**Object-Oriented Requirements:**

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It seems like there might be a typo in your question; you mentioned "object otrineted requirements." I assume you meant "object-oriented requirements." If that's the case, I'll provide information on how object-oriented principles and requirements are related in software development.

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1. **Identification of Objects:**
    - In the requirements analysis phase, it's essential to identify the objects that will be part of the system. Objects represent entities with attributes and behaviors that are relevant to the application.
2. **Encapsulation:**
    - Requirements should specify how data and methods are encapsulated within objects. This includes defining access control mechanisms and determining what aspects of an object are accessible from outside.
3. **Inheritance:**
    - If inheritance is part of the design, requirements should define the relationships between classes and how inheritance is utilized to achieve code reuse and specialization.
4. **Polymorphism:**
    - If polymorphism is a design goal, requirements should describe how objects of different types can be used interchangeably, either through method overloading or interface implementations.
5. **Abstraction:**
    - Requirements should identify abstract classes and interfaces that define the common characteristics of a set of related objects. Abstraction helps in creating a simplified view of the system.
6. **Association and Aggregation:**

- Requirements should specify how objects are related to each other. This involves defining associations, aggregations, and compositions between objects to model their interactions and dependencies.

7. **Message Passing:**
   - If the system relies on message passing between objects, requirements should detail how messages are exchanged, including the types of messages and the protocols involved.
8. **Responsibilities of Objects:**
   - Each object has certain responsibilities within the system. Requirements should clearly outline what each object is responsible for, including its methods and expected behavior.
9. **Use Cases:**
   - Use cases in object-oriented requirements describe the interactions between various objects to achieve a particular goal or functionality. They help in understanding how objects collaborate to fulfill user requirements.
10. **State and Behavior:**
    - Object-oriented requirements should define the states an object can be in and how its behavior changes based on those states. This is particularly important for objects with dynamic behavior.

Object-oriented requirements play a crucial role in guiding the development process by providing a clear understanding of how the system's components (objects) should interact and collaborate to meet the specified goals. By adhering to these requirements, developers can create maintainable, scalable, and modular software systems