

Module 2: Business Requirements

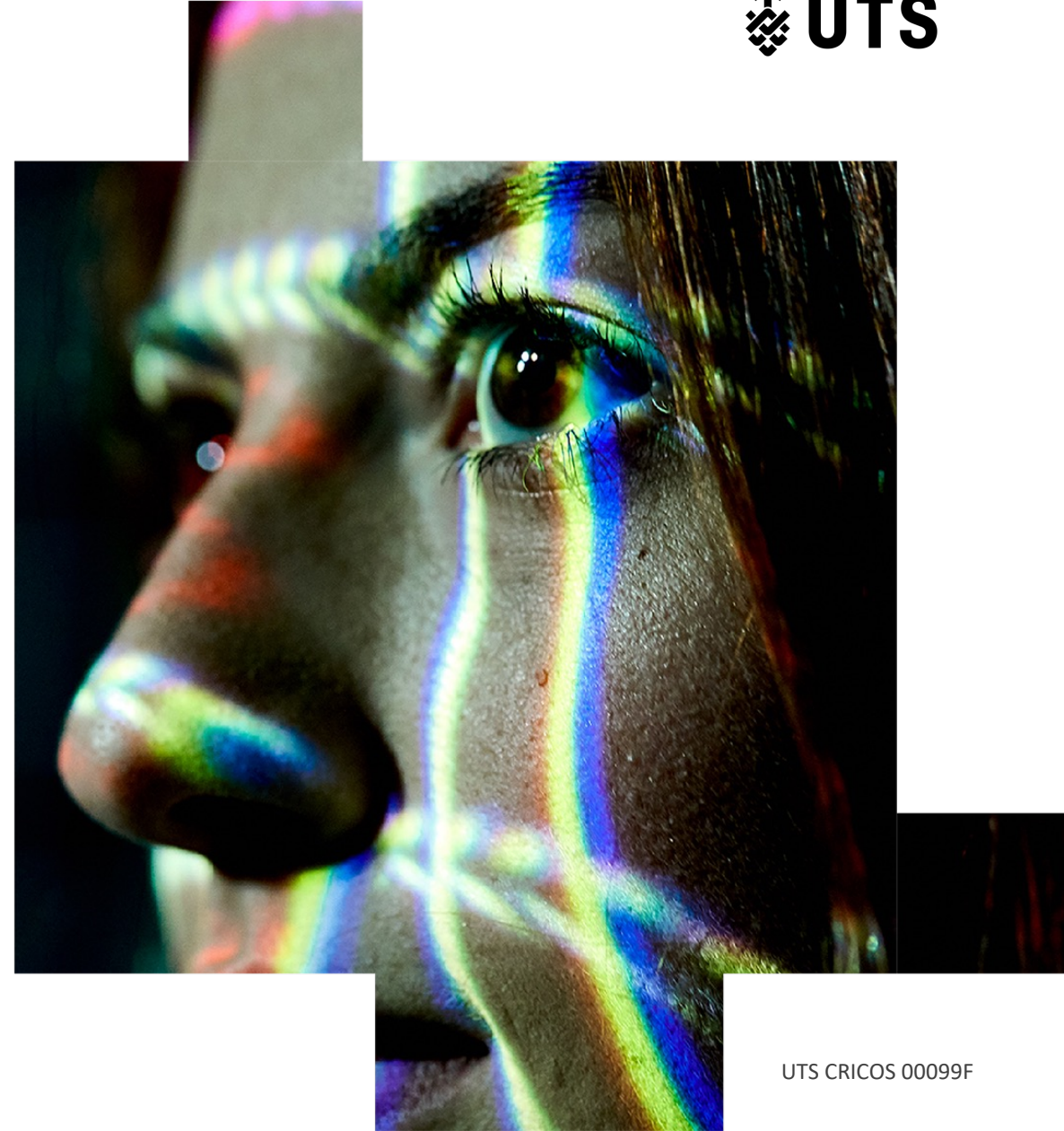
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Module 2 – Overview

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More on:


- Stakeholders
- Requirements

Business Requirements

- Key concepts
- Module structure

Module 2: Business Requirements

- Functional and non-functional Requirements
- Requirements Quality
- Key Stakeholders



**More on
Stakeholders &
Requirements**

Functional and non-functional Requirements

“What” and “How”

Functional Requirements (**things product/system must do**)

- describe the **behavior** and information that the solution will manage.
- Describe the **capabilities** the system will be able to perform in terms of behaviors or operations—specific information technology application actions or responses.

Non-functional Requirements (**qualities product/system must have**)

- capture **conditions** that do not directly relate to the behavior or functionality of the solution, but rather describe **environmental conditions** under which the solution must remain effective or **qualities** that the systems must have.
- They are also known as quality or supplementary requirements. These can include requirements related to **capacity, speed, safety, security, availability** and the information architecture and presentation of the user interface. Examples include software **performance** requirements, external **interface** requirements, software design constraints and software quality attributes.

Functional and non-functional Requirements

Examples

Functional Requirements (**things product/system must do**)

- The software system will produce a monthly sales report for a given month.
- The system shall enable hotel guests to book a room online.

Non-functional Requirements (**qualities product/system must have**)

- The software system will produce a monthly sales report for a given month in less than 5 seconds.
- The system shall be able to process 100 payment transactions per second.
- The system will allow secure payments.

Requirements Quality

S.M.A.R.T.

- Specific, Simple
- Measureable, Manageable
- Attainable (Achievable, Actionable, Appropriate)
- Realistic (Rationale, Result Oriented, Realistic to deliver)
- Time-bound (Timely, Testable, Traceable)

Stakeholders

Typical stakeholders

- **Users:** Users have an interest in having a product that does their work correctly. They are people who will ultimately be hands on operators of your product.
- **Sponsor:** Sponsor is an owner representative and represents owner's interest. Pays for the development of the product. For e.g., Departmental Manager, Program Manager, etc.
- **Subject Matter Experts:** People who have specialised knowledge of the business subject, individual with in-depth knowledge of a topic relevant to the business need or solution scope.
- **Customer:** The customer buys the product once it is developed. A customer is a stakeholder outside the boundary of a given organization or organizational unit. Know this person well to understand what he/she finds valuable and what appeals to them.
- **Developers/Software Engineers:** Developers are responsible for the construction of software applications. Areas of expertise among developers or software engineers include particular languages or application components.
- **Project Manager:** Project managers are responsible for managing the work required to deliver a solution that meets a business need, and for ensuring that the project's objectives are met while balancing the project constraints, including scope, budget, schedule, resources, quality, risk, and others.

- What is a “business” requirement?
- Module structure



Business Requirements

Business Requirements

A simple definition ...

Business requirements, also known as stakeholder requirements specifications (StRS), describe the characteristics of a proposed system *from the viewpoint of the system's end user(s)*

https://en.wikipedia.org/wiki/Business_requirements



Module 2

Structure

Process	Elicitation	Analysis & Modelling	Specification & Documentation
Modelling Tool	N\A	BPMN	User Stories
BRM	Lecture 2.1 – Requirements Elicitation Tutorial 2.1 – Key Stakeholders	Lecture 2.2 – Requirements Analysis & Modelling Tutorial 2.2 – Business Process Modelling	Lecture 2.3 – Requirements Specification & Documentation Tutorial 2.3 – Epics & User Stories

Thank You!