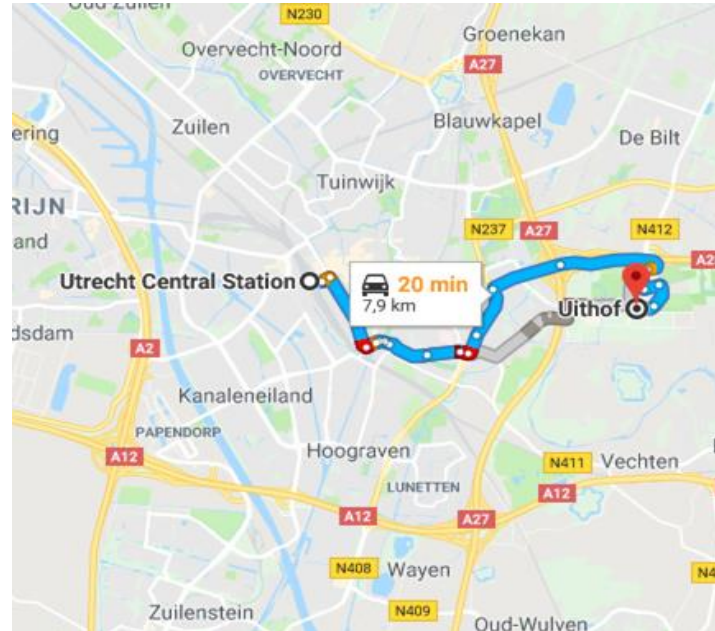
- Help me plan a route to my destination.
- Help me find a location
- Help me find an object in the environment

A Job-to-be-done motivates a customer to invest in the acquisition of a product.

This implies that the precise formulation of a job is essential in the definition of a product.

# Software product

## Example: Maps



## Requirements engineering

### Epic story

Epic stories emphasize the *motivational and situational* context that drives customer behaviour. (Klement, 2013)

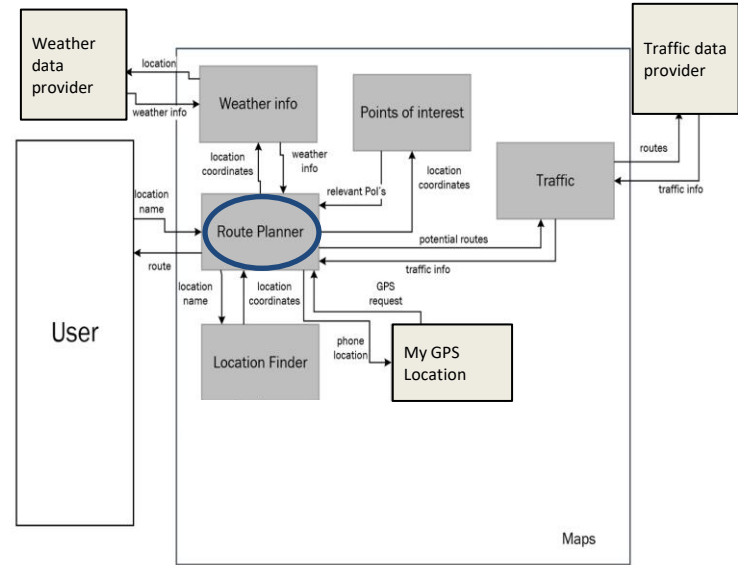
Template:

**When** <situation>,  
**I want** <motivation>,  
**so that** <expected outcome>

*“When I have to go to a place I don’t know,  
I want to have a **route planned** for me,  
so that I can plan my trip and find the location.”*

## Software architecture

### Module



Functional Architecture Diagram



## Requirements engineering

### User story

User stories represent customer requirements in a card, leading to conversation and confirmation (Jeffries, 2001)

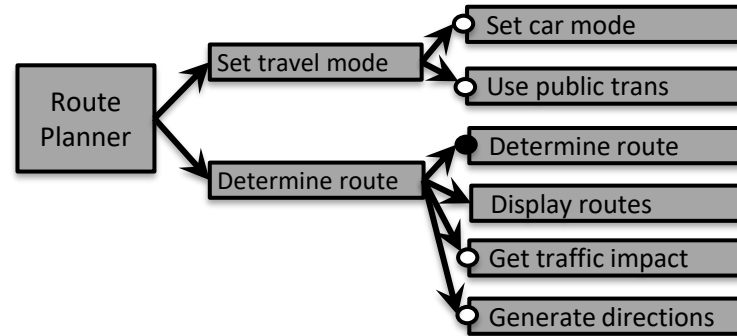
Template:

As a <role>,  
I want <goal>,  
so that <benefit>

*"As a consultant,  
I want to see the **fastest route** to my  
destination,  
so that I can **minimize my travel time**  
when visiting customers"*

## Software architecture

### Feature



Feature Diagram

## Requirements engineering

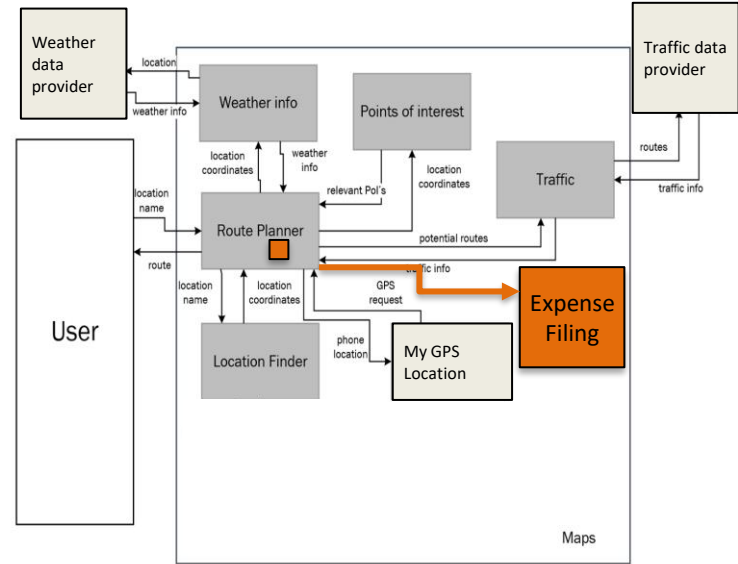
### Epic story

Product extension with a new Epic Story:

*"When I have to **file for expenses** to my employer, I want to have all my routes and local expenses registered, so that I can collect my expense data and minimize effort for filing."*

## Software architecture

### Module



Functional Architecture Diagram

## Requirements engineering

### User story

User stories represent customer requirements in a card, leading to conversation and confirmation (Jeffries, 2001)

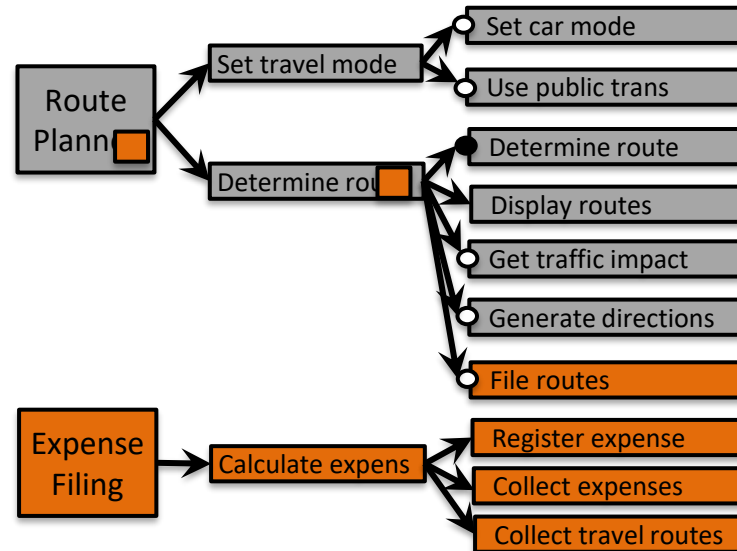
### New User story

*"As a consultant,  
I want to file my **travel expenses**,  
so that I have complete expense  
and travel data with minimal  
effort."*

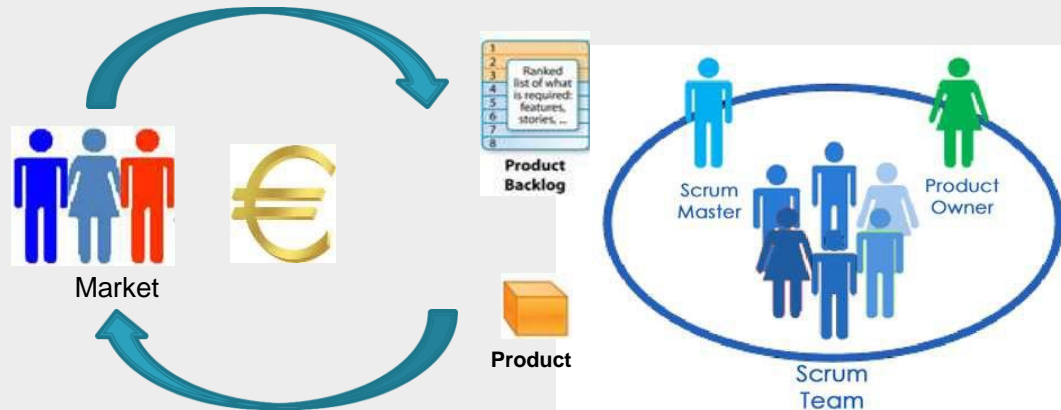
## Software architecture

### Feature

### Feature Diagram



# Agile perspective of software production



## 13



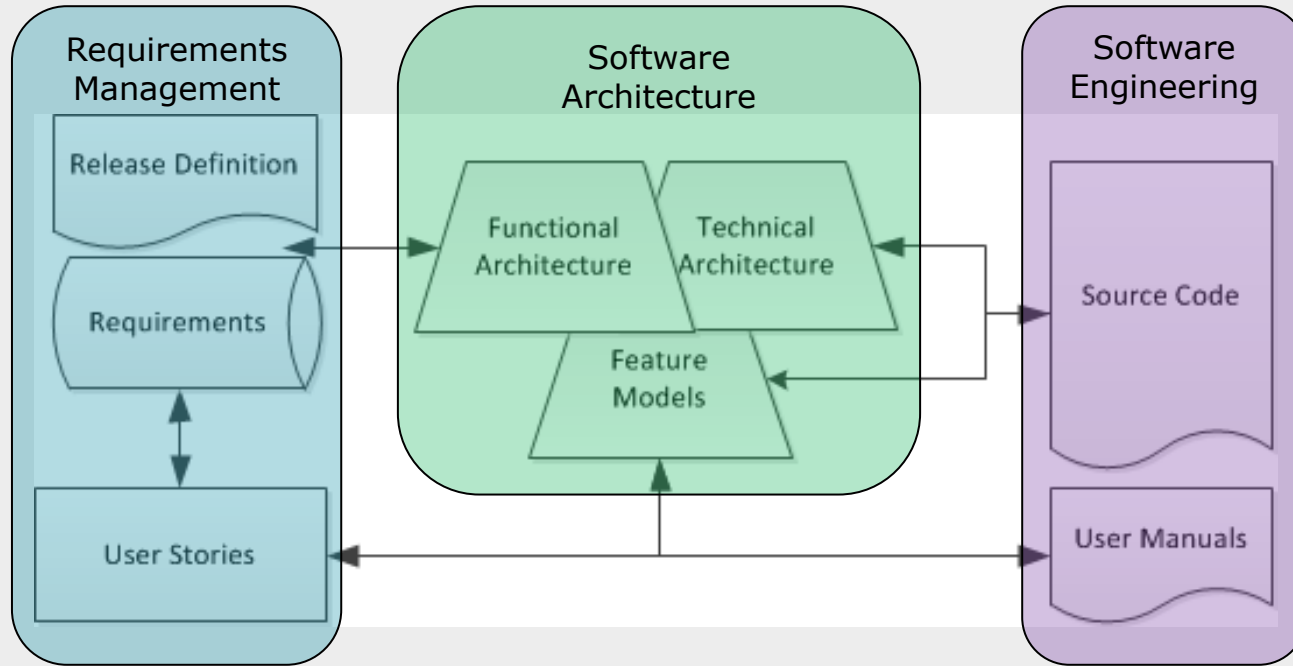
## 14



## Will software developers need Talosian brains?

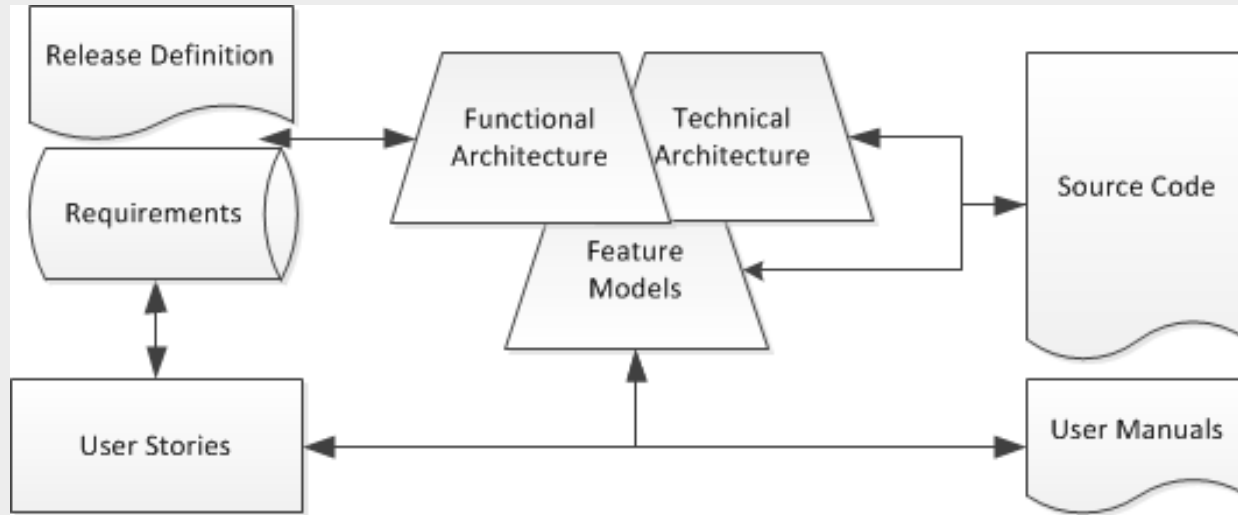


# Development Domains





# Artefact Integration using NLP





# Artefacts and Domain Knowledge

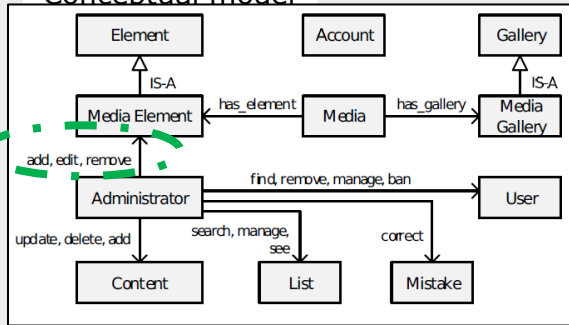
## User story:

As a Media User  
I want to edit earlier uploaded video's  
So that my video contents stay up-to-date

## Backlog item:

Sp-2-32: Cutting video segments  
Sp-3-21: Inserting video segments  
Sp-3-22: Publish new video after edit

## Conceptual model



@feature(VideoEditing)

```
Public class VideoEditor {
    // Sp-3-21 & 22 ...
    void CutSegment(String _videoTitle, ....)
    void Publish(String _videoTitle)
    ....
}
```

## BDD: Gherkin template

Given I have finished editing  
When I publish the updated video  
Then the updated video appears in my video list

## Feature Description

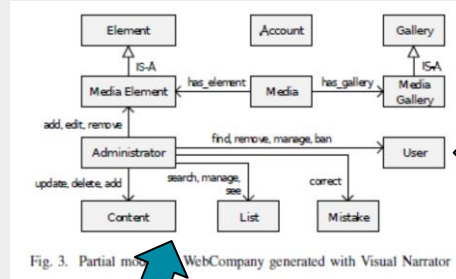
The system supports  
editing of video  
contents uploaded  
earlier with ...

## User manual

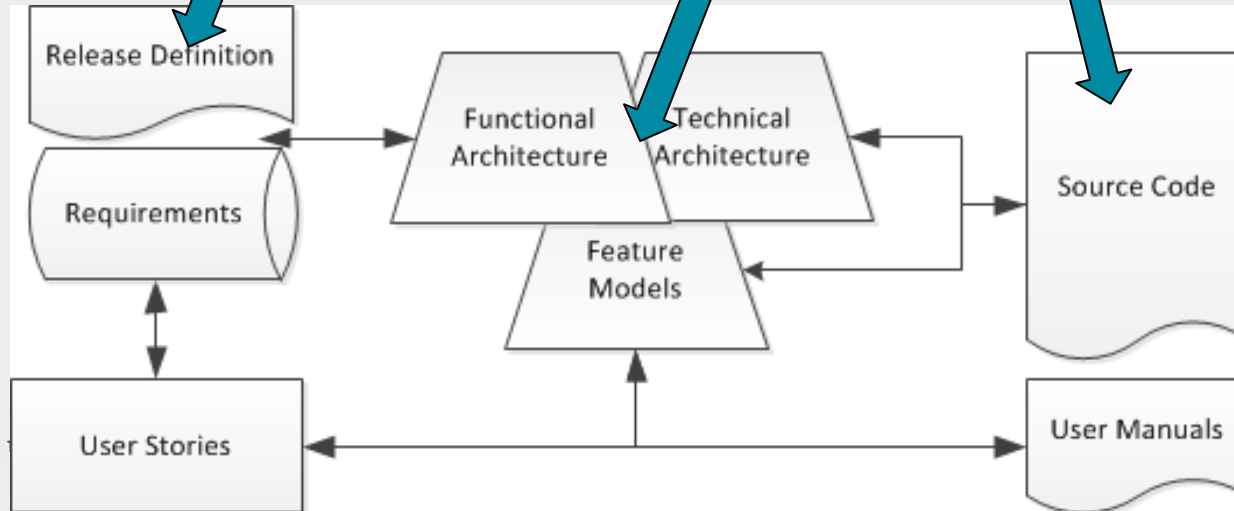
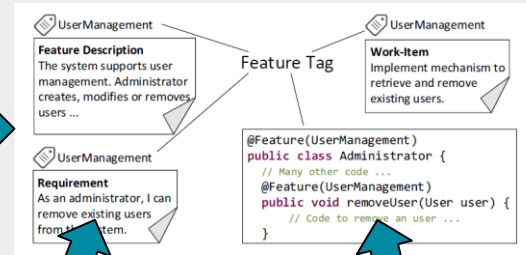
- ....
- Publishing** When you have finished editing the video segment, click on the **Publish** button and the video will appear in your listing of video's
- ....



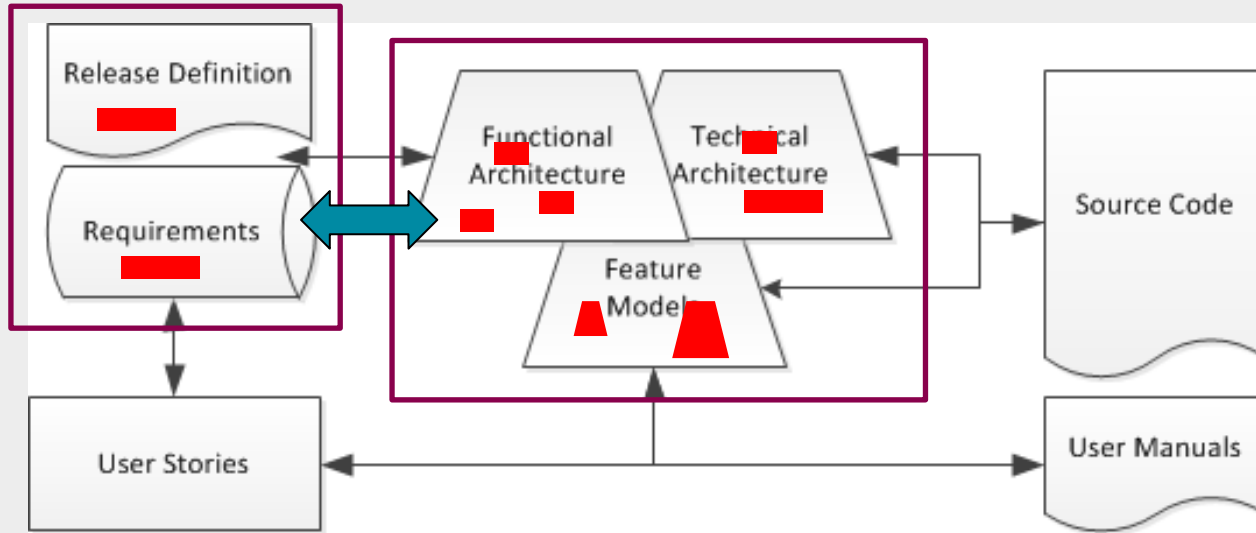
## Conceptual models



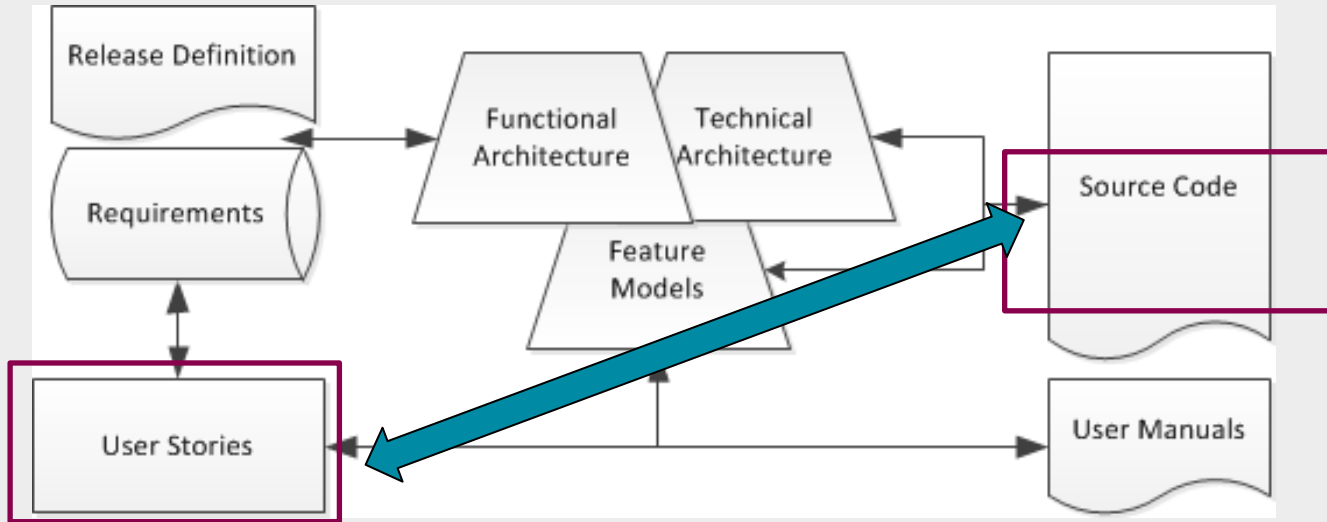
## Feature tracing



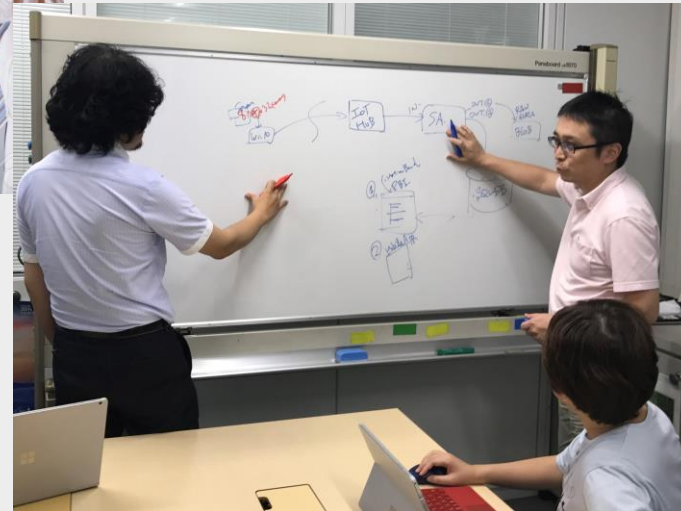
# Impact forecasting



# User Story to Acceptance Tests

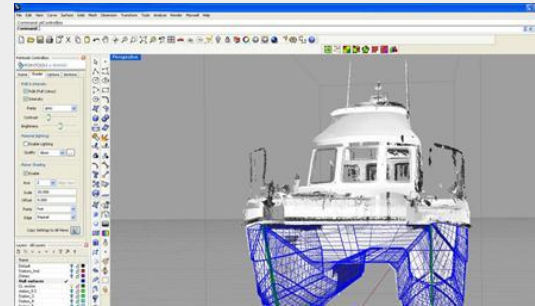


# Architecting: find the 7 differences



# Observations in architecting

- Traditional architecting disciplines have extensive documentation routines and practices
- Architecture documentation is created during design and modified during redesign
- When contemplating (re)design issues the architecture documentation is the central means for communication



## 23





# Video wall to capture design session

## ■ Record:

- Screenplay
- Audio track per participant



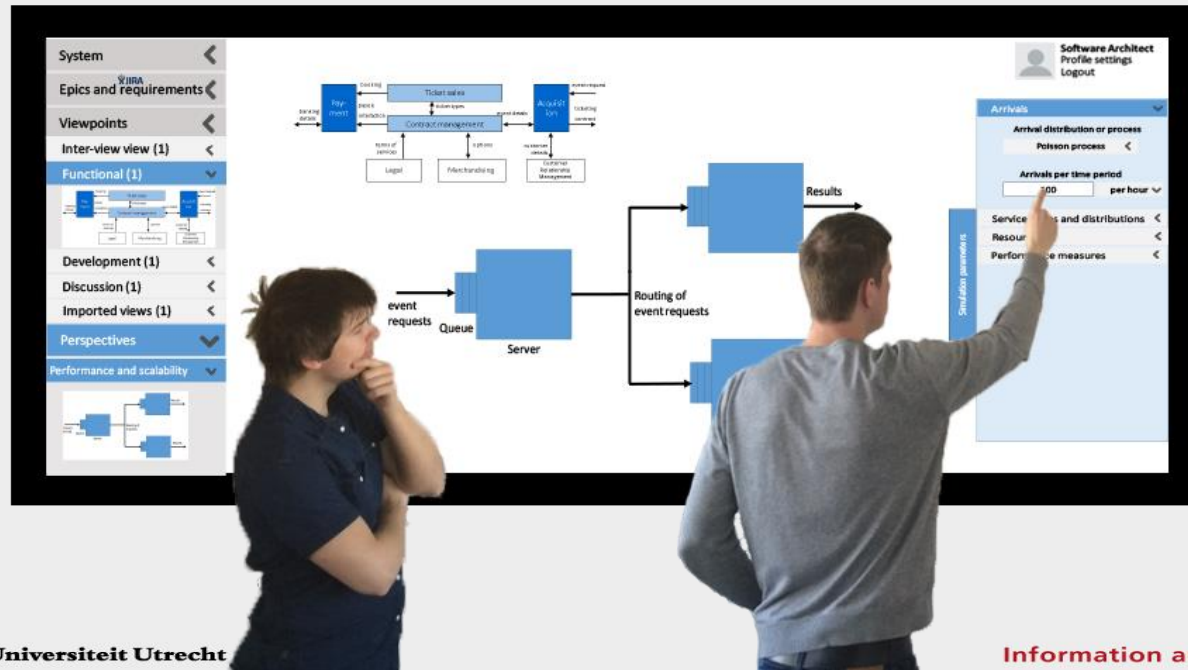
## ■ Text and argumentation mining

- Extract key elements in discussion
- Together with the screen shown at that time

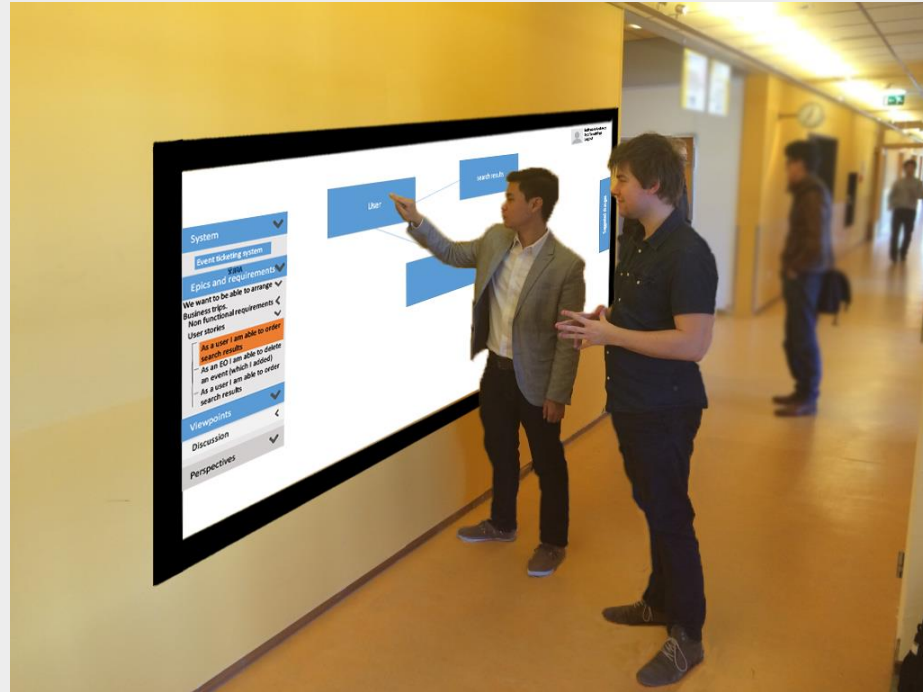




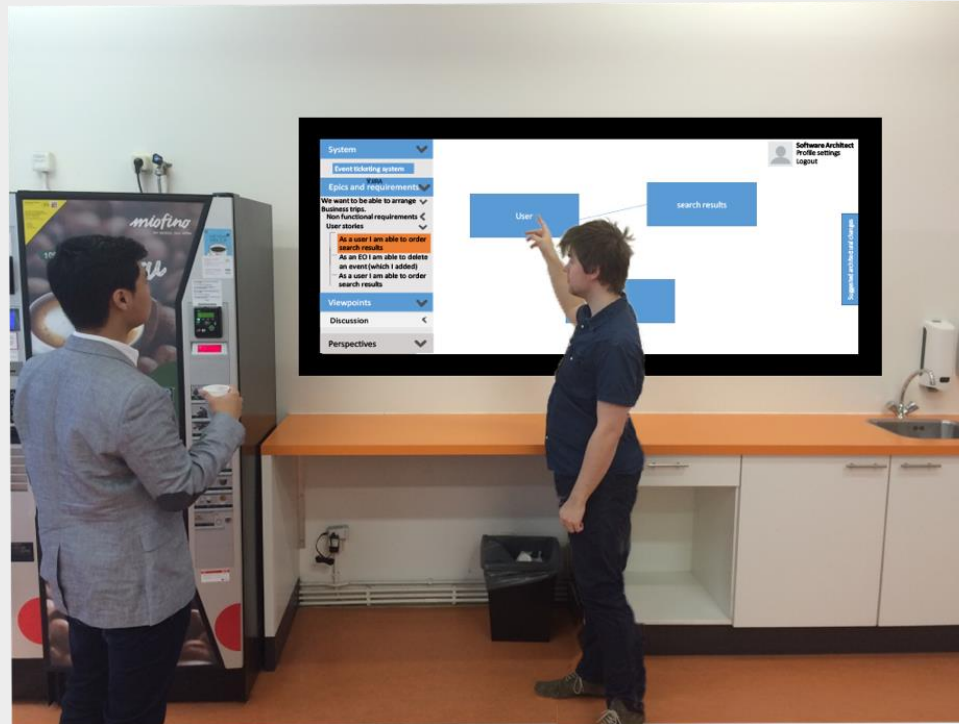
# Behavior simulation



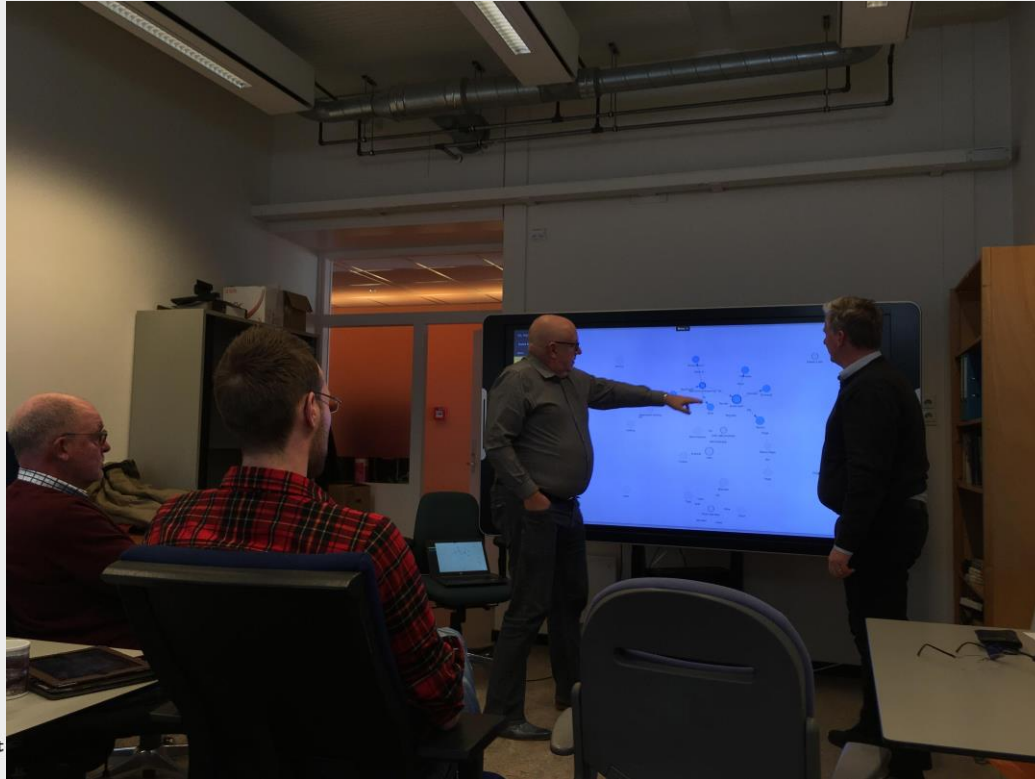
# Hallway discussions



# Informal options discussion at the Coffee corner



# Team discussions

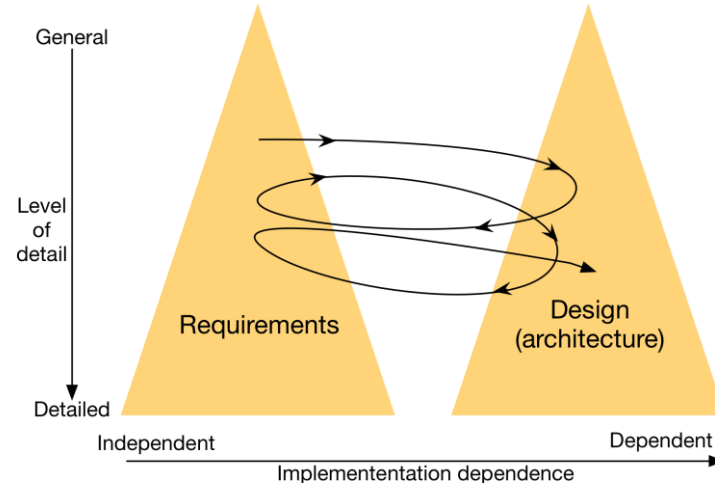


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# RE and SA processes

- SPM is closely linked to requirements engineering (Ebert, 2007)
- SA demands good requirements engineering

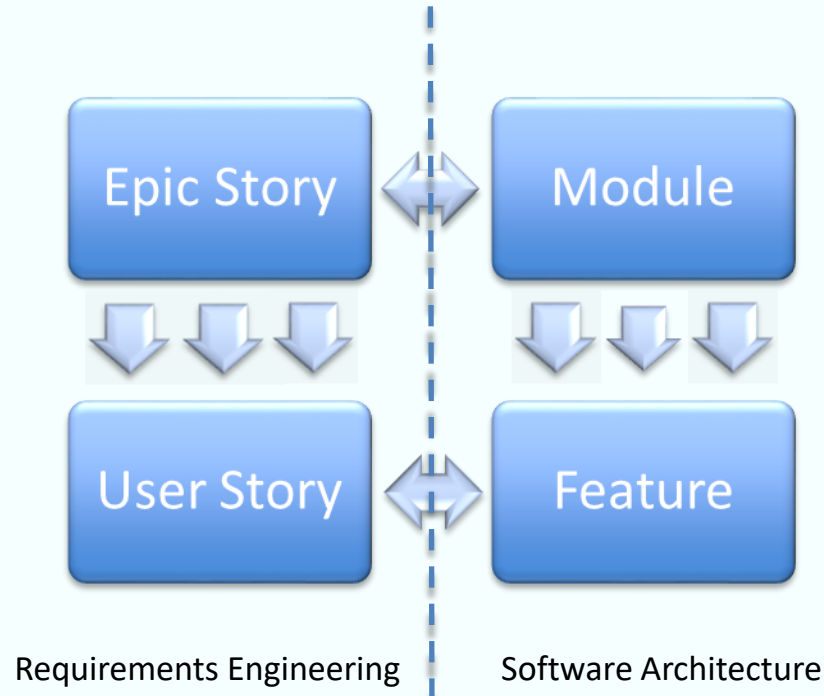


**Twin Peaks** of Requirements and Architecture (Nuseibeh, 2001)

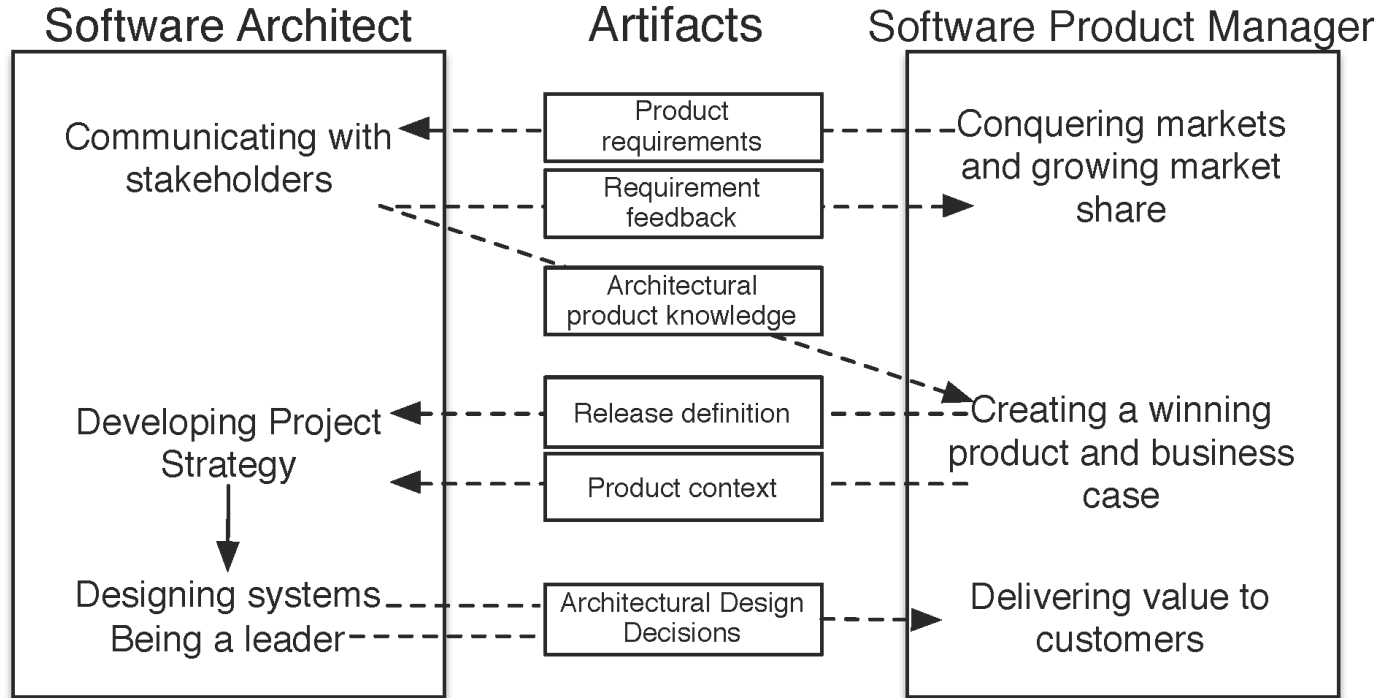




# The RE4SA model



# Reciprocal Contributions Model



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# Brainstorming on your product

You and your team have zillions of ideas?!

- *Functional* on the market and customers.
- *Technical* on the software technologies you master, or which you would like to use.
- *Organizational* on the start-up you would like to start.

# W1 – Brainstorm (15 mins.)

Exercise: Just write down any idea you have on the specifications of the product:

- *Requirements and Functional domains*
- *Different roles*
- *Features*
- *Technology*
- *User stories*
- *Etc, etc.*

Only functional and technical ideas, please. Others follow in other lectures.

Create a google slide set you share with [SjaakBrinkkemper@gmail.com](mailto:SjaakBrinkkemper@gmail.com)

Note, that you can write concurrently with your team!

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# What are Jobs-to-be-Done?

- Dr. **Clayton Christensen**: Disruptive Innovation Theory

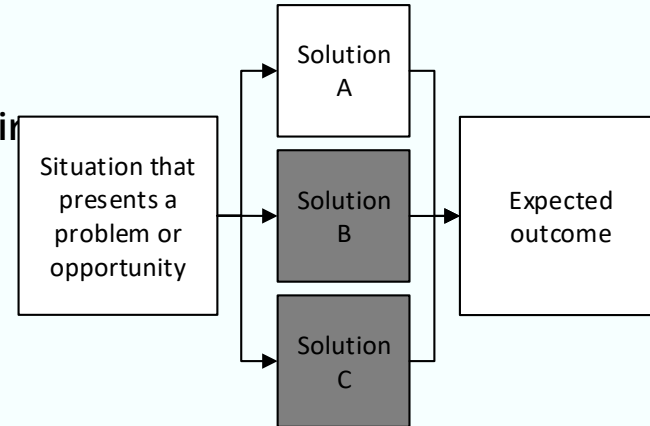
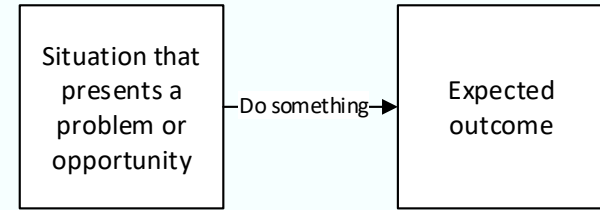
*"When people find themselves needing to get a job done, they essentially **hire products** to do that **job** for them"*

- **Jobs-to-be-Done** is a collection of principles that helps to discover and understand interactions between **customers**, their **motivations** and the **products** they use. (2016)

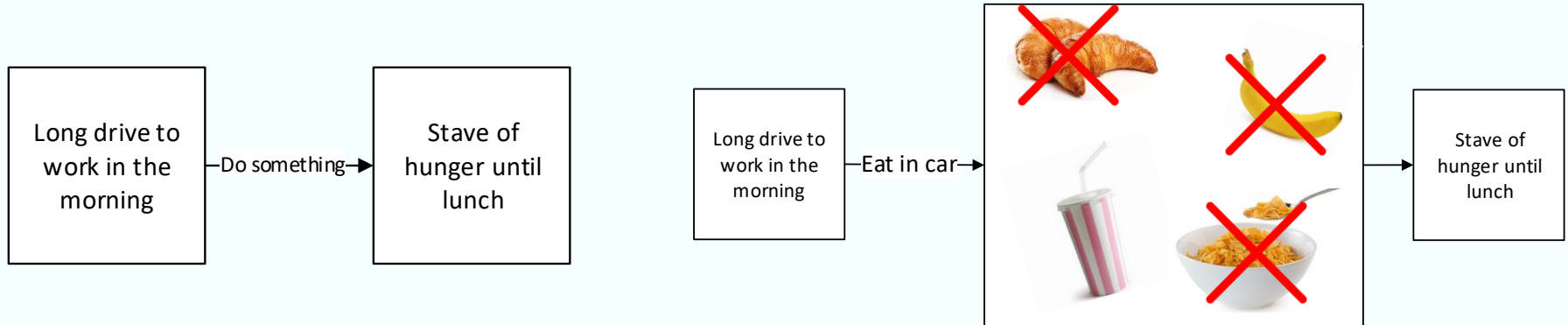
Job is shorthand for Job-to-be-Done

Template: *"Help me <verb> <noun phrase>."*

Example: *"Help me organize events"*



# The 'Job' of an early morning milkshake



Job: Help me stave of hunger until lunch.

# Jobs – Event ticketing case

*Job-1: Help me organize a multi-podium event with an attractive line-up of artists.*

*Job-2: Help me arrange secure payments for the visitors of my event*

*Job-3: Help me organize a variety of event types*

*Job-4: Help me build a community of visitors of my events*

Open research question: Should we distinguish **primary jobs and secondary jobs**?

Primary Job: Help me organize a variety of event types

Secondary Job: Help me build a community of visitors of my events

The secondary job is part of the primary job.

# W2 – Jobs

*Exercise: Identify and write some Jobs for your product idea.*

*We expect 3 to 5 per product.*

*You can make a sequential order for the jobs of the first release (Minimal viable product) and the later releases.*

*Use the template.*

*Job-1: Help me organize a multi-podium event with an attractive line-up of artists.*

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# Epic Stories

2013: Alan Klement introduced the template for **Epic Stories** as an **alternative or replacement to User Stories**.

- *When [situation], I want (to) [motivation], so that (I can) [expected outcome]*
- Emphasize the **motivational and situational context** that drives **customer behavior**.

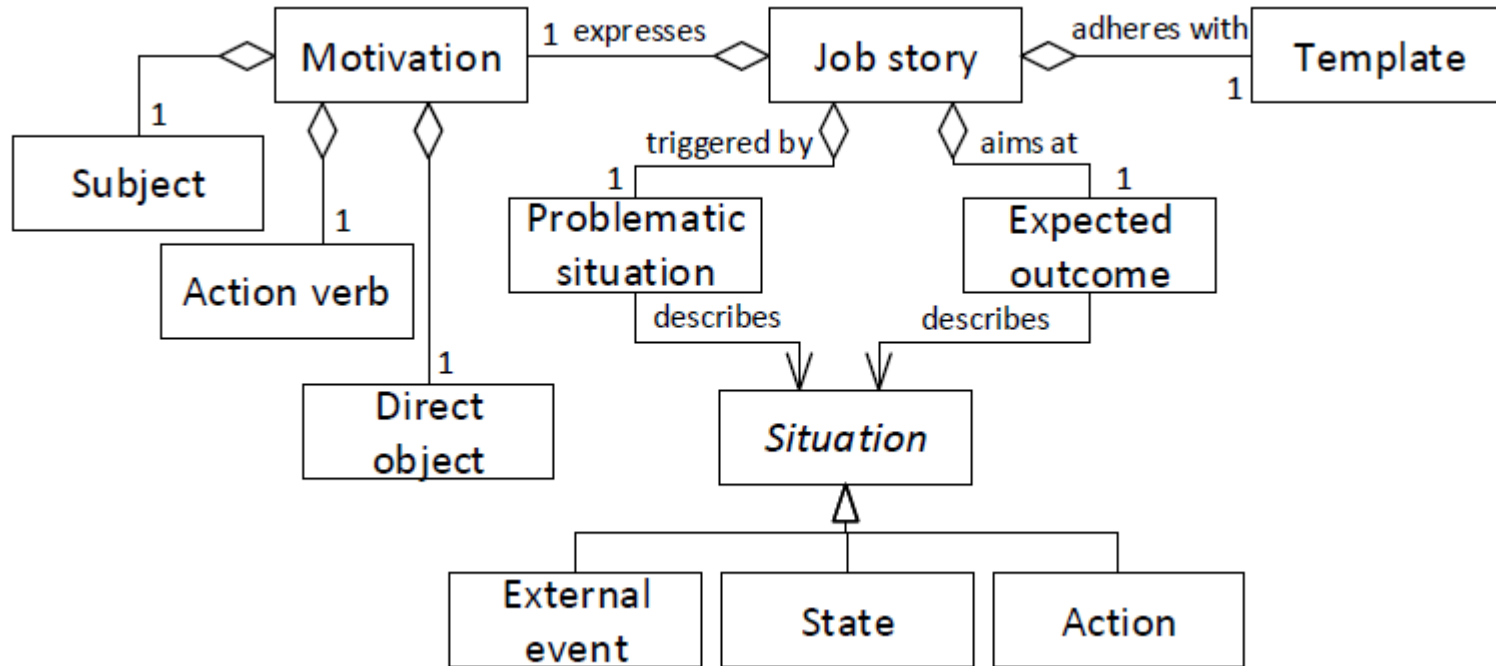
*“When I am configuring a radiator and I am trying to produce a specific amount of heating power, I want to quickly determine what configuration of radiators will produce the required heat, so that I won’t have to waste time looking for the optimal configuration.”*

Klement introduced the template as Job Story, however due to the existing notion of epics in Scrum development, we renamed it into Epic Story.

# Conceptualization of Epic Stories

- Small community of practice in Epic Stories
- Klement template: When ... I want to ... so that ... .
- Research project of UU at Stabiplan (Maxim van der Keuken)
- Identified 131 Epic Stories in public domain; 113 according to template
- Created Conceptual Model of Epic Stories
- When <problematic situation> I want to <motivation> so that <expected outcome>
- Problematic situations & Expected outcome are either:
  - Action, State, or External Events
- Varying statistics on the 113 JSs. (topic for further research)

# Conceptual model of Epic Stories



# Epic Stories – Event ticketing case

*Job-1: Help me organize a multi-podium event with an attractive line-up of artists.*

*Epic:*

*“When I am organizing a multi-podium event and I am contracting artists to configure the line-up, I want to keep a good overview of the artist configuration on the podiums, so that I can see the options for an optimal experience of the event visitors”*

*Job-2: Help me arrange secure payments for the visitors of my event*

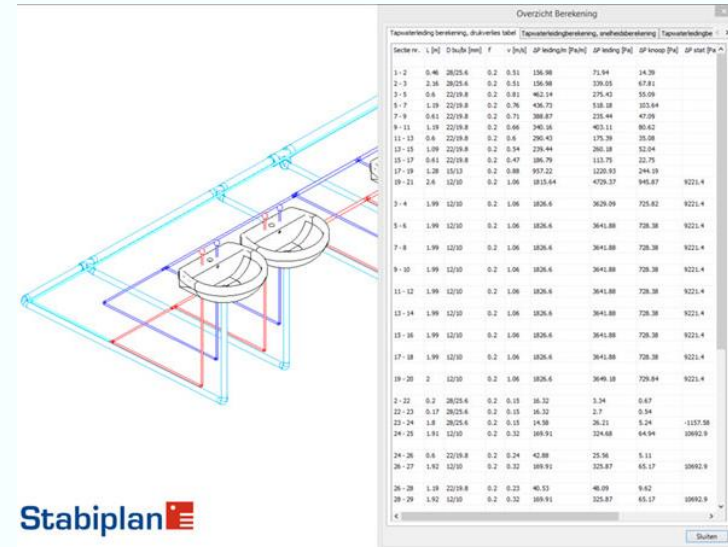
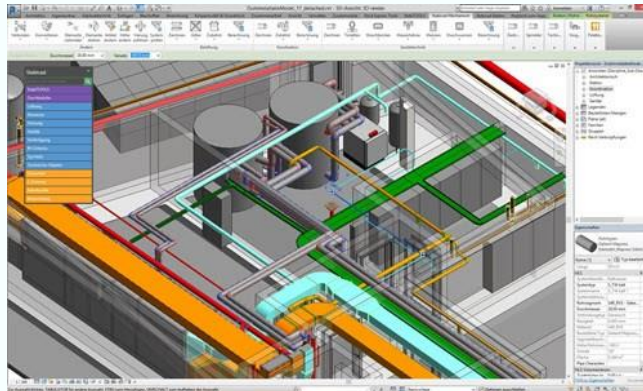
*Epic:*

*“When I am organizing any type of event, I want to my prospective visitors to have an adequate number of secure payment options, so that I have no problems with fraud and cumbersome customer services.”*

# Case Study: Stabiplan (ModelComp)

Computer Aided Design (CAD) software for the modeling installations for mechanics, electronics and plumbing (MEP).

- Expands Autodesk AutoCAD and Revit products.
- 170 employees (65 in R&D)
- 3800 customers



# Case Study: Stabiplan

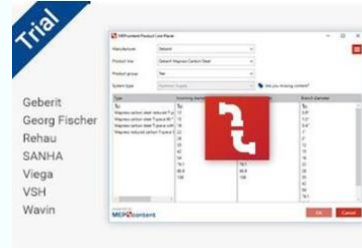
StabiCad: Large monolithic desktop product

Company strategic goal: Expand to the global market via a portfolio of *apps*.

- Independent products with limited functionality.

*‘What functionality should be included in the apps to incite users to adopt it?’*

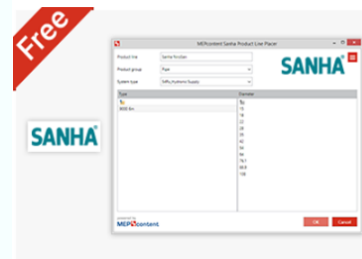
- The apps should address customers' Jobs-to-be-Done?
- Focus on app related to radiators



MEPCONTENT PRODUCT LINE PLACER (PLIP) FOR PIPING



MEPCONTENT BROWSER

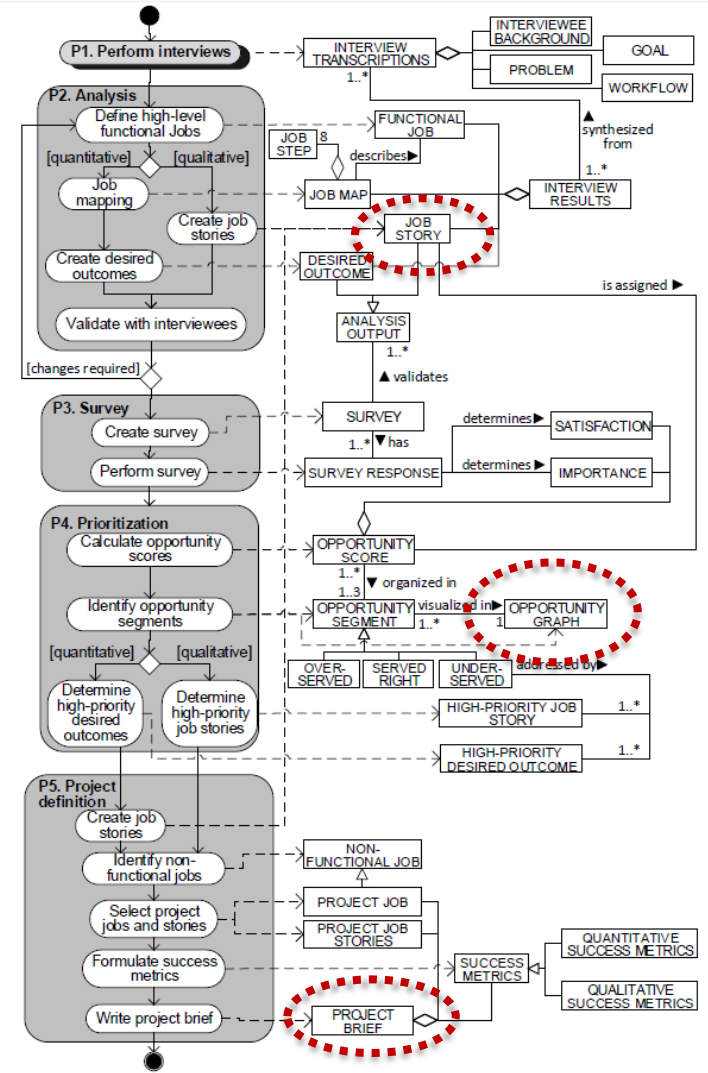


SANHA PRODUCT LINE PLACER

# Integrated Epic Story method

Combination of existing approaches, used to define high-level requirements for a development project.  
Five phases:

- P.1 Interview phase
- P2. Analysis phase
- P3. Survey phase
- P4. Prioritization phase
- P5. Project definition phase



# W3 – Epic stories

*Exercise: Identify and write some Epic Stories for your product idea, based on the Jobs you created in W2.*

*We expect 3 to 5 per Job.*

*You do not have to do this for all Jobs. Restrict yourselves to the most prominent ones.*

*Use the template.*

**When** [situation], **I want (to)** [motivation], **so that (I can)** [expected outcome]

*“When I am organizing a multi-podium event and I am contracting artists to configure the line-up,  
I want to keep a good overview of the artist configuration on the podiums, so that I can see the options  
for an optimal experience of the event visitors”*



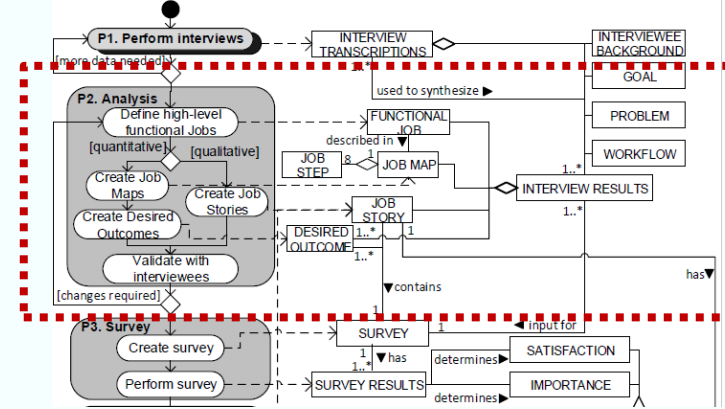
## P2. Analysis phase:

Analyze the workflow, context and motivations of the interviewees to formulate initial Jobs and Job Stories.

- In the interviewees' workflow we identified **four functional Jobs**:

J1: Help me configure radiators  
J2: Help me place radiators  
J3: Help me model piping systems  
J4: Help me create bills of materials

- We created Job Stories that highlight different parts of each Job, based on contextual information obtained in the



### **Help me model piping systems**

**When** I have modeled a piping system and something changes in the project that forces me to make changes to the piping system, I **want** to be able to change the pipe system easily, **so that** I won't have to model the whole system again.

***When** [situation], **I want (to)** [motivation], **so that (I can)** [expected outcome]*

## P5. Project definition phase

Select the Jobs and Job Stories for development, and create a project brief that can facilitate the follow-up development project.

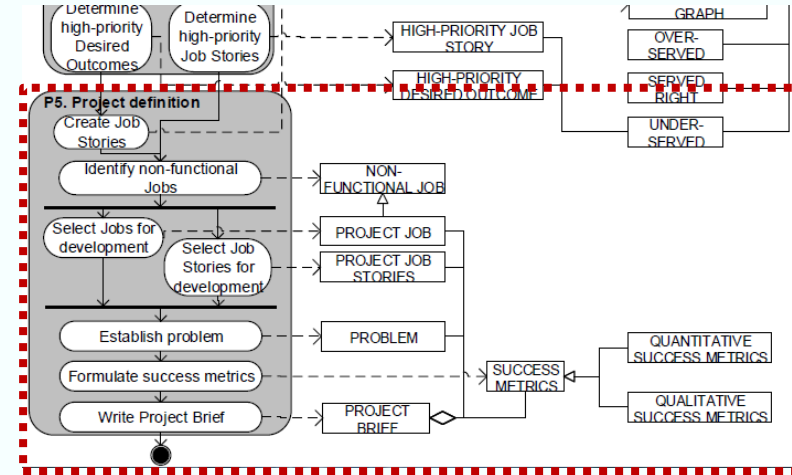
Case:

To help define concrete apps based on the high priority Job Stories, we re-categorized the Job Stories based on *non-functional Jobs*, instead of *functional Jobs*.

Why?

- By getting a functional task done, a customer is looking to achieve a “deeper” benefit → non-functional Jobs!

**Research issue:** Is it good practice to distinguish functional and quality jobs?



## P5. Project definition phase

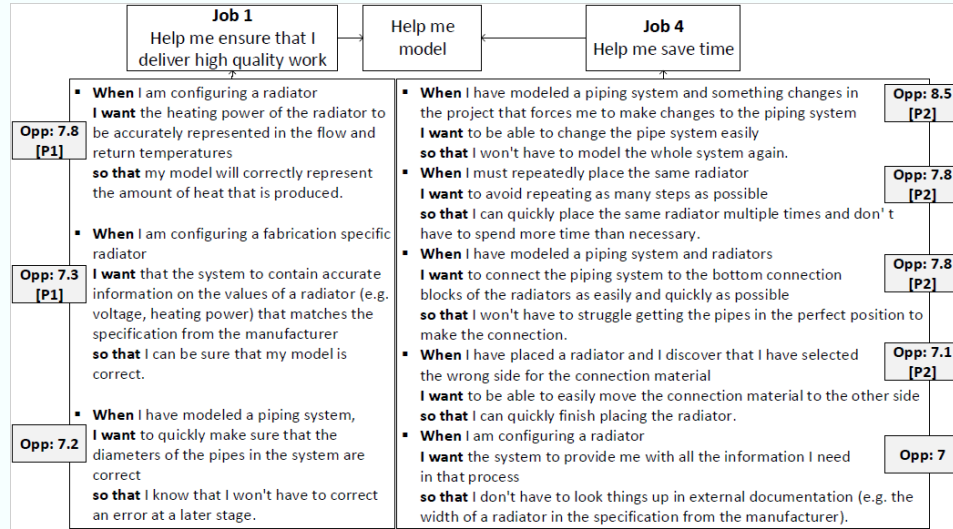
Select the Jobs and Job Stories for development, and create a project brief that can facilitate the follow-up development project.

### Case:

We selected two non-functional Jobs to each address with an app, based on the number of related high-priority Job Stories.

We defined the scope of the apps based on concrete problems that relate to the Job.

- P1: Ensuring correct parametrical information.
- P2: Changing existing piping systems.



## P5. Project definition phase

Select the Jobs and corresponding Epic Stories for development, and create a project brief that can facilitate the follow-up development project.

Case:

We created a *Project Brief* for each *Job*, to serve as input for the design process.

- Single page document, used as a basis for design and development (Intercom).
- Creates a shared understanding of the problem among different stakeholders.

## Project Brief – Help me ensure that I deliver high quality work.

*"When I am working on a complicated model for an important project and I cannot afford to make mistakes, I want to be able to identify and fix possible errors, so that I can be confident that the work I deliver is of high quality."*

### What problem are we solving and why?

When creating a Revit model that includes radiators it is often very important that the radiators exactly reflect the requirements of the project. This for instance means that the radiator should be of the right type, be of the correct size and deliver an appropriate amount of heat.

To do this in Revit, a modeler needs to ensure that the parametrical information linked to the radiator is correct. Some tools can help the modeler configure a radiator with the appropriate parametrical information. However, in some cases the modeler might need to add some additional information or feels the need to verify whether it has all been done correctly. In these cases, the documentation from the manufacturer of the radiator is the most reliable source of information that can be used to verify this.

Unfortunately, finding the required documentation and searching for the relevant information can be time consuming.

### What value do we deliver to the customer?

- **When** I am configuring a radiator, **I want** the heating power of the radiator to be accurately represented in the flow and return temperatures, **so that** my model will correctly represent the amount of heat that is produced.
- **When** I am configuring a fabrication specific radiator, **I want** that the system to contain accurate information on the values of a radiator (e.g. voltage, heating power) that matches the specification from the manufacturer, **so that** I can be sure that my model is correct.
- **When** I am configuring a radiator, **I want** the system to provide me with all the information I need in that process, **so that** I don't have to look things up in external documentation (e.g. the width of a radiator in the specification from the manufacturer).
- **When** I am configuring a radiator and I am trying to produce a specific amount of heating power, **I want** to quickly determine what configuration of radiators will produce the required heat, **so that** I won't have to waste time looking for the optimal configuration.

### How will we measure success?

- The solution helps the modeler feel confident that the radiators are configured correctly.
- The solution helps the modeler feel more satisfied with his ability to add the correct parametrical information to the model.

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# User stories the GRIMM project



*This part is based on the PhD dissertation research of Garm Lucassen*

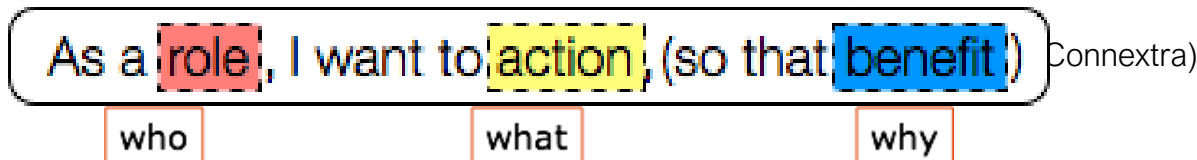
# What is a user story?

- “As a Visitor, I want to purchase an event ticket”
- “As a visitor, I want to search for new events by favorited organizers so that I am the first to know of new events”
- “As a Visitor, I want to be notified when an event is close to becoming sold out, so that I do not miss the event”

# What is a user story?

- User stories **represent** customer requirements in a **card**, leading to **conversation** and **confirmation** (Jeffries, 2001)
- User stories only capture the **essential elements** of a requirement:
  - **who** it is for
  - **what** it expects from the system
  - **why** it is important (optional?)
- Simple **format** used by **70%** of practitioners

(Lucassen et al., 2016)



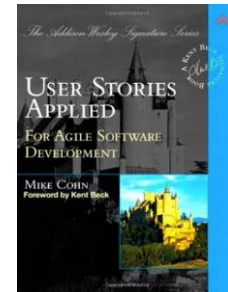
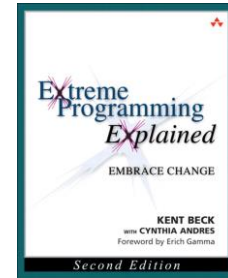


# What is a user story?

- “As a Visitor, I want to purchase an event ticket”
- “As a Visitor, I want to search for new events by favorited organizers, so that I am the first to know of new events”
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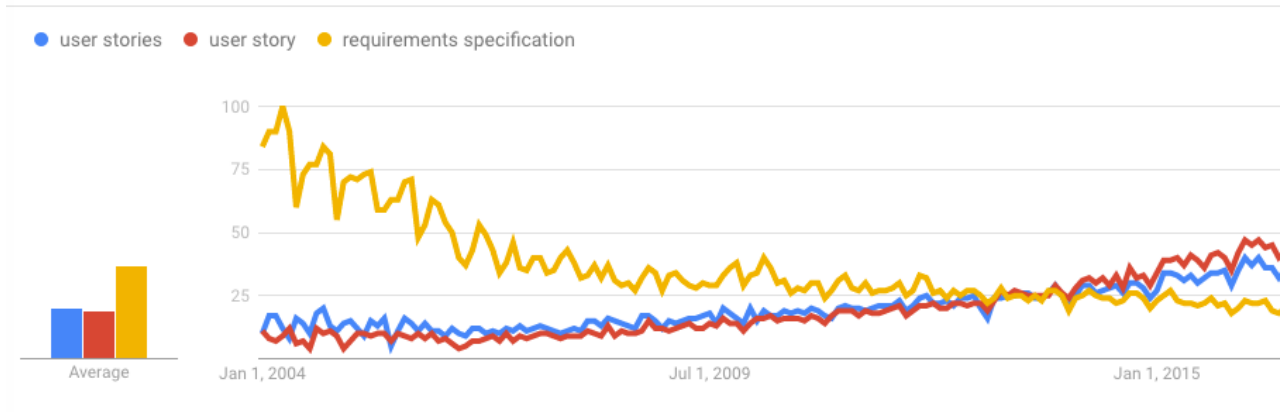
# History

- First mention in Kent Beck's 1999 book *Extreme Programming Explained*
  - Unstructured text
  - Similar to use cases
  - Restricted in size
- Jeffries 2001: card, conversation, confirmation
- Widespread popularity after Mike Cohn's *User Stories Applied* in 2004



# Popularity

- 45% of practitioners employ user stories (Kassab, 2015)
- In agile: 90%! (Wang, 2015)



Worldwide. 2004 - present.

# Industry survey

- Survey w/182 responses & 21 follow-up interviews  
(Lucassen et al. 2016a)  
[http://bit.ly/us\\_effective](http://bit.ly/us_effective)
- Use of user stories
  - Development Methods
  - Templates
- Perception of user story effectiveness
  - Impact on productivity?
  - Impact on work deliverable quality?

# Conceptual model and User story quality framework

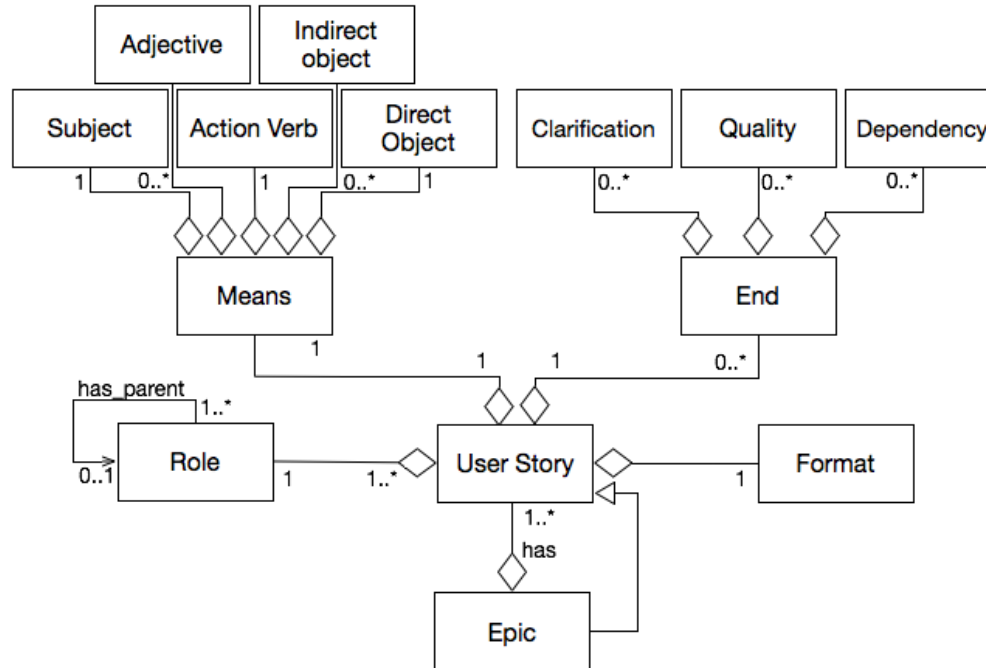
As a **role**, I want to **action**, (so that **benefit**)

Lucassen, G., Dalpiaz, F., van der Werf, J. M. E., & Brinkkemper, S. (2016b) Improving agile requirements: the Quality User Story framework and tool. Requirements Engineering Journal, 1-21.

[http://bit.ly/improving\\_us](http://bit.ly/improving_us)

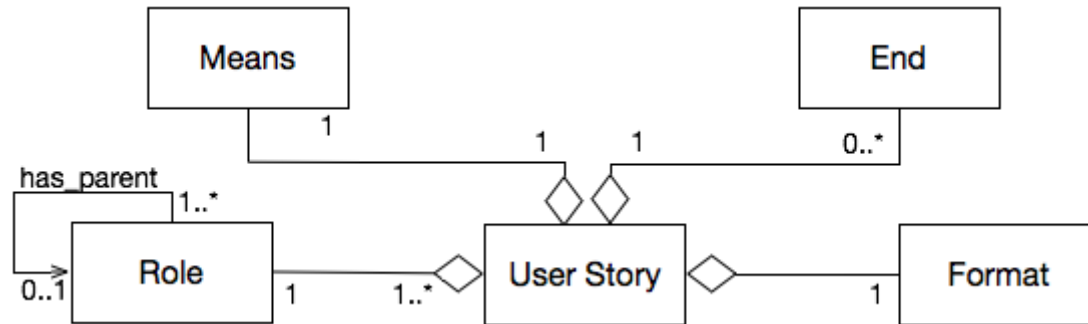


# Conceptual model



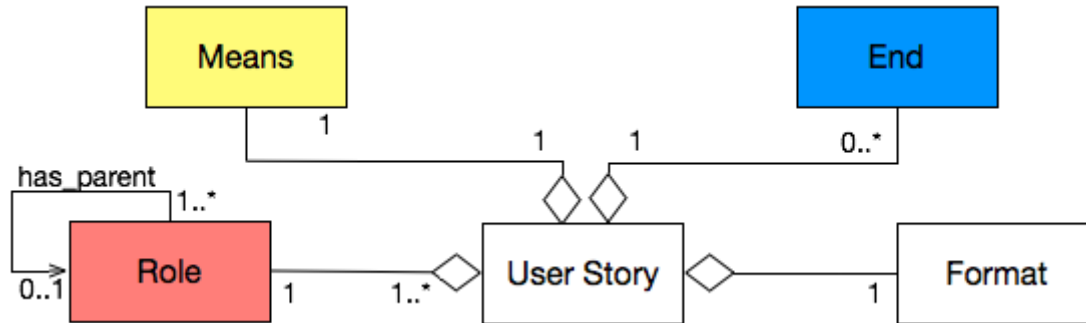
# Conceptual model

"As a User, I want to search for new events by favorited organizers, so that I am the first to know of new events"



# Conceptual model

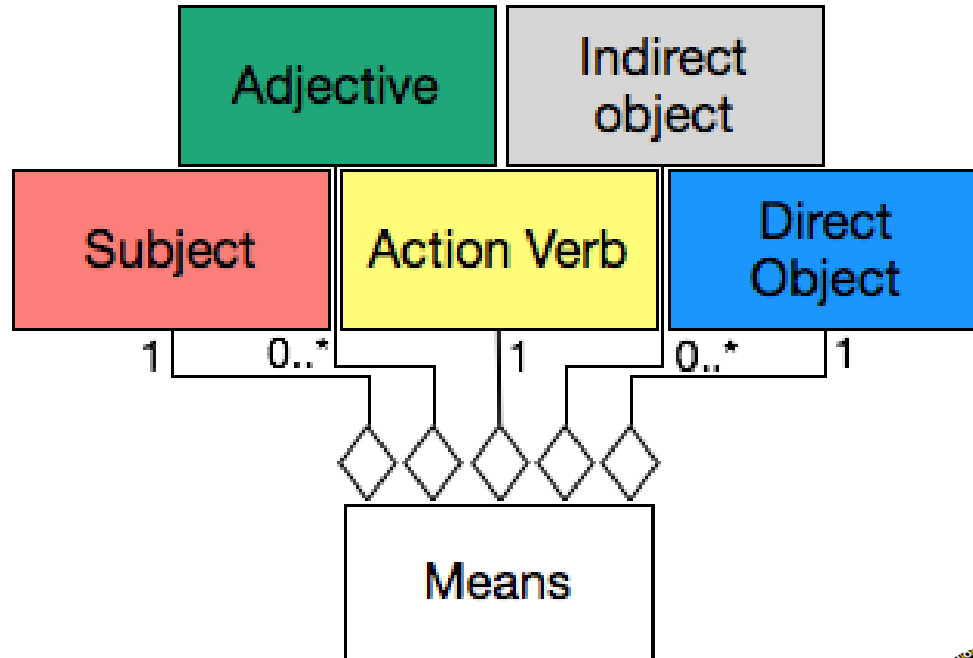
"As a **User**, I want to **search for new events by favorited organizers**,  
so that **I am the first to know of new events**"





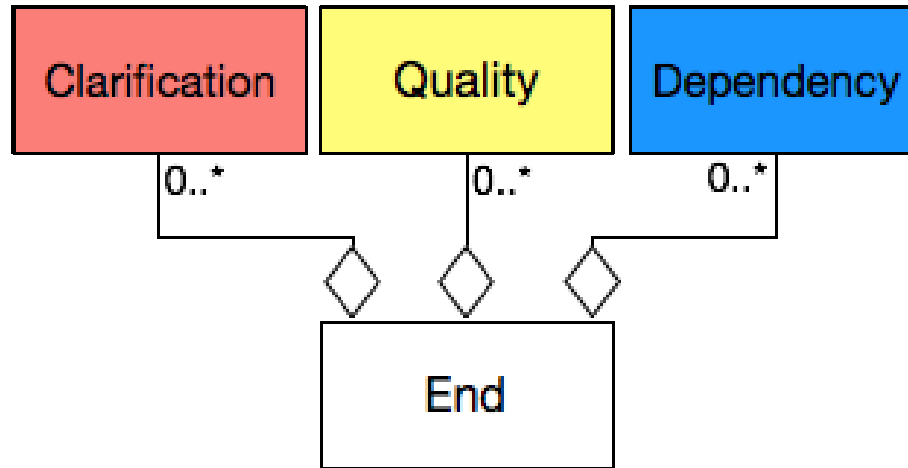
# Means concepts

"I want to search for new events by favorited organizers"

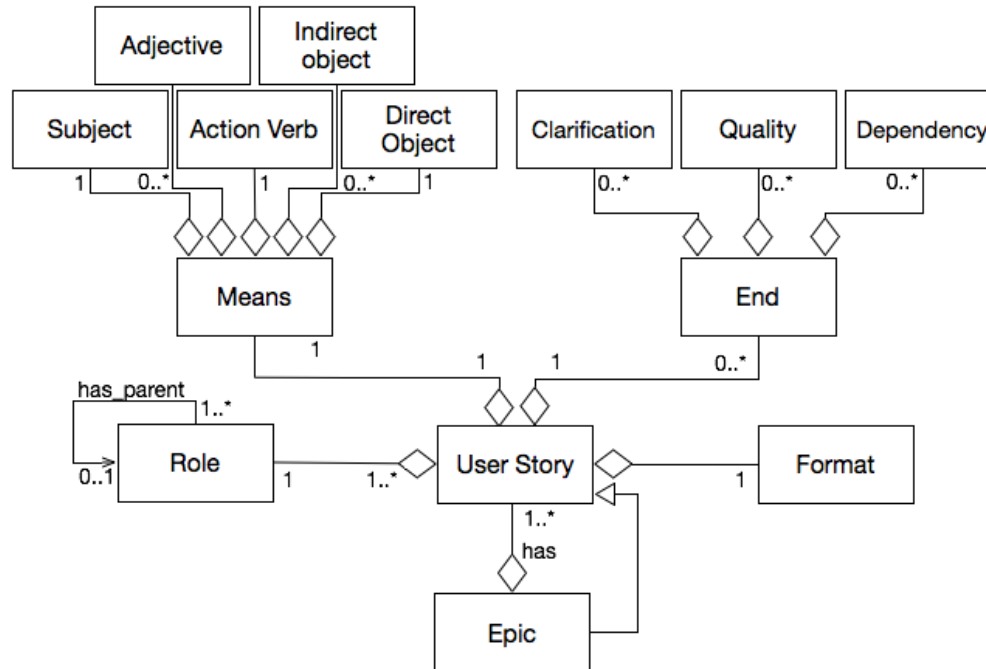


# Ends concepts

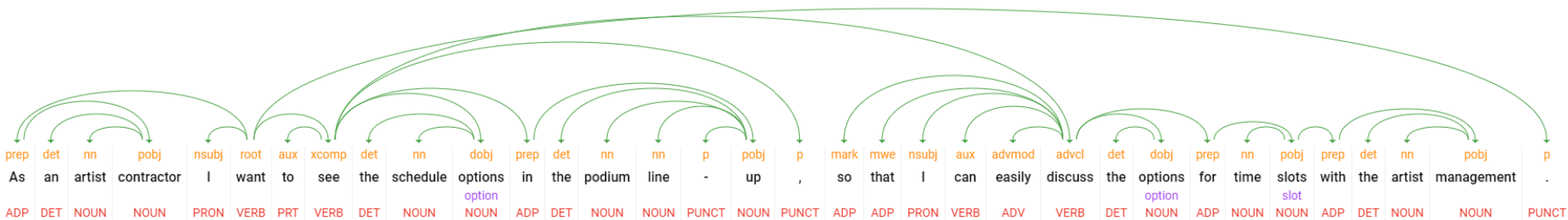
“so that I am the first to know of new events”



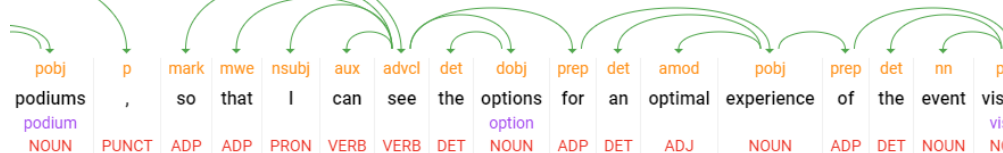
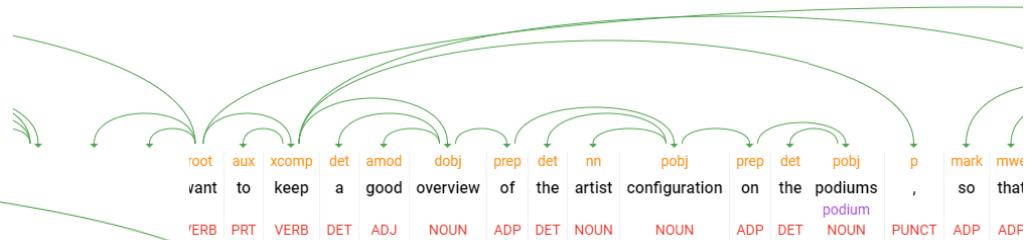
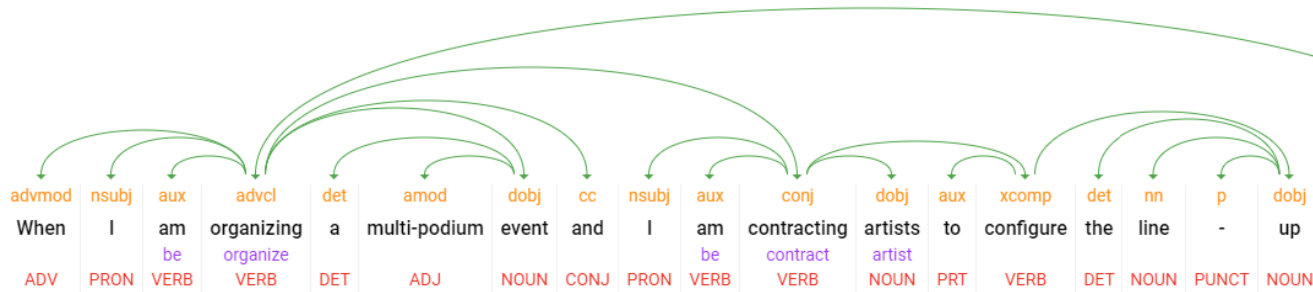
# Conceptual model



# Google language tooling



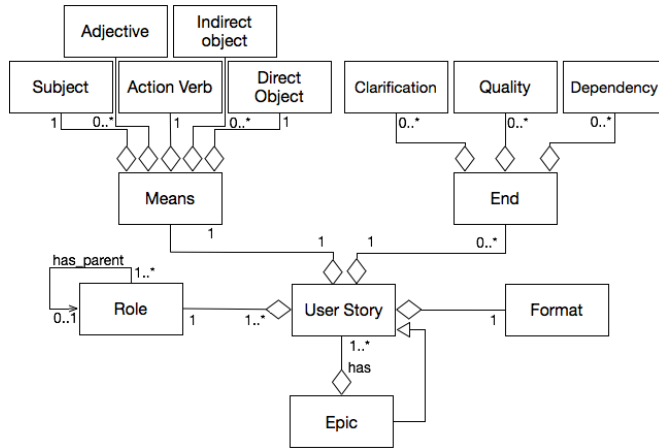
# Larger sentences



## 12



# Quality problems in practice



- Model captures **correct** stories
- Stories from practitioners:
  - Too long
  - Unnecessary information
  - Too little information
  - Inconsistent
  - Irrelevant
  - Ambiguous

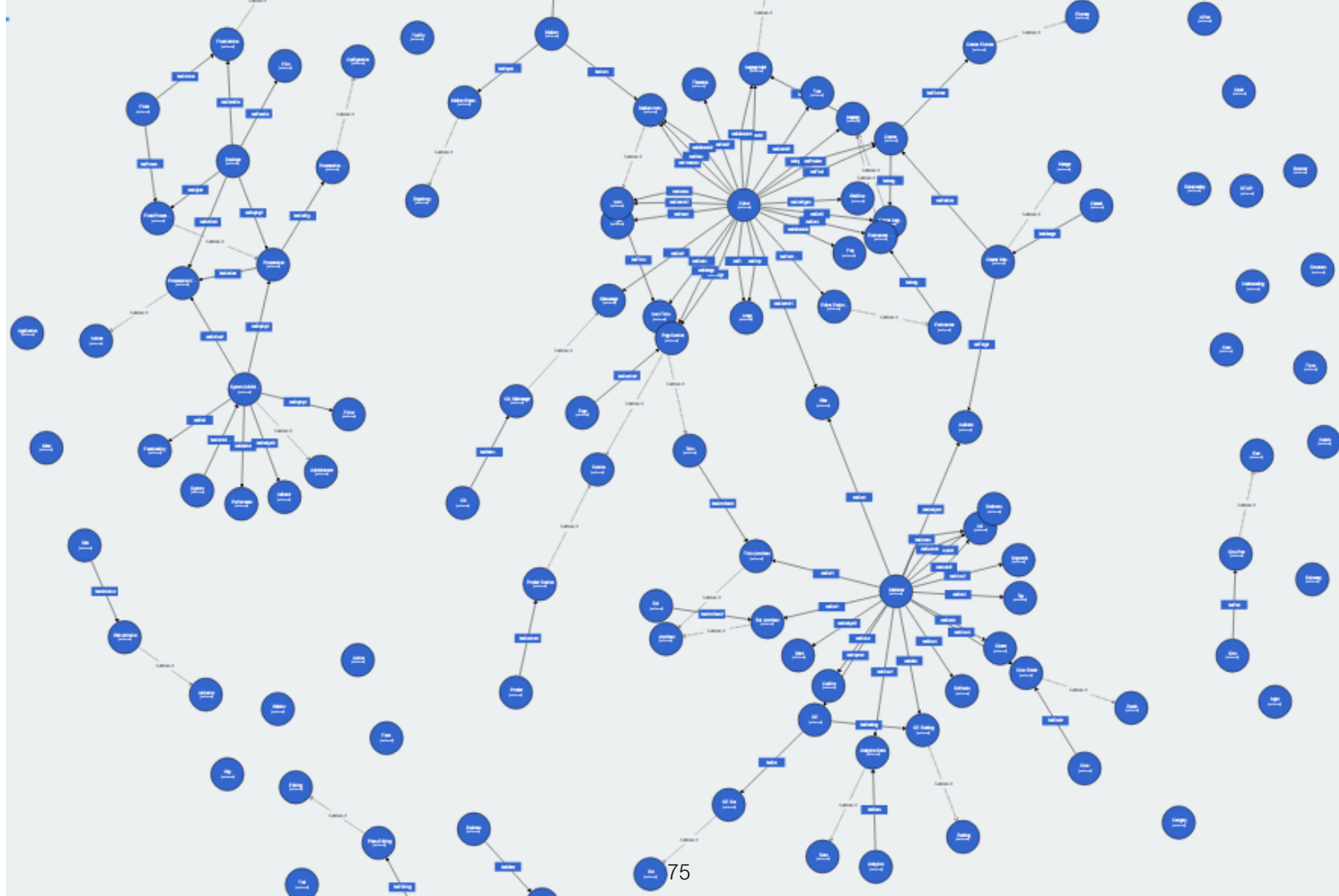
# Going from...

- “As a Visitor, I want to buy an event ticket”

“As a Visitor, I want to search for new events by favorited organizers, so that I am the first to know of new events”

- “As a Visitor, I want to be notified when an event is close to becoming sold out, so that I do not miss the event”





# W4 – User stories

*Exercise: Identify and write some User Stories for your product idea, based on the Jobs and Epic Stories you created in W2 and W3.*

*We expect 3 to 5 per Epic Story for this workshop. Later about 20-30 can be the refinement of an Epic Story.*

*You do not have to do this for all Jobs and Epic Stories. Restrict yourselves to the most prominent ones.*

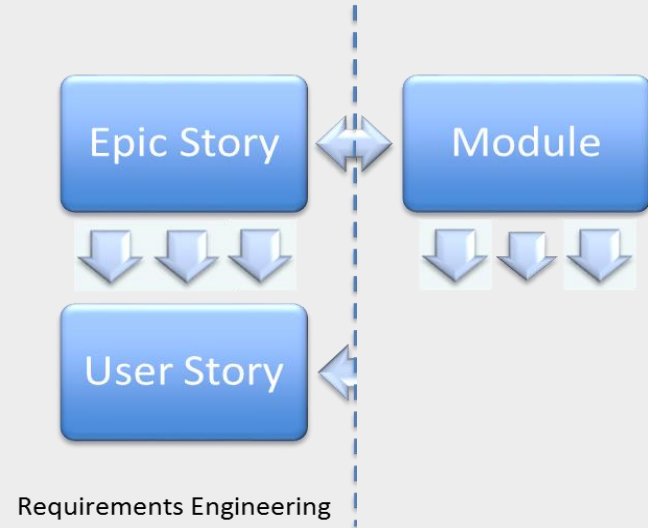
*Use the template.*

*“As a <role>, I want <action>, so that <benefit>”*

**“As a Visitor, I want to be notified when an event is close to becoming sold out, so that I do not miss the event”**

# Program of this Workshop

- Rationale
- Overview of the approach
  - W1 - Brainstorm
  - W2 - Jobs
  - W3 - Epic Stories
  - W4 - User Stories
  - W5 - Modules
  - W6 - Features
  - W7 - Reflection
- Discussion

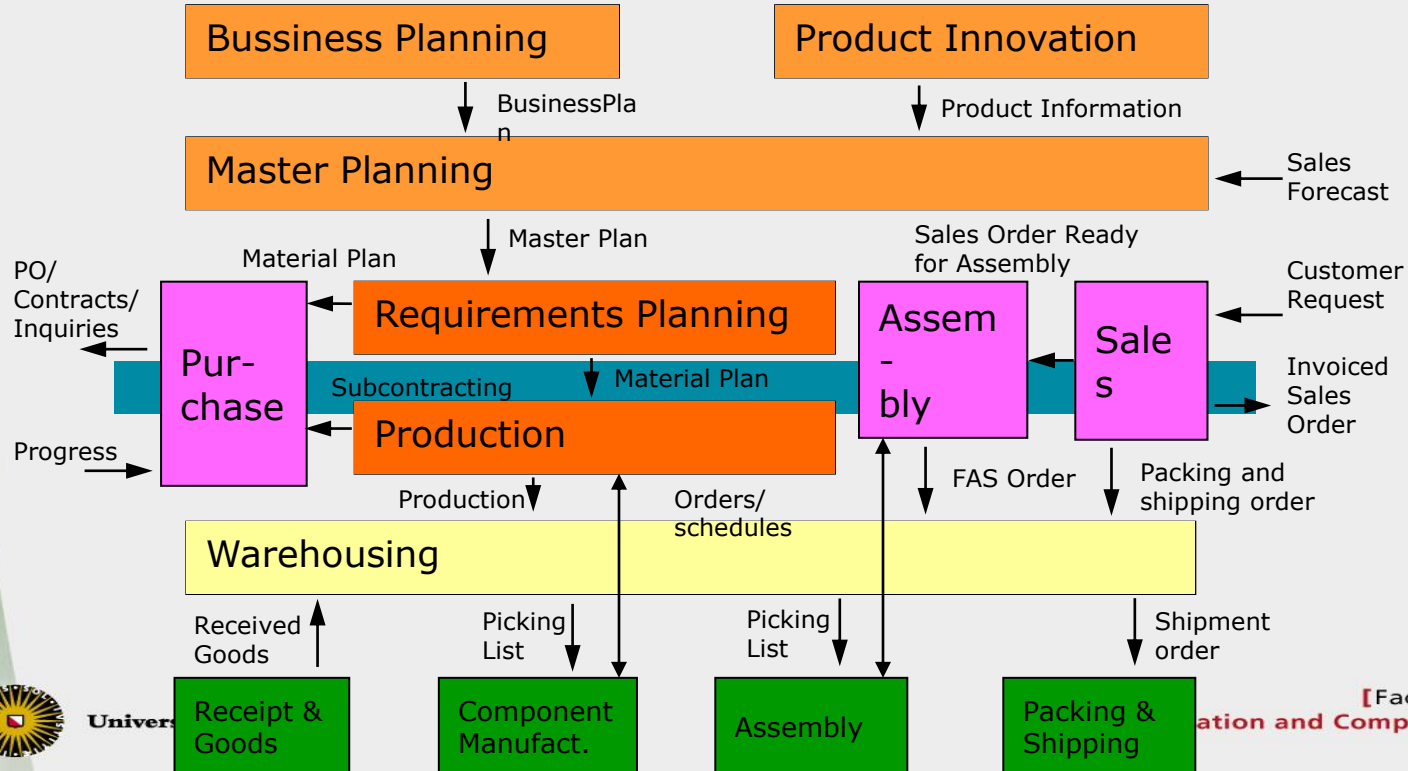


# Functional Architectures

- A **functional view** is an architectural model from a **usage** perspective
- So the functional architecture should **resemble** the enterprise functions of the **customer organisation or user context**
  - Names of **modules** should resemble the names of **enterprise functions**
  - **Flows** in functional architecture resemble the **interactions** in the customer domain
- Standard functional architecture is called **Reference Architecture**



# Functional Architecture for ERP product

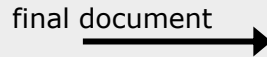
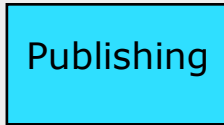


# Usage of the Functional architecture

- Structure for processes in Software Product Management: Functional Architecture Framework (FAF)?
- Consider practical issues like:
  - How to [manage the product vision](#) for future, subsequent releases?
  - How to [register incoming requirements](#) from customers and prospects?
  - How to [assign work](#) to development teams?
  - How to [manage large volumes](#) of requirements in a distributed company?



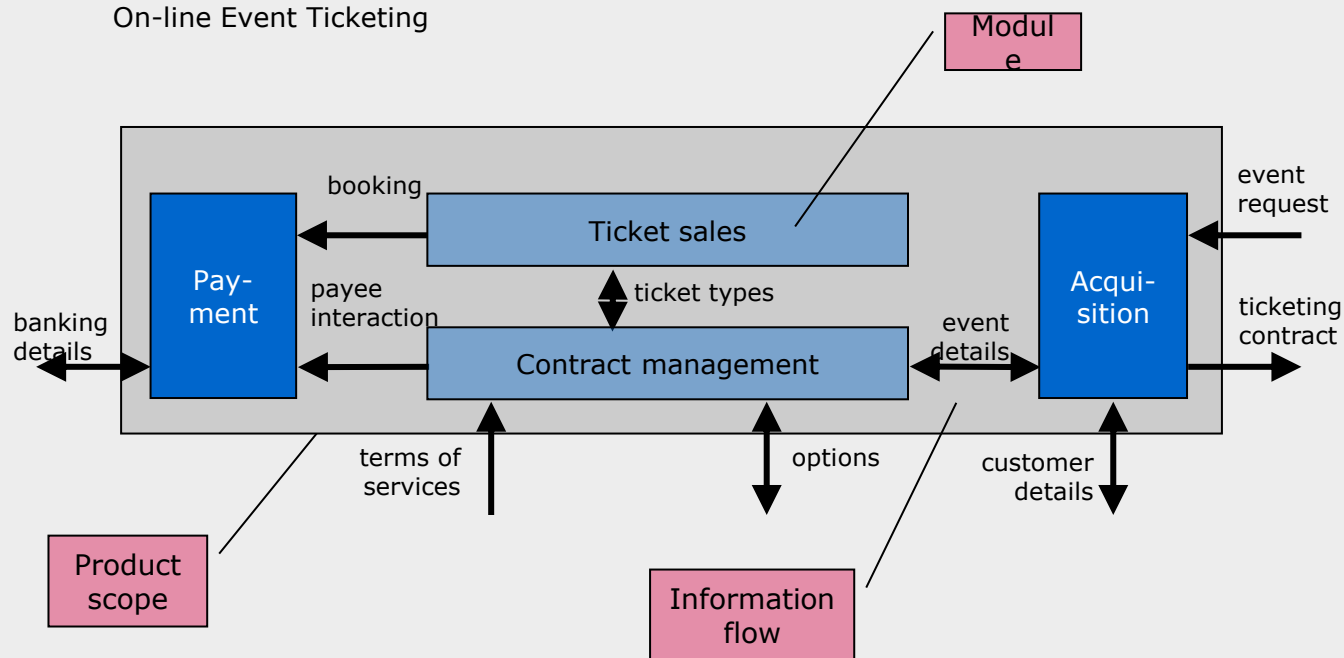
# Notation of FAs



- Module or sub-module:  
business function  
consisting of a set of  
continuous processes
  - Color is used for categorization
  - All words start with Capital
- Flow: transfer of data  
between modules
  - all lower case
- Scenario: continuous  
process
  - as overlay on FA

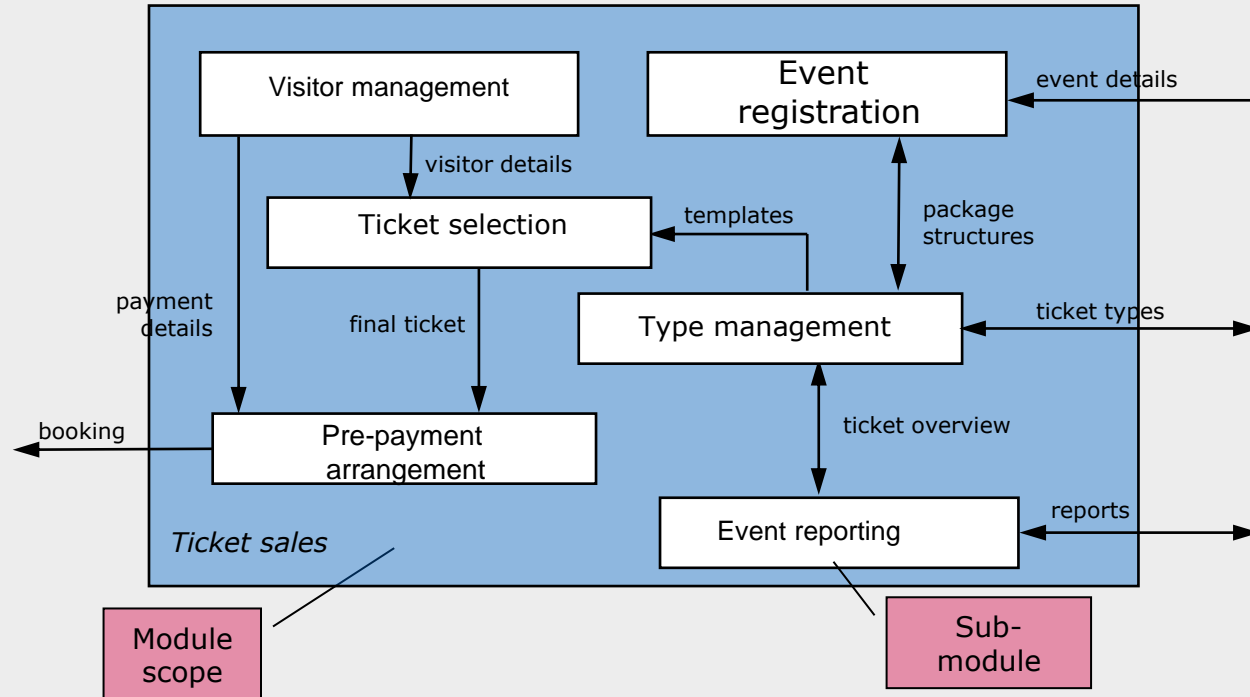


# Product: Functional architecture

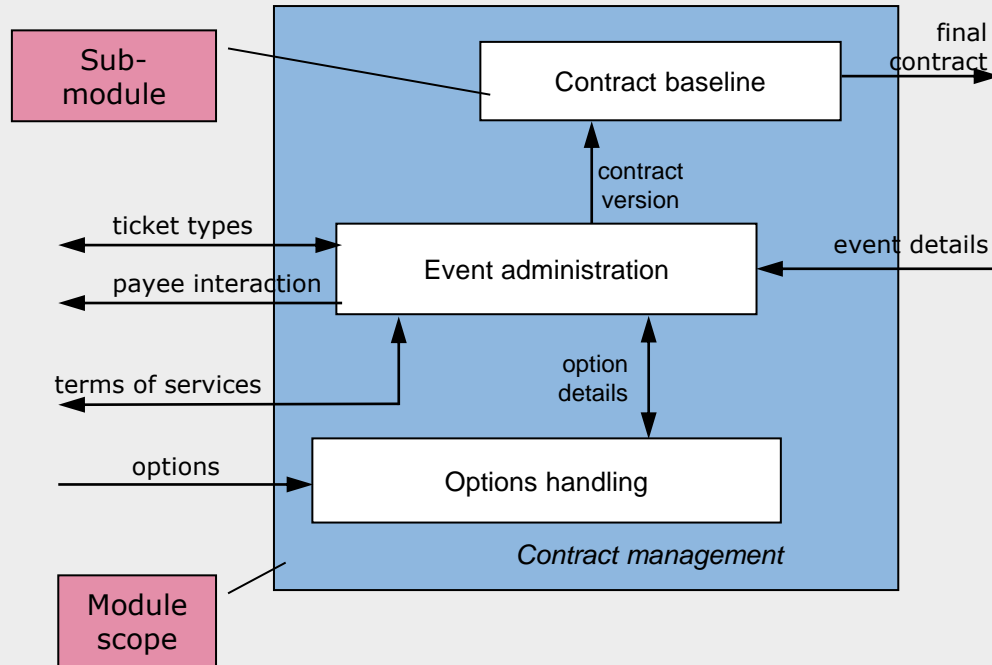




# FA on module level: Ticket sales



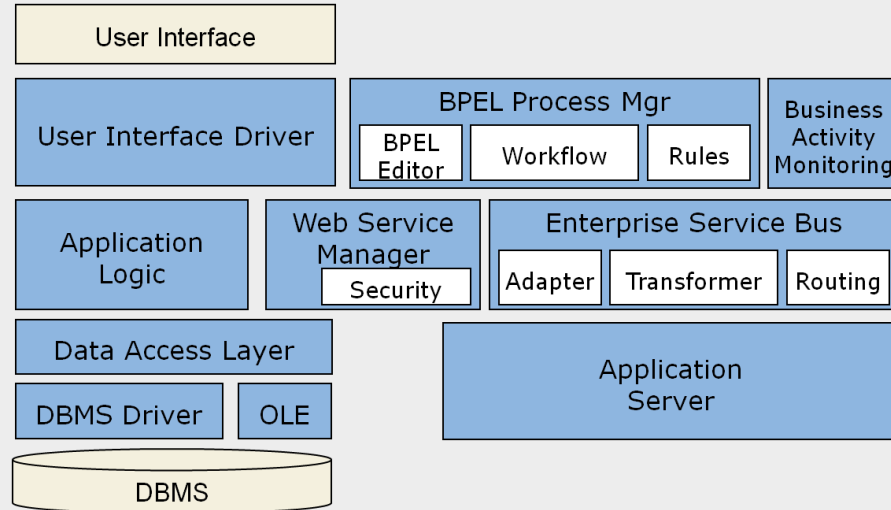
# FA of Contract management



# FA of Technical systems

FAs can also be provided for technical systems

Example:



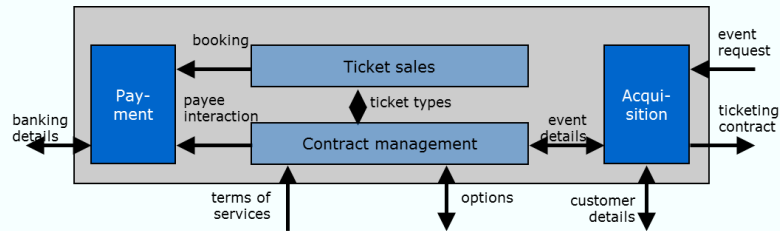
# W5 – Modules

*Exercise: Identify and draw some Modules for your product idea, based on the Jobs, Epic Stories and User Stories you created in W2, W3, and W4.*

*We expect about 1 Module per Epic Story for this workshop. The Jobs define the product scope.*

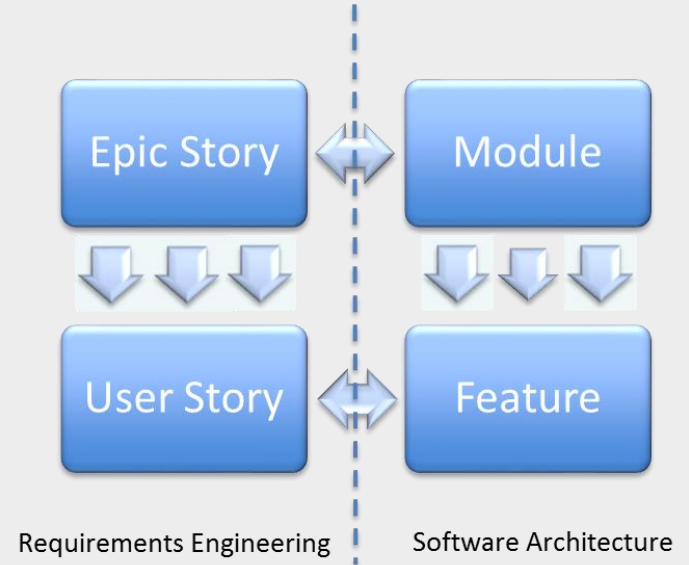
*You do not have to do this for all Jobs and Epic Stories. Restrict yourselves to the most prominent ones.*

*Use the notational conventions.*



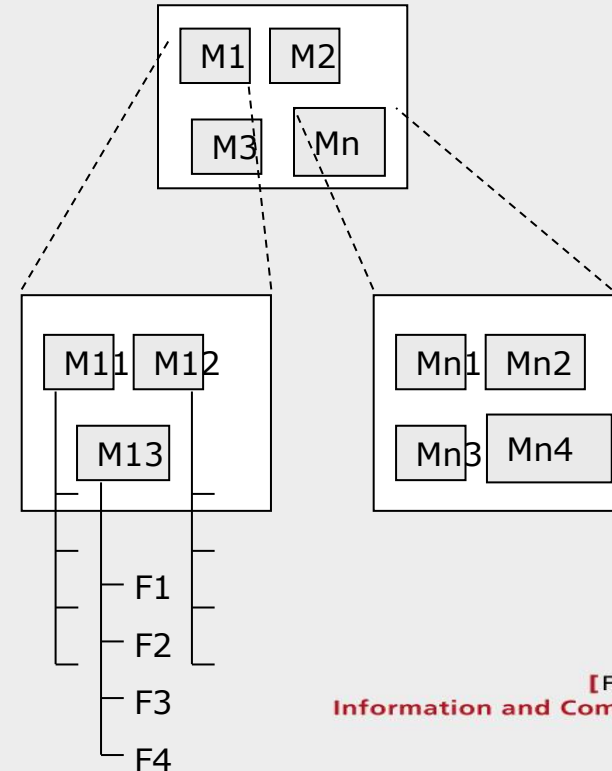
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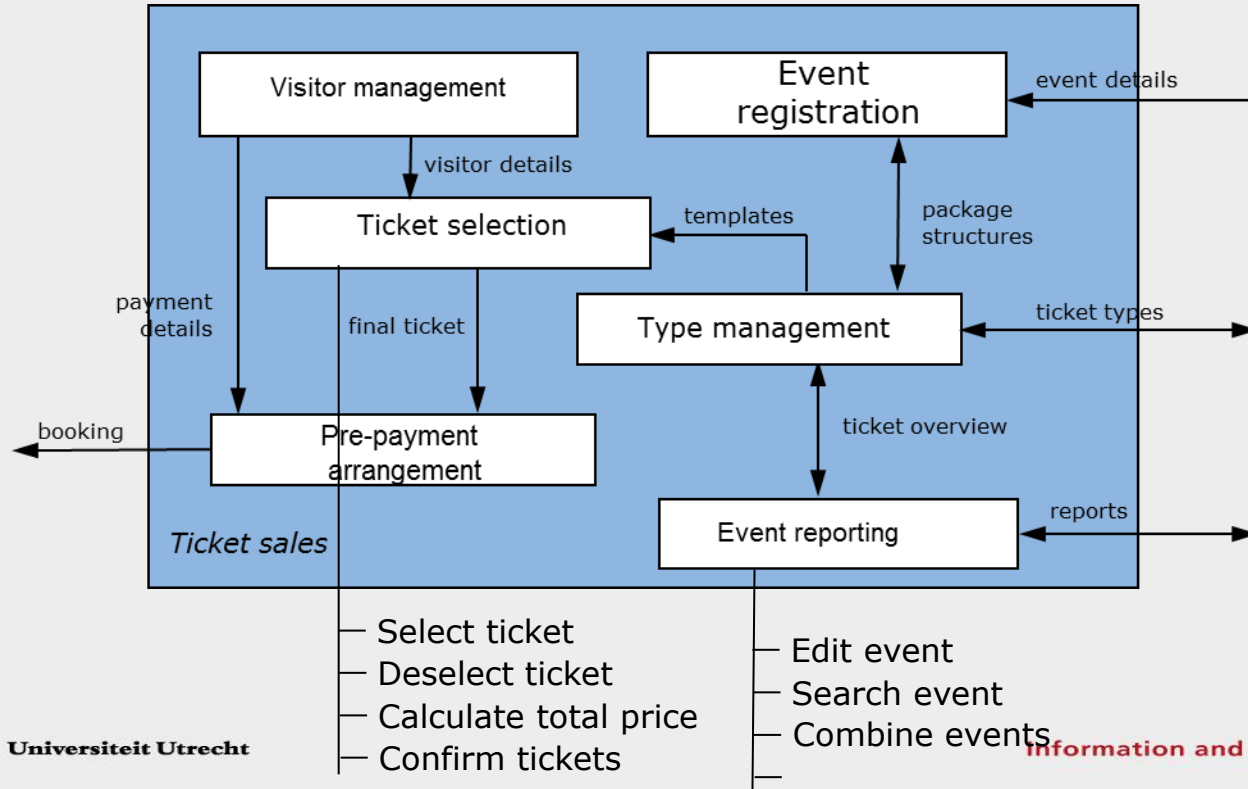


# Functional Decomposition for Feature Identification

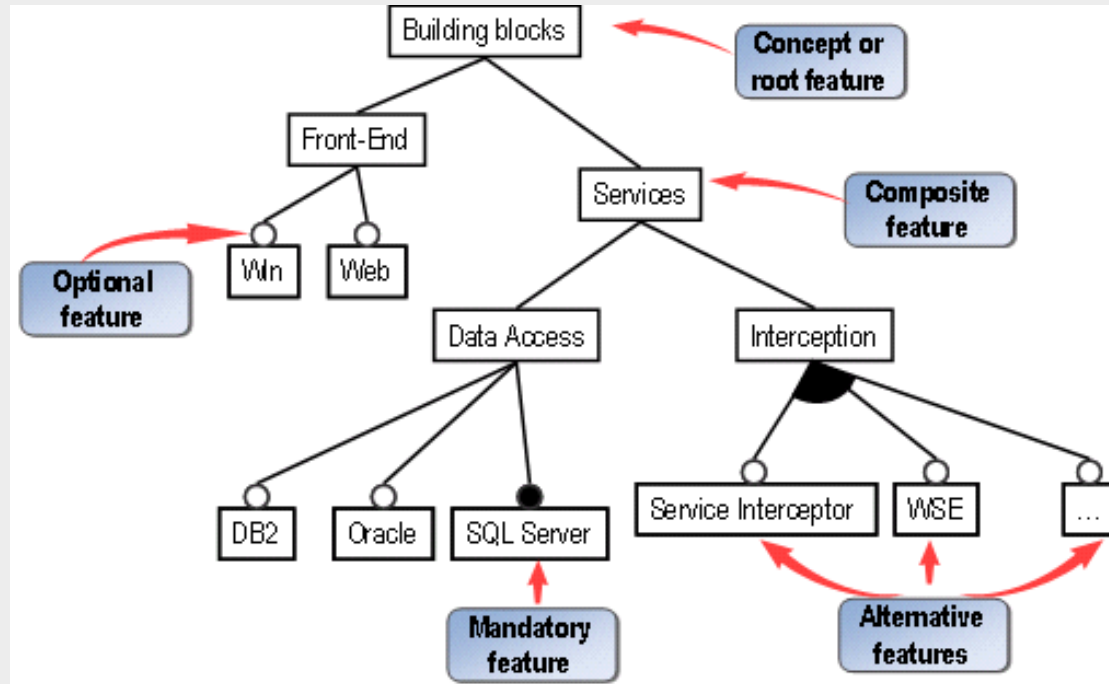
- The modules in a functional architecture are modelled in 2 or 3 layers
- At the lowest level the module consists of **features**
- Definition: **Feature** is a **discrete unit** of unique and attractive **functionality** of a product that delivers measurable **benefit** to customers
- The lowest level modules are elaborated in a **feature model**



# Case: Event Ticketing

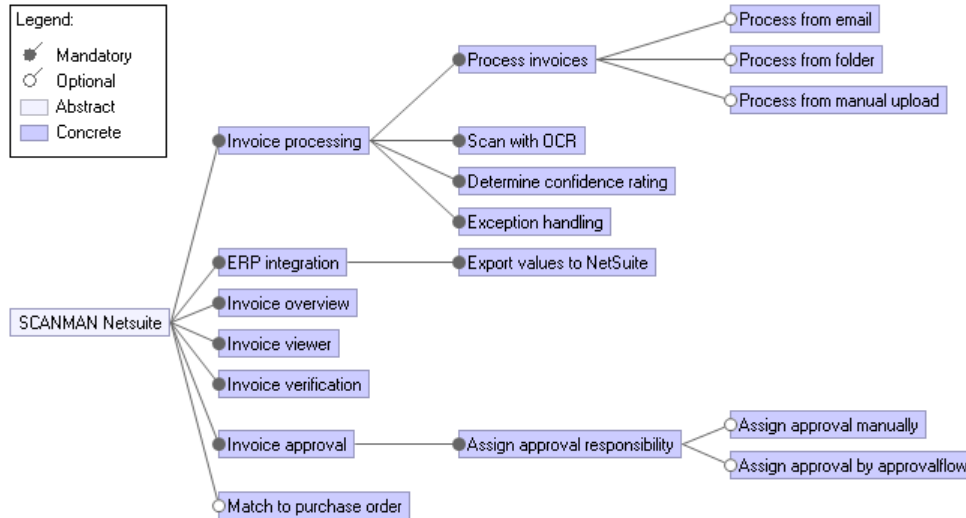


## Feature model diagram (vertical view)

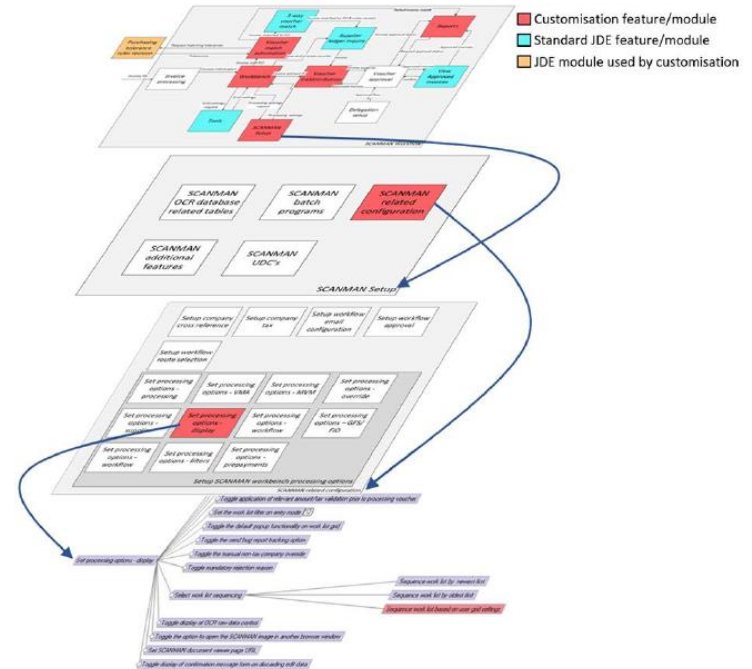




## Feature diagram (horizontal view)



## 3D view of Modules and Features



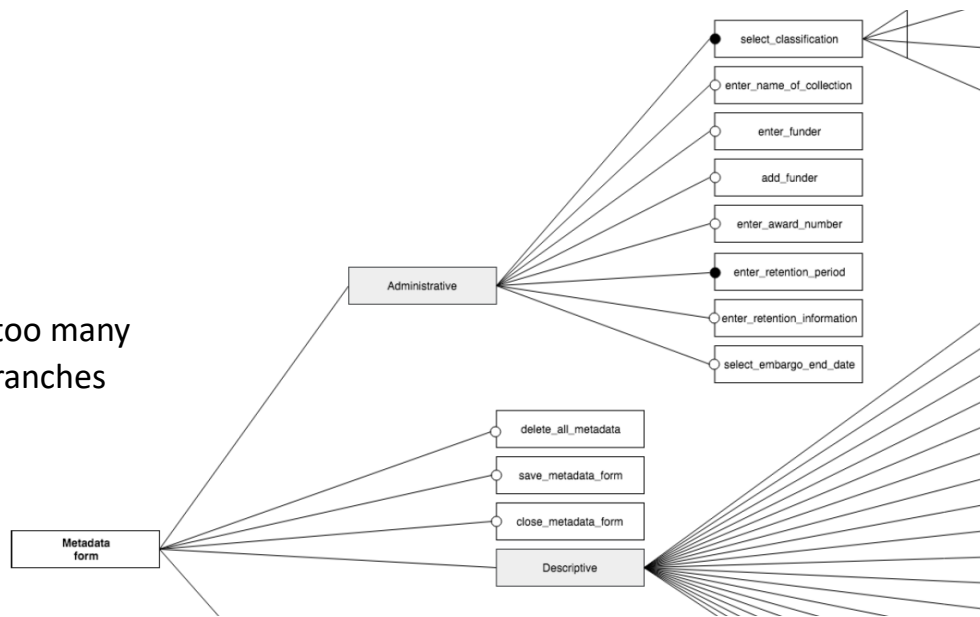
# Feature diagrams

## Components:

- Composite features
- Atomic features
- Decompositions: alternative & OR
- Mandatory & optional features

## Guidelines:

- Root feature = Module or Sub-module
- Do not bury features too deep in the tree
- Possible to collapse atomic features if there are too many
- Try a nice balance in the depths of the feature branches



## Architecture Discovery

Creating a first draft architectural design

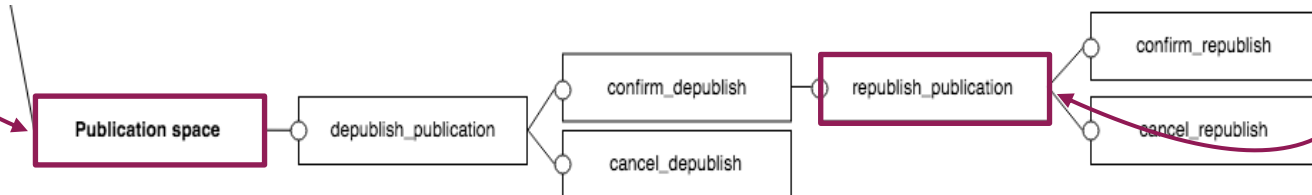
Linking architectural components to requirements

Epic Story:

When I publish my research, I want others to be able to find my data, so that I adhere to the FAIR principles.

User Story:

As a data manager, I want to republish a depublished data package, so that I can make the package available again.



## Architecture Recovery

Recovering modules and features  
from GUI



# Naming conventions: Module

A Module in the Product perspective has the same name as an Enterprise function in the Reality perspective:

Definition: An **enterprise function** is a collection of coherent processes, **continuously** performed within an enterprise and supporting its mission

- Examples: Corporate Planning, Human Resource Management, Supplier Contract Management, Shop Floor Control
- Naming standards:
  - Nouns: Planning in stead of Plan
  - Precise, determining words known in the business domain
  - Name is Capitalized



# Naming conventions: Feature

A Feature in the Product perspective has the same name as a process in the Reality perspective:

Definition: A **process** is an activity of which the execution can be described in terms of needed and delivered data and of which the **start and end** can be determined."

- A process is the WHAT a company does and not HOW it is being done.
- Examples: Receive order, Register complaint, Print invoice, Select basic configuration

Naming standards:

- Name starts with Verb, followed by a Noun phrase: Register complaint
- Precise, determining words known in the business domain
- Only Verb is Capitalized



# W6 – Features

*Exercise: Identify and write some Feature for your product idea, based on the Jobs, Epic Stories, User Stories, and Modules you created in W2 – W5.*

*We expect 1 or 2 per User Story for this workshop.*

*You do not have to do this for all Jobs and Epic Stories. Restrict yourselves to the most prominent ones.*

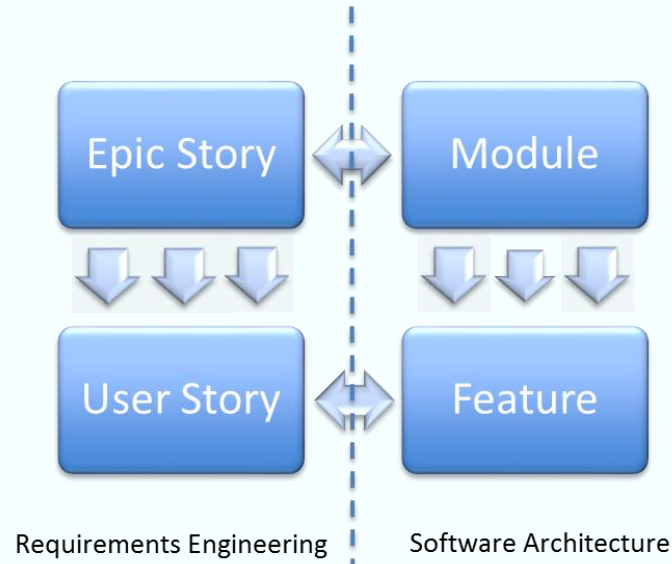
*Use the naming convention.*

# W7 – Reflection

*Exercise: What did you think of this exercise in learning to specify your product.*

*Use the slide in your slide set.*

*Later on you will finalize this work in the Prototype and architecture assignment.*





# Current and future MSc and PhD projects

First exploratory studies, more work to be done.

- Well-documented case studies are needed to get more insight in the value of Jobs-to-be-Done and Epic Stories.
- Investigate the relation of Epic Stories/User Stories to Modules/Features, and how to integrate this RE4SA with existing agile approaches.
- Extraction, transformation and traceability of concepts from artefacts utilizing natural language processing tools.

# Questions and discussion


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[S.Brinkkemper@uu.nl](mailto:S.Brinkkemper@uu.nl)

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