#### Process & Requirements

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- A robust software development process is your launchpad for building great software. What are the initial software requirements?
  - The first step in all development processes is to understand what you are creating.
  - Requirements are a set of specific descriptions of your client's needs.

### Example of requirements for a great social network app

- The user could store user profiles and their data,
- send messages to other users,
- view other users' profiles,
- create status updates, and
- view other users' status updates.

Requirements generate the features of a software product.

-> Ambiguity requirements -> Unclear features to develop

What happens when you lose focus on those requirements?

#### Example of unclear and ambiguity requirements

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#### And then?

- need to get more details avoiding confusion by properly eliciting and expressing requirements
- refine requirements to detect potential errors
- -> By clarifying ideas, development becomes focused and efficient.

## Example: A social network app requirement

One of your developers has begun developing

- A social network app with a requirement:
- "Users must be able to send messages as a guest."

#### Requirement interpretation

The developer might take this requirement and design a system in which users have the ability to either log in

- to their own account
- or use a guest account.
- What about a single guest account?
- Consequences when many different users have access to one guest account?

## Quiz

#### Quiz on "Why requirements are important in software development?"

- You're working with your client to elicit a set of requirements for a software project.
- The client produces a napkin on which he has
  - sketched out an app
  - with a few sparsely worded features.
- He says, this is the product we want.

# If you accept this document as your final set of requirements, which of the following are potential risks to your project?

- A. The user interface problems may not be noticed until software is built.
- B. The end product may not meet the client's expectations.
- C. The client has too much input over the look and feel of the project.
- D. Technical limitations will be detected late in the project and be expensive to work around.

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#### Problems of unrefined requirements

- lead to detecting issues late in the project.
- - fixing those issues can be costly
- in the risk of not understanding client's expectations.