

# Target Specification (due to 07.03.14)

## Outline

(from class Software Engineering (3. Semester Bachelor University of Paderborn))

1. **Definition of goals:** Why is this software developed?
  - Main task for the system
  - reasons for development of the system and derived goals
  - target group
  - Form: Text
2. **Product deployment:** How does the problem look like? Which structures and procedures exist?
  - (a) **Description of problem**
    - Explanation of technical terms and relations for non-professionals
    - Form: Text + graphics
  - (b) **Glossary**
    - reference text for technical terms
    - Form: <Technical Term> <Description (max. 3 sentences)>
  - (c) **Model of problem**
    - Describes structure: Which terms exist, how are they connected?
    - Form: UML class diagram
  - (d) **Business Processes**
    - Describes behaviour: What happens in domain? Who does what in which steps?
    - Form: UML activity diagram
3. **Product functions:** What should the software do?
  - Description of functional requirements
  - solution requirements
  - Form: UML use case diagram (GUI sketch)
4. **Product characteristics:** How should the software do this? Where should the software do this (environment)
  - (a) System environment: In which environment should the software be applied?  
typical information
    - type of processor, frequency
    - Main Memory
    - Display resolution
    - further hardware requirements: Graphic card, sound card, etc.
    - Input/Output devices
    - Network connections, protocols, transfer capacity, utilization
  - (b) Description of non-functional requirements
    - qualities which differentiates our product from other products
    - Form: tabular

Type list:

- Functionality
- Reliability
- Usability
- Efficiency
- Maintainability
- Portability

Name	unambiguous description
Type	from type list
Description	textual explanation
connected Use Case(s)	connected function