

# Chapter 5

## Understanding Requirements

### 119-145

# Requirements Engineering

- ▶ **Inception**—ask a set of questions that establish ...
  - ▶ basic understanding of the problem (what)
  - ▶ the people who want a solution (who)
  - ▶ the nature of the solution that is desired, and
  - ▶ the effectiveness of **preliminary communication** and collaboration between the customer and the developer
- ▶ **Elicitation**—elicit requirements from all stakeholders
- ▶ **Elaboration**—create an **analysis model** that identifies **data**, **function** and **behavioral** requirements
- ▶ **Negotiation**—agree on a deliverable system that is realistic for developers and customers

# Requirements Engineering

- ▶ **Specification**—can be any one (or more) of the following:
  - ▶ A written document
  - ▶ A set of models
  - ▶ A collection of user scenarios (use-cases)
  - ▶ A *prototype*
- ▶ **Validation**—a review mechanism that looks for
  - ▶ Errors in content or interpretation
  - ▶ Areas where clarification may be required (ambiguity)
  - ▶ Missing information (incomplete requirement)
  - ▶ Inconsistencies
    - ▶ a major problem when large products or systems are engineered
  - ▶ Unrealistic (unachievable) requirements.
- ▶ **Requirements management**

# Inception

- ▶ Identify stakeholders
  - ▶ “who else do you think I should talk to?”
- ▶ Recognize multiple points of view
- ▶ Work toward collaboration
- ▶ The first questions
  - ▶ Who is behind the request for this work?
  - ▶ Who will use the solution?
  - ▶ What will be the economic benefit of a successful solution
  - ▶ Is there another source for the solution that you need?

# Eliciting Requirements

- ▶ meetings are conducted and attended by both software engineers and customers
- ▶ an agenda is suggested
- ▶ a "facilitator" (can be a customer, a developer, or an outsider) controls the meeting
- ▶ a "definition mechanism" (can be work sheets, flip charts, or wall stickers or an electronic bulletin board, chat room or virtual forum) is used
- ▶ the goal is
  - ▶ to identify the problem
  - ▶ propose elements of the solution
  - ▶ negotiate different approaches, and
  - ▶ specify a preliminary set of solution requirements

# Elicitation Work Products

- ▶ a set of **usage scenarios** that provide insight into the use of the system or product under different operating conditions.
- ▶ any **prototypes** developed to better define requirements.
- ▶ a statement of need and feasibility.
- ▶ a bounded statement of scope for the system or product.
- ▶ a list of customers, users, and other stakeholders who participated in requirements elicitation
- ▶ a description of the system's technical environment.
- ▶ a list of requirements (preferably organized by function) and the domain constraints that apply to each.

# Quality Function Deployment (QFD)

- ▶ **Function deployment** determines each function required of the system
- ▶ **Information deployment** identifies data objects and events
- ▶ **Task deployment** examines the behavior of the system
- ▶ **Value analysis** determines the relative priority of requirements during each of the three deployments
  - ▶ Value should be one that are perceived by the customer

# Non-Functional Requirements

- ▶ **Non-Functional Requirement (NFR)** – quality attribute, performance attribute, security attribute, or general system constraint. A two phase process is used to determine which NFR's are compatible:
  - ▶ The first phase is to create a matrix using each NFR as a column heading and the system SE guidelines a row labels
  - ▶ The second phase is for the team to prioritize each NFR using a set of decision rules to decide which to implement by classifying each NFR and guideline pair as
    - ▶ complementary
    - ▶ overlapping
    - ▶ conflicting
    - ▶ independent



# Conducting a Requirements Gathering Meeting (pg131)

## ► The scene:

- A meeting room. The first requirements gathering meeting is in progress.

## ► The players:

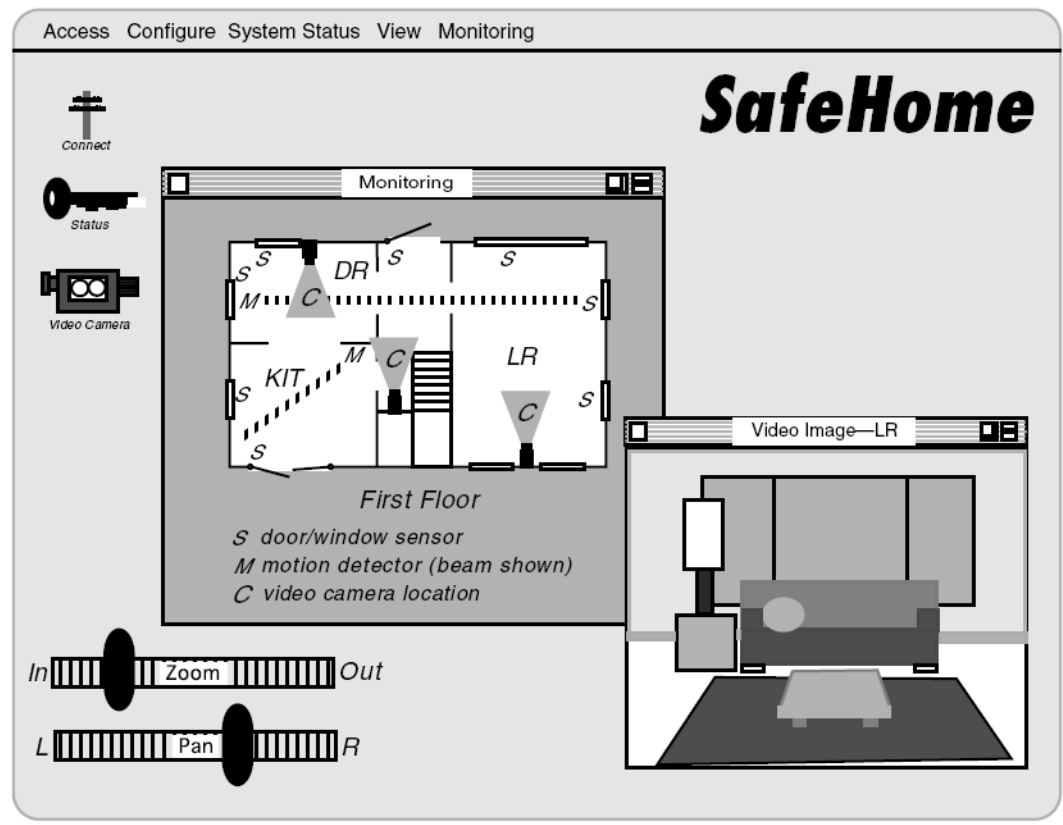
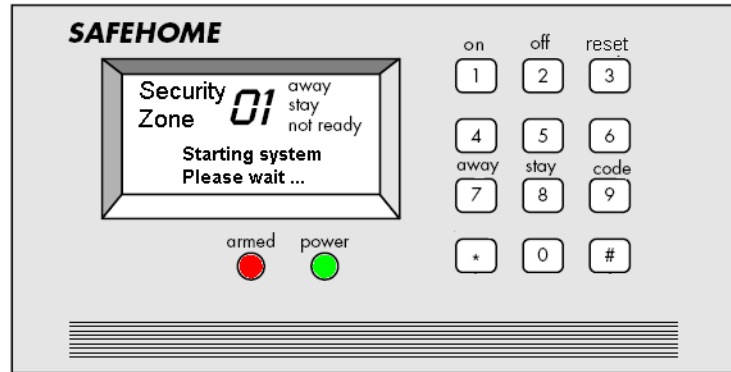
- **Jamie** Lazar, software team member;
- **Vinod** Raman, software team member;
- **Ed** Robbins, software team member;
- **Doug** Miller, software engineering manager;
- **three members of marketing**;
- a product engineering representative;
- **a facilitator**.

## • The conversation:

- **Facilitator (pointing at white board)**: So that's the current list of objects and services for the home security function.
- **Marketing person**: That about covers it from our point of view.
- **Vinod**: Didn't someone mention that they wanted all *SafeHome* functionality to be accessible via the Internet? That would include the home security function, no?
- **Marketing person**: Yes, that's right ... we'll have to add that functionality and the appropriate objects.

- ▶ **Facilitator:** Does that also add some constraints?
- ▶ **Jamie:** It does, both technical and legal.
- ▶ **Production rep:** Meaning?
- ▶ **Jamie:** We better make sure an outsider can't hack into the system, disarm it, and rob the place or worse. Heavy liability on our part.
- ▶ **Doug:** Very true.
- ▶ **Marketing:** But we still need Internet connectivity. Just be sure to stop an outsider from getting in.
- ▶ **Ed:** That's easier said than done and....
- ▶ **Facilitator (interrupting):** I don't want to debate this issue now. Let's note it as an action item and proceed. (Doug, serving as the recorder for the meeting, makes an appropriate note.)
- ▶ **Facilitator:** I have a feeling there's still more to consider here.
- ▶ (The group spends the next 45 minutes refining and expanding the details of the home security function.)

# SafeHome Product



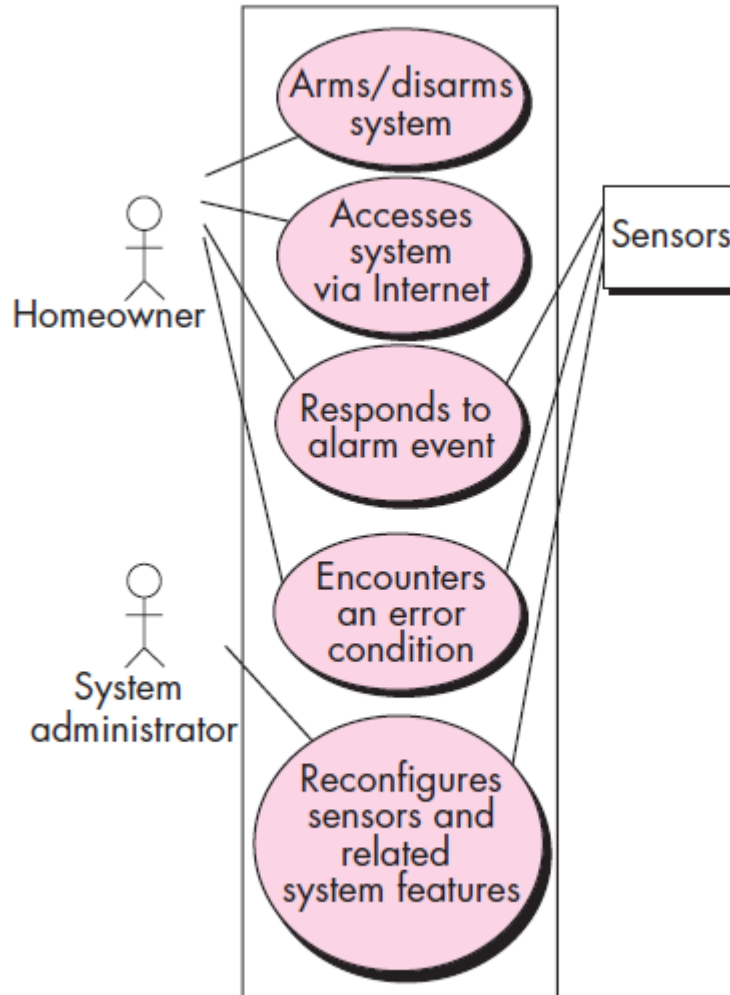
# Use-Cases

- ▶ A collection of user scenarios that describe the thread of usage of a system
- ▶ Each scenario is described from the point-of-view of an “**actor**”—a person or device that interacts with the software in some way
- ▶ Each scenario answers the following questions:
  - ▶ Who is the primary actor, the secondary actor (s)?
  - ▶ What are the actor’s goals?
  - ▶ What **preconditions** should exist before the story begins?
  - ▶ What main tasks or functions are performed by the actor?
  - ▶ What extensions might be considered as the story is described?
  - ▶ What **variations** in the actor’s interaction are possible?
  - ▶ What system information will the actor acquire, produce, or change?
  - ▶ Will the actor have to inform the system about changes in the external environment?
  - ▶ What information does the actor desire from the system?
  - ▶ Does the actor wish to be informed about unexpected changes?

# Example of Use Case for SafeHome

- ▶ **Use-case:** InitiateMonitoring
- ▶ **Primary actor:** Homeowner
- ▶ **Goal in context:** To set the system to monitor sensors when the homeowner leaves the house or remains inside
- ▶ **Preconditions:** System has been programmed for a password and to recognize various sensors
- ▶ **Trigger:** The homeowner decides to “set” the system, i.e., to turn on the alarm functions
- ▶ **Scenario:**
  1. Homeowner: observes control panel
  2. Homeowner: enters password
  3. Homeowner: selects “stay” or “away”
  4. Homeowner: observes red alarm light to indicate that SafeHome has been armed
- **Exceptions:**
  - 1a. Control panel is not ready: homeowner checks all sensors to determine which are open; closes them
  - 2a. Password is incorrect
- **Priority:** Essential, must be implemented
- **When available:** first increment
- **Frequency of use:** Many times per day
- **Channel to actor:** Via control panel interface
- **Secondary actors:** Support technician
- **Channels to secondary actors:** support technician: phone line
- **Open issues:**
  - Do we enforce time limit for password entering?

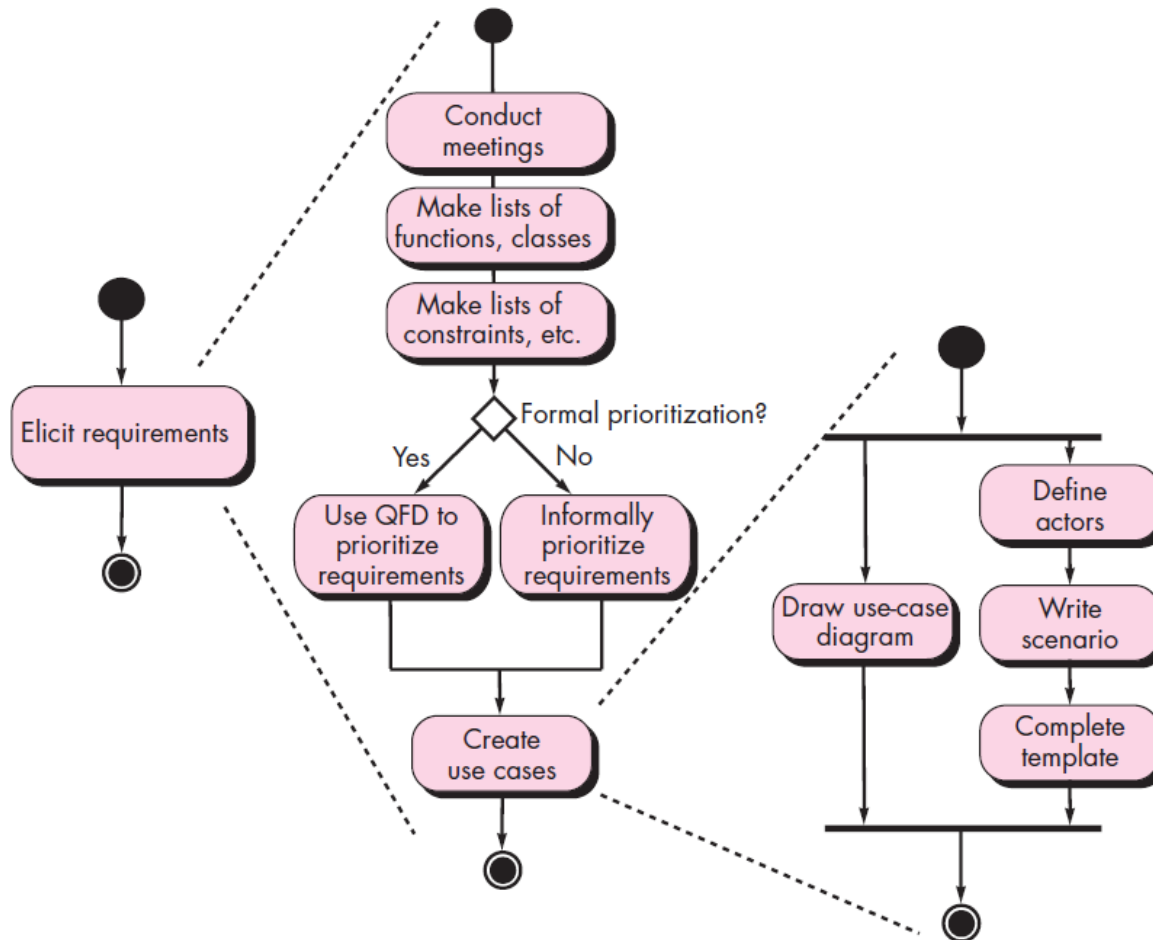
# Use-Case Diagram



# Building the Analysis Model

- ▶ Elements of the analysis model
  - ▶ Scenario-based elements
    - ▶ Functional—processing narratives for software functions
    - ▶ Use-case—descriptions of the interaction between an “actor” and the system
  - ▶ Class-based elements
    - ▶ Implied by scenarios
  - ▶ Behavioral elements
    - ▶ State diagram
  - ▶ Flow-oriented elements
    - ▶ Data flow diagram

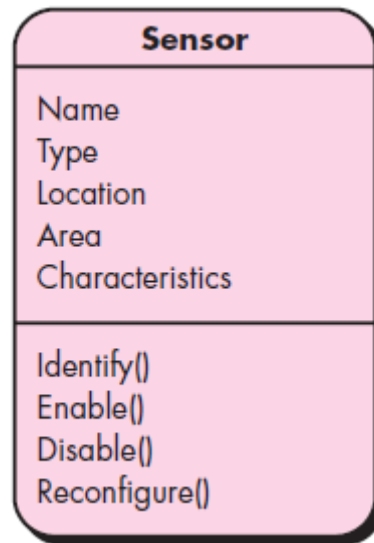
# Eliciting Requirements



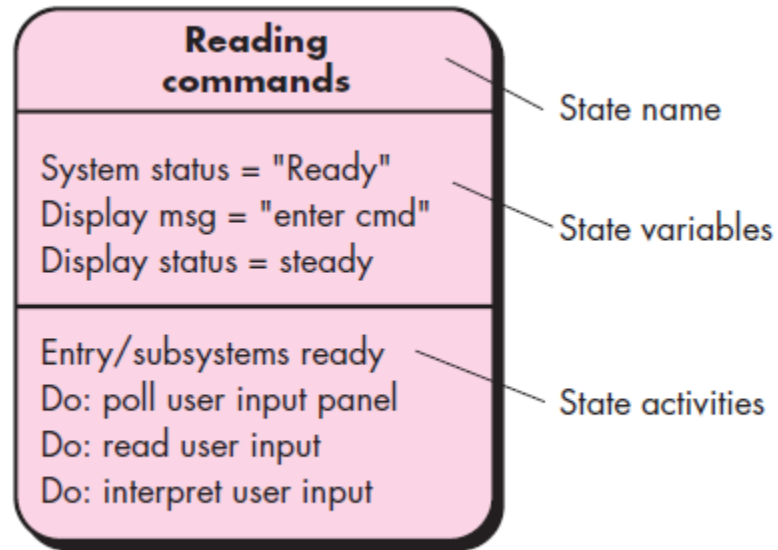


# Class Diagram

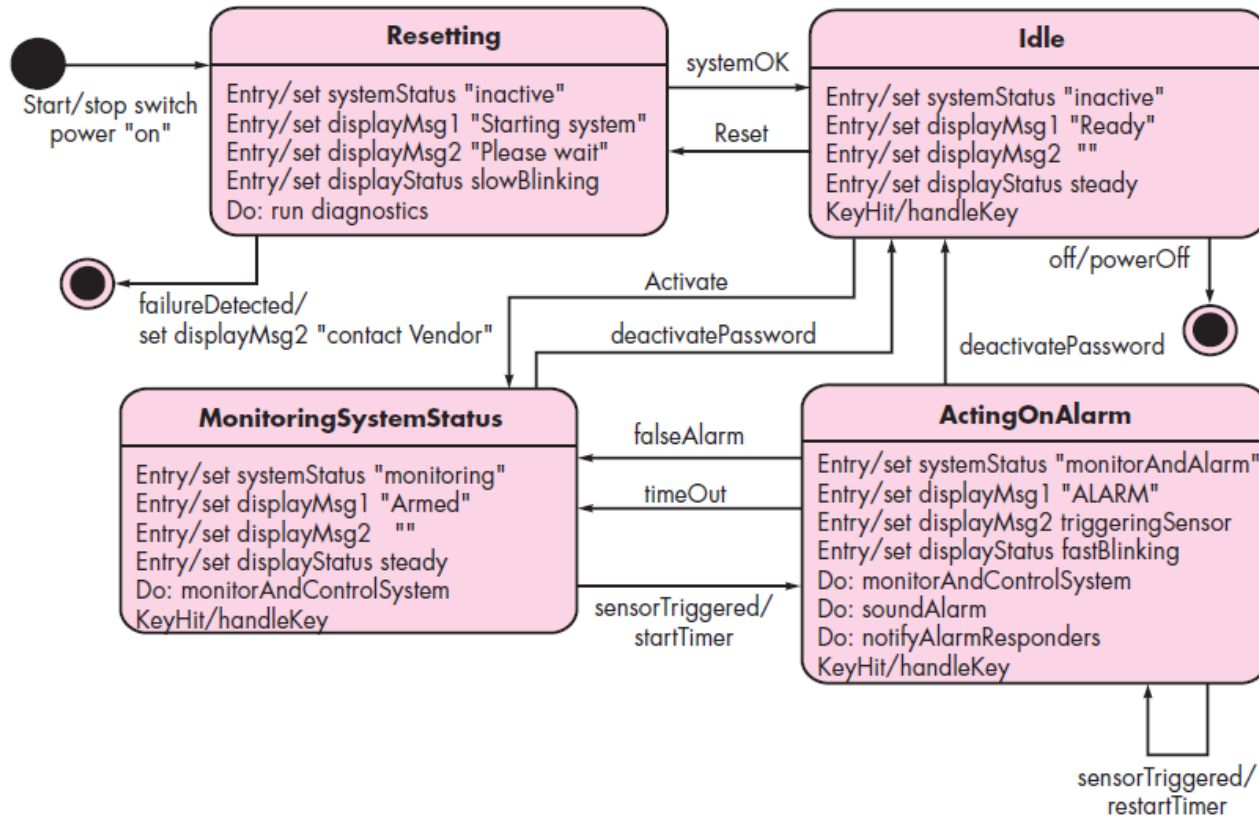
From the SafeHome system ...



# State Diagram



# State Diagram



# Negotiating Requirements

- ▶ **Identify the key stakeholders**
  - ▶ These are the people who will be involved in the negotiation
- ▶ **Determine each of the stakeholders “win conditions”**
  - ▶ Win conditions are not always obvious
- ▶ **Negotiate**
  - ▶ Work toward a set of requirements that lead to “win-win”

# Validating Requirements-I

- ▶ Is each requirement consistent with the overall objective for the system/product?
- ▶ Have all requirements been specified at the proper level of abstraction? That is, do some requirements provide a level of technical detail that is inappropriate at this stage?
- ▶ Is the requirement really necessary or does it represent an add-on feature that may not be essential to the objective of the system?
- ▶ Is each requirement bounded and unambiguous?
- ▶ Does each requirement have attribution? That is, is a source (generally, a specific individual) noted for each requirement?

# Validating Requirements-II

- ▶ Do any requirements conflict with other requirements?
- ▶ Is each requirement achievable in the technical environment that will house the system or product?
- ▶ Is each requirement testable, once implemented?
- ▶ Does the requirements model properly reflect the information, function and behavior of the system to be built.
- ▶ Has the requirements model been “partitioned” in a way that exposes progressively more detailed information about the system.

# Specification Guidelines

- ❑ use a layered format that provides increasing detail as the "layers" deepen
- ❑ use consistent graphical notation and apply textual terms consistently (stay away from aliases)
- ❑ be sure to define all acronyms
- ❑ be sure to include a **table of contents**; ideally, include an **index** and/or a **glossary**
- ❑ write in a simple, unambiguous style (see "editing suggestions" on the following pages)
- ❑ always put yourself in the **reader's position**, "Would I be able to understand this if I wasn't intimately familiar with the system?"

# Specification Guidelines

Be on the lookout for persuasive connectors, ask why?

keys: *certainly, therefore, clearly, obviously, it follows that ...*

Watch out for vague terms

keys: *some, sometimes, often, usually, ordinarily, most, mostly ...*

When lists are given, but not completed, be sure all items are understood

keys: *etc., and so forth, and so on, such as*

Be sure stated ranges don't contain unstated assumptions

e.g., *Valid codes range from 10 to 100.* Integer? Real? Hex?

Beware of vague verbs such as *handled, rejected, processed, ...*

Beware "passive voice" statements

e.g., *The parameters are initialized.* By what?

Beware "dangling" pronouns

e.g., *The I/O module communicated with the data validation module and its control flag is set.* Whose control flag?



# Specification Guidelines

When a term is explicitly defined in one place, try substituting the definition for other occurrences of the term

When a structure is described in words, draw a picture

When a structure is described with a picture, try to redraw the picture to emphasize different elements of the structure

When symbolic equations are used, try expressing their meaning in words

When a calculation is specified, work at least two examples

Look for statements that imply certainty, then ask for proof keys; always, every, all, none, never

Search behind certainty statements—be sure restrictions or limitations are realistic