

# Requirements

CSE 3311 / 5324

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Several slides in this set are copied almost verbatim  
(with permission) from David Kung (UTA)

# Additional Sources

- [HVV] = Hans van Vliet: Software Engineering: Principles and Practice, 3<sup>rd</sup> edition, Wiley, 2008
- [PA] = Shari Lawrence Pfleeger and Joanne M. Atlee: Software Engineering: Theory and Practice, 4<sup>th</sup> edition, Prentice Hall, 2009
- IEEE Standard 830-1998: IEEE Recommended Practice for Software Requirements Specifications. 1998.

# The Indispensable First Step to Getting the Things You Want Out of Life:

## Decide what you want.

– Ben Stein

- As opposed to: Just start doing things, without first determining the goal of these actions
  - Will get you somewhere
  - But most likely you won't end up where you want to
- In this sense life is just like a software engineering project 😊

# Motivation

- Requirements = Capabilities and conditions the system must have/satisfy
- What is really needed?
  - Find it out
  - Remember it → write it down / document it
  - Communicate it
- “What is really needed” may change over time!
  - Because our world changes constantly
  - Cannot “freeze” the world for duration of our project
  - → Cannot “freeze” the requirement documents

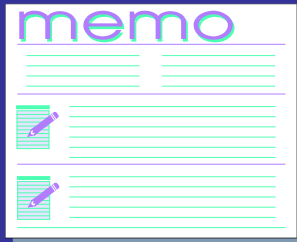
# Step 1: Collect Information



Interview customer,  
users, domain experts



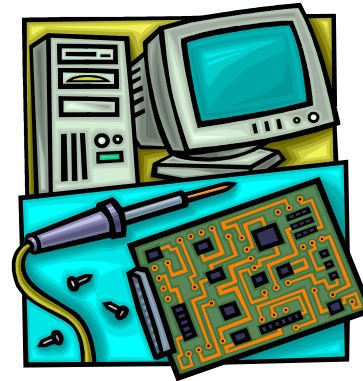
Study similar projects



Business forms  
& operating  
procedures



Regulations &  
standards



Rapid prototyping

Study existing documentation

# Information to Collect (1/2) [DK 4.5]

- What is their business?
  - What is their current business situation?
  
- What is the business goal?
  - Why do they want to build the new system? E.g.:
    - Increase profit / market share
    - Improve productivity / quality of products and services
    - Reduce costs
  
- What are the existing business processes?
  - What are the inputs and outputs?
  - How do they interact?

# Information to Collect (2/2) [DK 4.5]

- What are the problems of the current system? E.g.:
  - System is old / should be replaced
  - System is slow / difficult to use / costly to maintain
- What is the system's environment and context?
- What are the resources and constraints?
  - Quality, Security, Performance, Timeline
- Who are the users?
- What do the various stakeholders want from the new system?

# How to Collect [DK 4.5]

- Request and study documents
  - Relevant business documents, procedures, manuals, forms, industry/company standards, policies, regulations
- Attend training or tutorials by domain experts
- Study similar projects
  - Both for requirements & design
- Survey stakeholders: Interviews, questionnaire
  - Anonymous questionnaire may give better results
  - Questionnaire: Brief, focused, reviewed by customer



# Presentation by Customer [DK 4.5] 1/2

- Can give a quick initial overview
  
- Guidelines:
  - Presenter should have relevant knowledge
    - Good: Manager / administrator responsible for daily operations
    - Avoid: New hire
  
  - Tell presenter in advance what should be covered
  - Ask for pointers to additional information
  - Review presentation slides before presentation to ensure it covers the requested information

# Presentation by Customer [DK 4.5] 2/2

- Guidelines:
  - During presentation, ask only questions to clarify presented material – do not get into implementation discussions
  - Remain focused on information to be collected
  - Obtain copy of presentation and share with team
  - Keep presentation under 2 hours

# Interview Stakeholders

- Hard: Each stakeholder has own agenda
- Success of our project may cost stakeholders
  - Influence on processes
- **After studying documents and survey results**
  - Explore open questions, questions raised by survey
- After preparing interview questions
  - Focused on important requirements
- Limited, e.g., to max 1 hour each
- Interviewee is the expert → Listen
  - Do not provide advice, even if it seems obvious to you

# Business Domain Jargons Differ

## **Investment**

- premium
- security
- option
- margin
- ...

## **Insurance**

- premium
- option
- coverage
- liability
- ...

## **Retailing**

- sales
- inventory
- markup
- profit
- ...

Ask the customer/users to explain terms  
and document them in the data dictionary

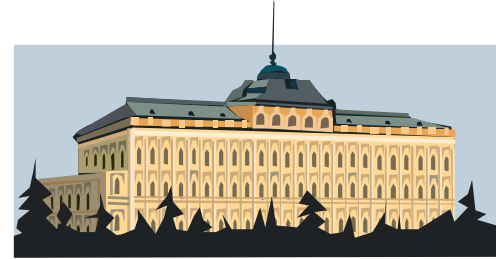
# What Are the Constraints?



Budgetary



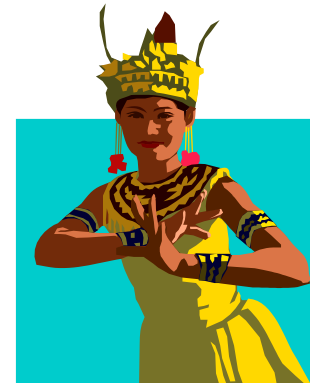
Environment



Political

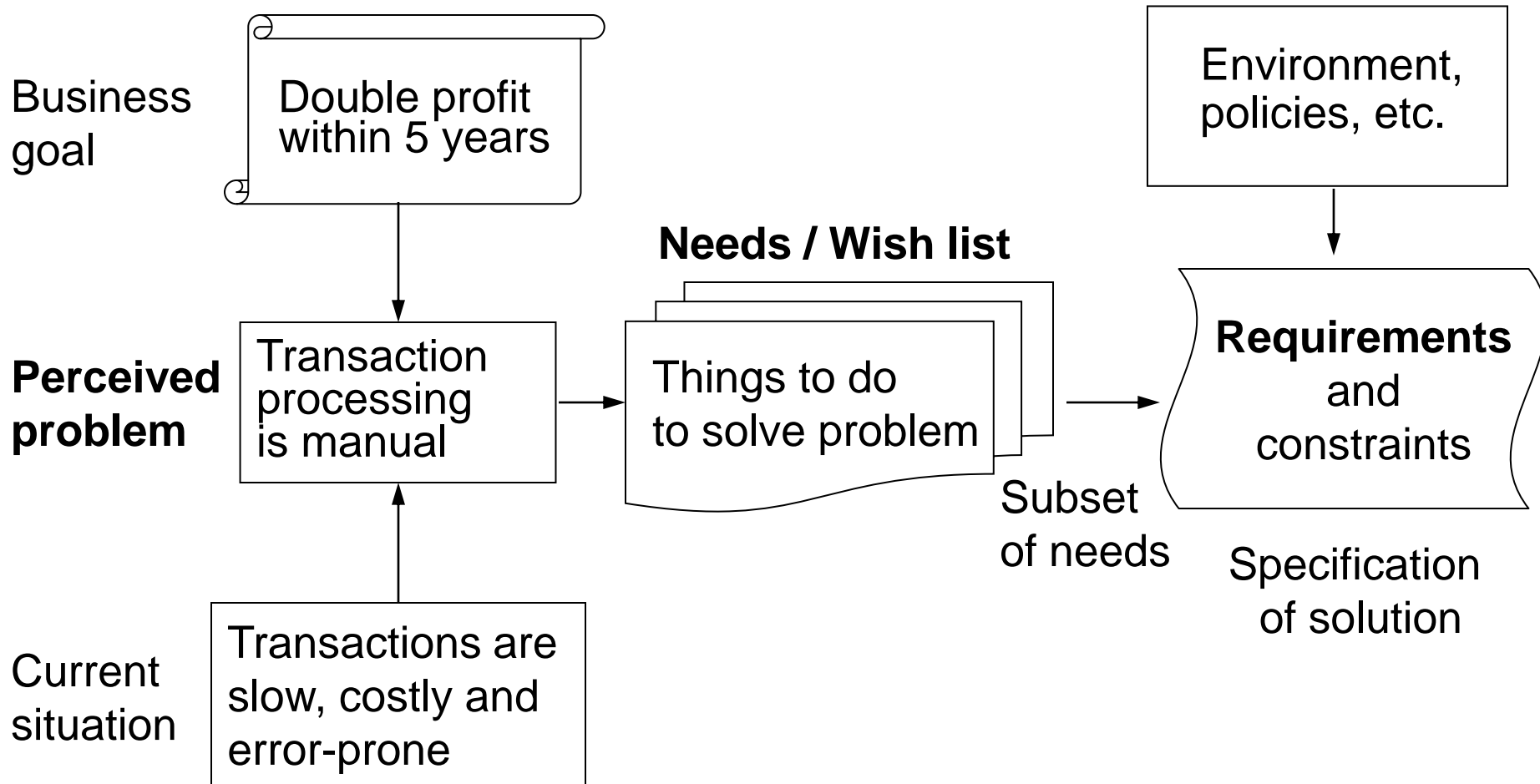


Technology



Cultural

# Identify Requirements Example



# MoSCoW Requirement Classification

- Distinguish four types of requirements
  - HVV, page 237
- **Must have**
  - Top priority, definitely must be realized
- **Should have**
  - Not strictly mandatory, but highly desirable
- **Could have**
  - Will be realized if time allows. In practice, they won't
- **Won't have**
  - Recorded, but will not be realized



# **IN-CLASS EXERCISE: PRIORITIZE REQUIREMENTS**



# In-Class Exercise: Prioritizing

- Get together with your team (breakout room)
- Prioritize your current project requirements into:
  - **M**ust have: Top priority, must definitely realize
  - **S**hould have: Not strictly mandatory, but highly desirable
  - **C**ould have: Will be realized if time allows.
  - **W**on't have: Recorded, but will not be realized
- Now re-prioritize your iteration plan
  - Make sure you deal with Must-Have before the others
- Post your prioritized requirements & updated iteration plan in the Teams chat

# Expressing Requirements [DK 4.4]

- State as declarative sentence in active voice:
  - Use one of must / shall / will:
  - **<Subject> (must | shall | will) ...**
  
- Examples:
  - “CRS **shall** allow a potential customer to inquire about the availability of rental cars [..]”
  - “Potential customers **shall** be able to inquire about the availability of rental cars [..]”

# Making Requirements Testable

- In practice: **What gets measured gets done, e.g.:**
  - Have a JUnit test case for it → Will notice if it breaks
  - On the rubric → Good chance students will do it
  - Rewarded in annual employee evaluation → Gets done
- Once a requirement is stated, we should be able to check if a solution satisfies the requirement.

-- PA, pages 151 - 152

# Technique 1: Quantify Requirements

- **Quantify the extent** to which each requirement must be met
- For which formulation is it easy to decide if system meets the requirement?
- Example:
  - Requirement formulation 1:  
Water quality information must be accessible immediately
  - Requirement formulation 2:  
System X must retrieve water quality records **within five seconds** of a request



# **IN-CLASS EXERCISE: QUANTIFY REQUIREMENTS**

# Quantify Your Requirements

- Get together with your team (breakout room)
- Summarize each requirement as one sentence
  - Use active voice: Who should do what
  - Use one of: must / shall / will
- Quantify each requirement (if possible)
  - Use a metric that is easy to measure (time, money, etc.)
- Post updated requirements in Teams chat

# Additional Techniques

- Replace each pronoun with a specific name
- Define each noun in exactly one place in the requirements document
- **For each adverb and adjective:**
  - Specify a quantitative description
  - So that the meaning is clear and unambiguous
  - E.g.: “immediately” → “within 5 seconds of a request”

# Making Subjective Req. Testable

- What about “soft” requirements?
  - It should be “easy” to use the system
  - It should be “easy” to maintain the system in the future
  - ...
  
- Measure how **representative sample of target population** behaves, e.g.:
  - **75% of the representative user group** shall judge the new system to be **as usable as the existing system**
  - **After training, 90% of the representative user group** shall be able to process a new account **within 5 minutes**





# **IN-CLASS EXERCISE: MAKE REQUIREMENTS TESTABLE**

# In-Class Exercise: Being Testable

- Get together with your team (breakout room)
- Identify your current requirement R that is hardest to test
- **Use the techniques of the previous slides to make R as testable as you can, e.g.:**
  - Replace each pronoun with a specific name of an entity
  - Give measureable quantities
  - Measure representative sample of users
- Post original & improved version of R in Teams chat

# FURPS+ Requirement Classification

- **F:** Functional (everything else = “non-functional”)
  - Features, capabilities, security
- **U:** Usability
  - Human factors, help, documentation
- **R:** Reliability
  - Frequency of failure, recoverability, predictability
- **P:** Performance
  - Response time, throughput, accuracy, availability, resource usage
- **S:** Supportability
  - Adaptability, maintainability, internationalization, configurability

# The Many “+” of FURPS+

- **+: Implementation**
  - Resource limitations, languages, tools, hardware, etc.
- **+: Interface**
  - External systems
- **+: Operations**
  - System management
- **+: Packaging**
  - Shrink-wrapped, etc.
- **+: Legal**
  - License

# Programming Language Used

- Often dictated by customer's existing systems or expertise
- Using language X becomes a requirement
  - Example: Bank X uses .Net based systems, requires new software system to use a managed .Net language

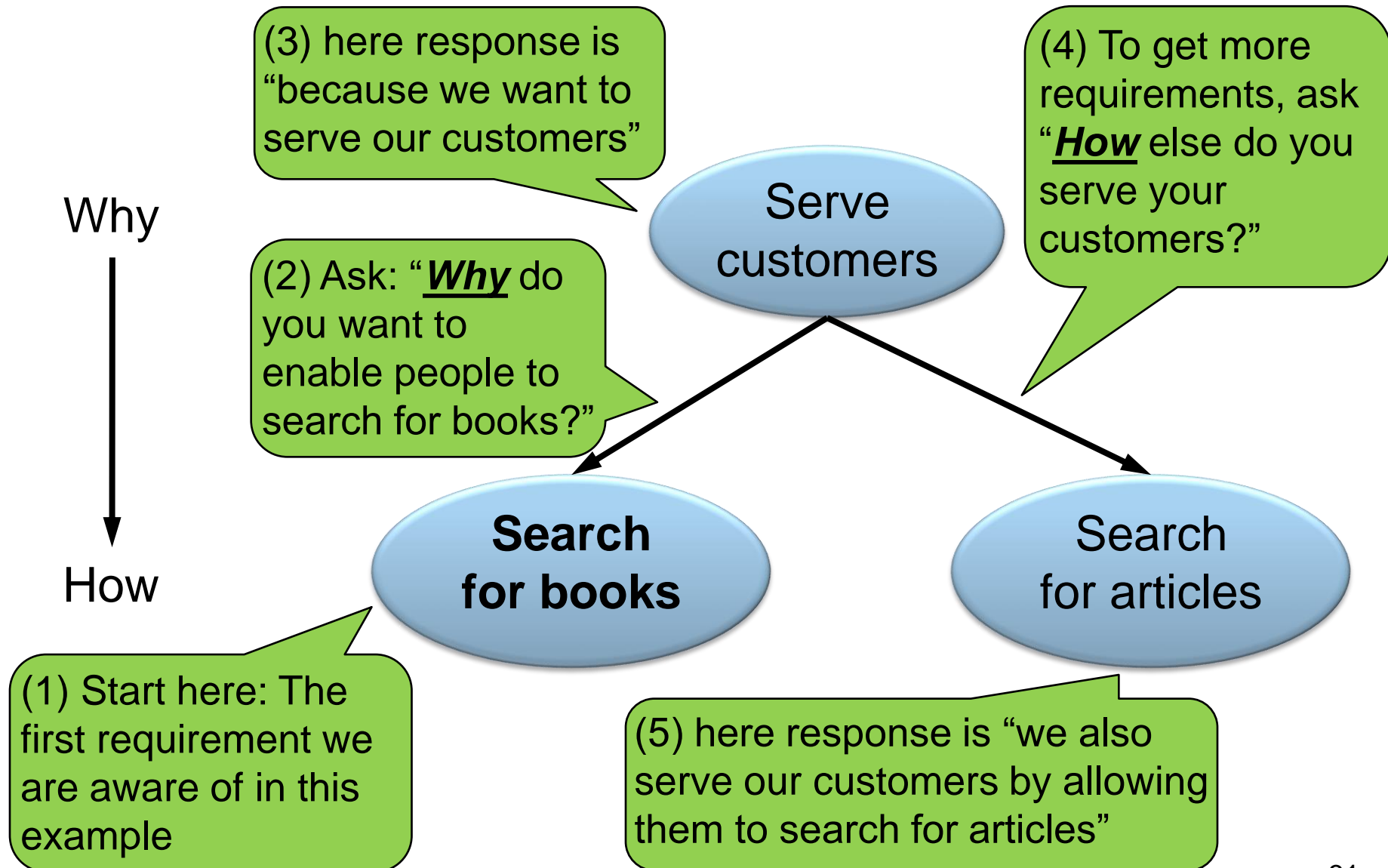
# Eliciting and Structuring Requirements

- “Goal-driven requirements engineering”
  - HVV, pages 234 - 235
  
- Assume you have already elicited one requirement
  - **Example: “Search for books”**
  
- Elicit higher-level requirements by asking: **why?**
  - Example: “Serve customers”
  
- High-level requirements are called goals
  - Example: “Serve customers” is a goal

# Goal-Driven Requirements Engineering

- Elicit lower-level requirements by asking: **how?**
  - Example: “Search for books” OR “search for articles”
- Refinement: Decompose requirement R into sub-requirements  $S_1, \dots, S_n$ 
  - Sub-requirements  $S_1, \dots, S_n$  together satisfy parent requirement R
- Requirements + connections form a graph
  - Requirements on same level can be connected via AND, OR, etc.

# Goal-Driven Requirements Engineering: Example



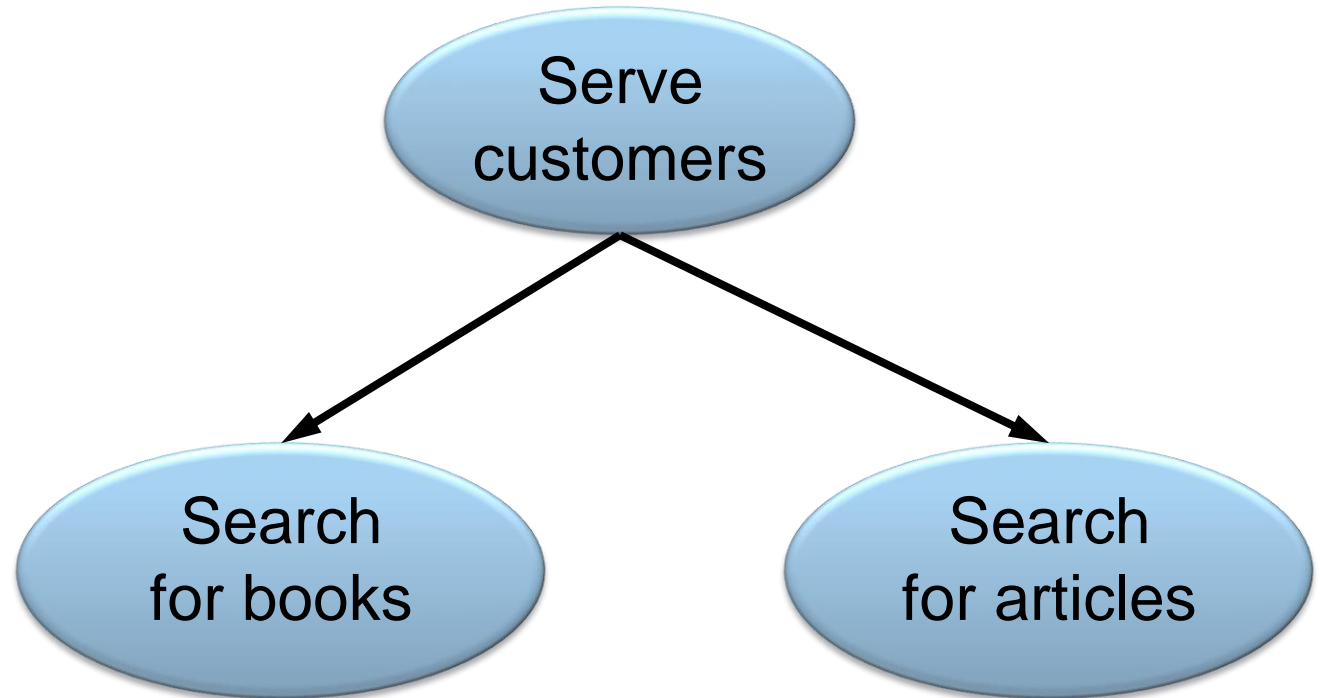


# Resulting Graph

Why



How

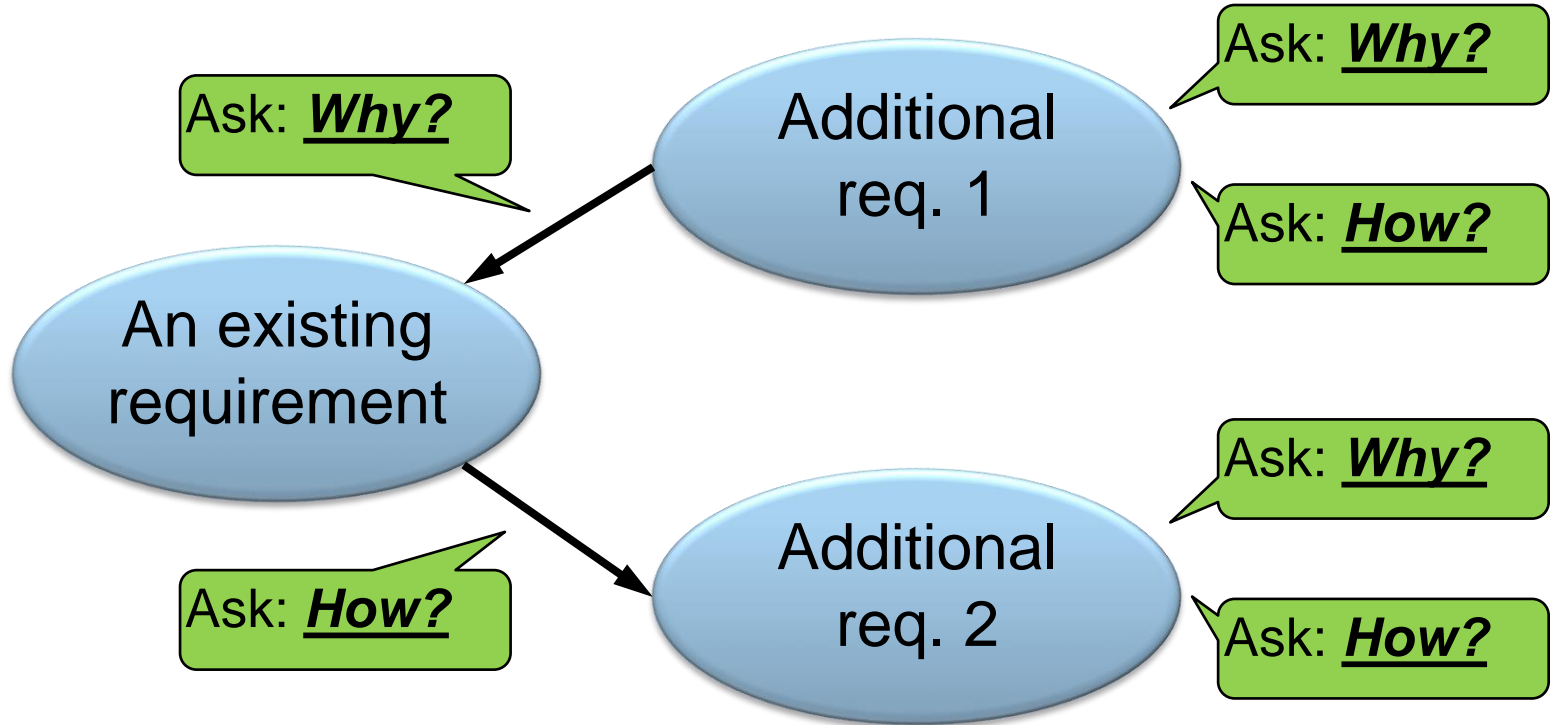




# **IN-CLASS EXERCISE: DISCOVER ADDITIONAL REQUIREMENTS**

# In-Class Exercise: Requirements

- Get together with your team (breakout room)
- Formulate **why** and **how** questions as conversation starters for discovering additional requirements :



- Share your graph (e.g., via Teams Whiteboard)

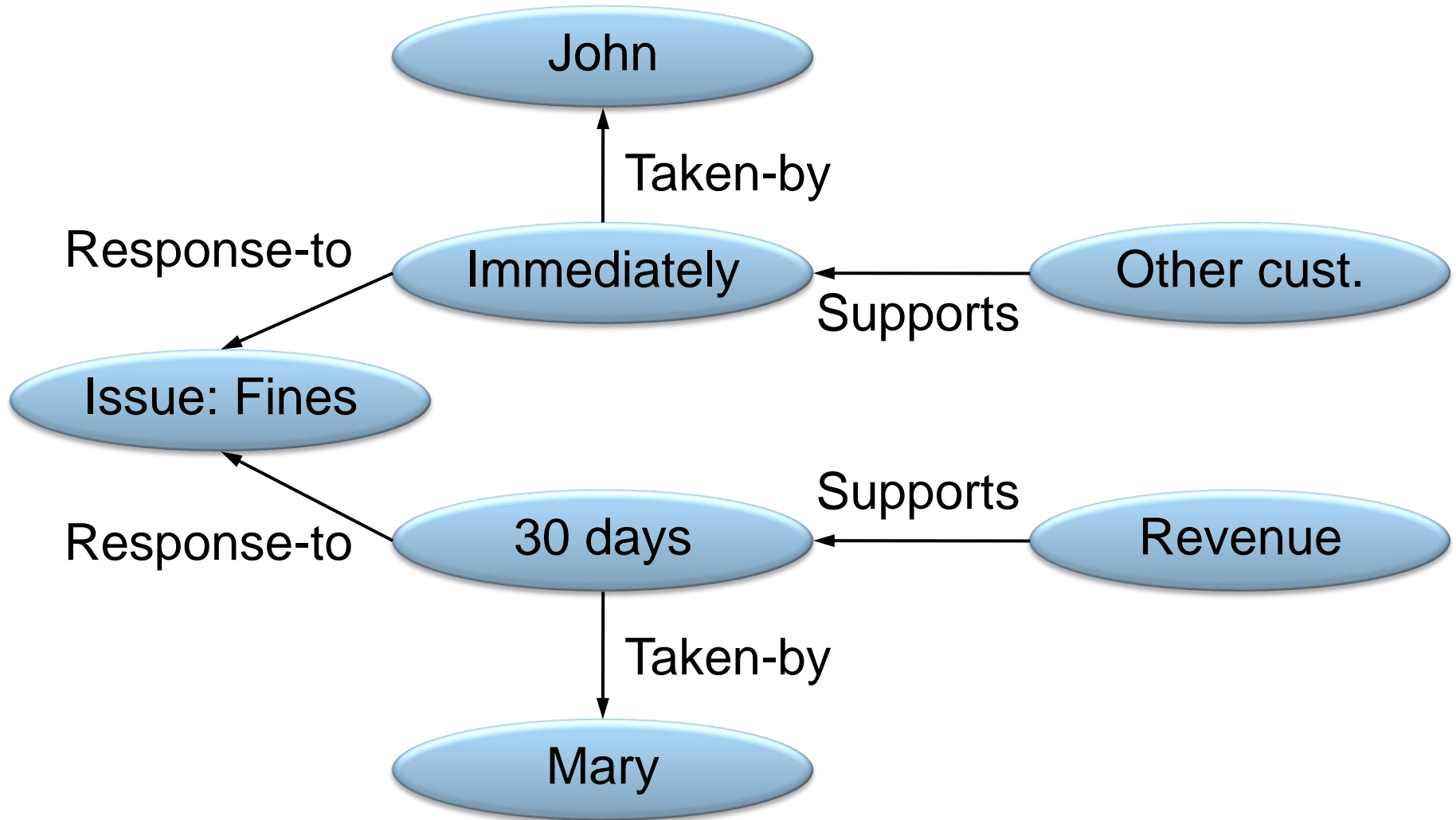
# Managing Conflicting Viewpoints

- Different stakeholders may have viewpoints that conflict with each other
- Goal: Recognize and manage such conflicts in requirements engineering
  - HVV, pages 236 - 237
- Example: In library system, when warn a customer that an item is overdue (and incurs overdue fines)?
  - John: Immediately, else other customer cannot get item
  - Mary (manager): Only after 30 days, need to maximize revenue from fines

# Viewpoints

- Capture conflicts in a graph:
- Node type: Examples
  - **Issue:** “When warn a customer that an item is overdue?”
  - **Position:** “Immediately”, “after 30 days”
  - **Argument:** “Better for other customers”, “max revenue”
  - **Stakeholder:** John, Mary
- Edge types (directed):
  - **Response-to:** Position x Issue
  - **Supports:** Argument x Position
  - **Taken-by:** Position x Stakeholder

# Viewpoints Example

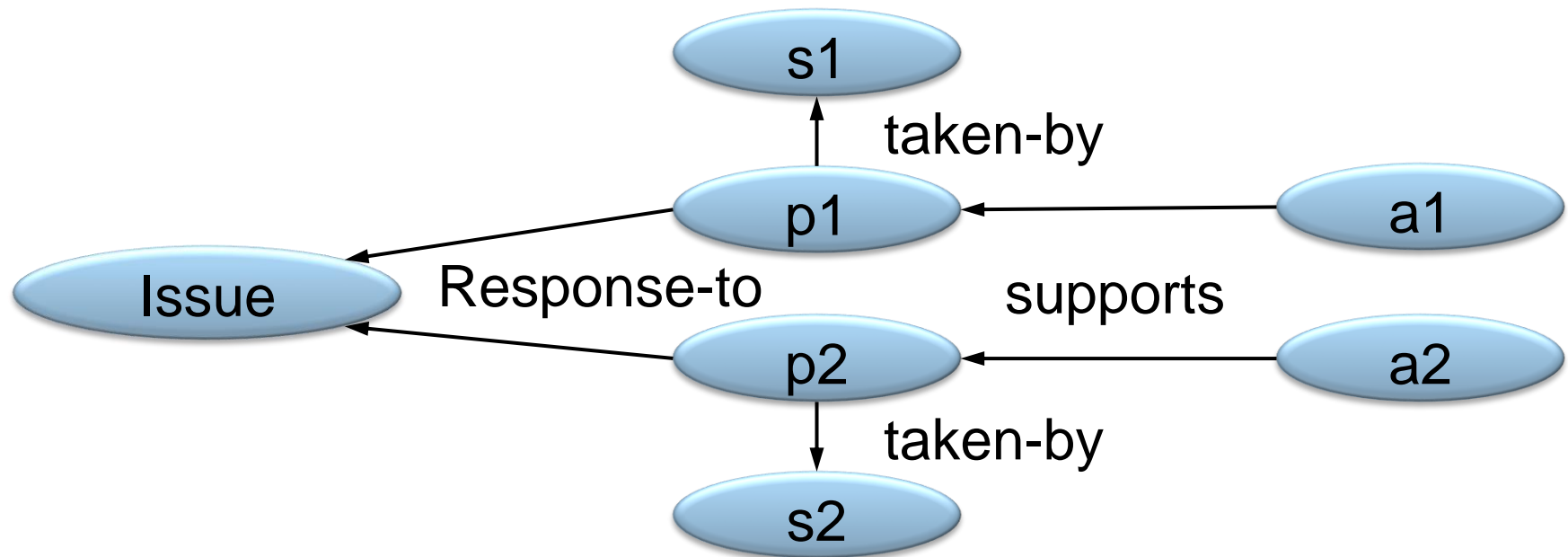




# **IN-CLASS EXERCISE: MANAGE CONFLICTING VIEWPOINTS**

# In-Class Exercise: Viewpoints

- Get together with your team (breakout room)
- Pick **one requirement** of your class project on which stakeholders hold **different viewpoints**
- Document viewpoints (following is for 2 viewpoints):



- Share your results (e.g., via Teams Whiteboard)



# In-Class Exercise, Posting in Chat

- ▣ Pick one requirement (issue) of your class project on which 2+ stakeholders hold different viewpoints
- ▣ You may post your results in the chat using the following template:
  - Issue: ...
  - Stakeholder 1: ...
  - Position 1: ...
  - Argument 1: ...
  - Stakeholder 2: ...
  - Position 2: ...
  - Argument 2: ...