Software Engineering

Lecture 6: Requirements Validation

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PROCESS FOR CAPTURING REQUIREMENTS



- > Elicitation: Collecting the user's requirements
- > Analysis: Understanding and modelling of desired behaviour
- Specification: Documenting the behaviour of the proposed software system
- > Validation: Checking that the specification matches the user's requirements

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Review and Inspection

Problem Frames
Patient Monitoring Problem
Context Diagram
Domain Interfaces
Problem Diagrams
Frame Concern

UML Library

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Review and Inspection

- Reviews and inspections
 Analyse artefacts such as requirements documents, design diagrams and program source code
- ► Automated software assessment
 Run software that computes metrics of such artefacts

(Informal) Reviews

Why make informal reviews?

- Everyone makes mistakes
- Create open atmosphere (increase productivity)
- Programming is a social activity (or should be)
- ► Find errors in program *early* (before it is run the first time)
- ► Find *quality issues*
- ► Improve *programming skills* of all involved
- ► Anything can be reviewed (..., use cases, documentation, ...)

How To Hold A Review Meeting?

- ▶ Purpose: to evaluate a software product to
 - determine its suitability for its intended use
 - identify discrepancies from specifications and standards
- Participants read documents in advance
 - then bring their comments to a meeting for discussion
- A review
 - may provide recommendations and suggest alternatives
 - may be held at any time during a project
 - need not reach conclusions on all points

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- ▶ What should not happen in a review?
 - ► *Improvements* to the program
 - Blaming programmers
 - Finger pointing

(Formal) Inspections

- ► Idea behind inspection: Michael Fagan (IBM, 1976)
- Purpose: detect and identify software product anomalies by systematic peer evaluation
- ► The inspection leader is not the author
 - ► is a *trained* moderator
 - organizes the selection of inspectors
 - distributes the documents
 - leads the meeting
 - ensures all follow up actions are taken

How To Inspect?

- Set an agenda and maintain it
- Limit debate and rebuttal
- Do not attempt to solve every problem noted
- ► Take written notes
- Insist on advance preparation
- Conduct meaningful training for all participants
- ► Inspect your *earlier inspections*

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Modelling With Problem Frames¹

Problem Frames:

- Focus on the problem solving aspect of requirements modelling
- Do not commit early to solutions: do not implement before you understand the problem
- Abstract from state and behaviour

¹ M. Jackson (2001) Problem Frames – Analysing and structuring software development problems. Addison-Wesley

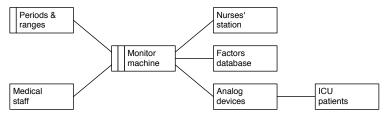
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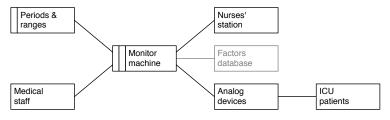
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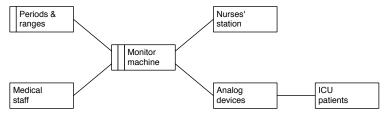
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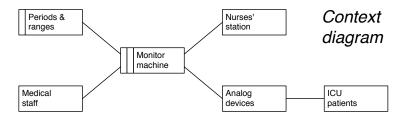
Context Diagram

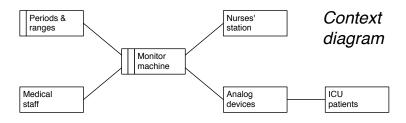
Domain Interfaces

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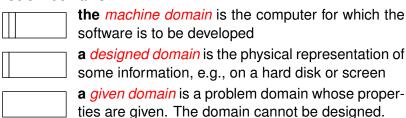
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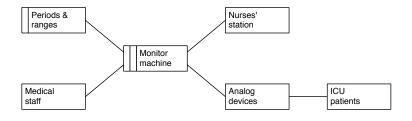
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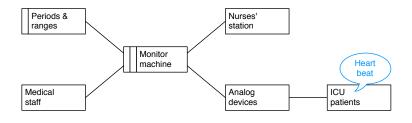
Problem domains:



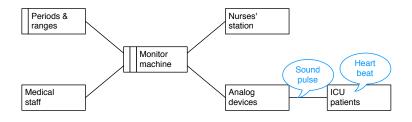


We can ask questions about the model. For instance,

Do we really need the ICU patients domain?



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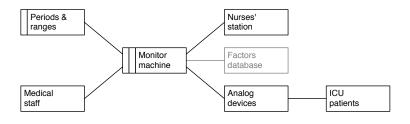


We can ask questions about the model. For instance,

Do we really need the ICU patients domain?

We can answer the question.

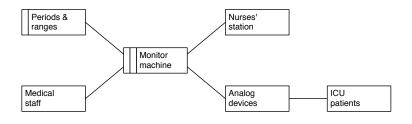
Yes, the patients are at the heart of the problem.



We can ask questions about the model. For instance,

Do we really need the ICU patients domain?

Earlier we asked a similar question about the "factors database".



We can ask questions about the model. For instance,

Do we really need the ICU patients domain?

Earlier we asked a similar question about the "factors database".

The answer was: **no**.

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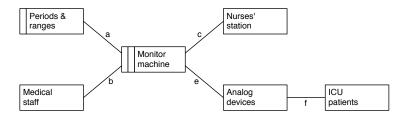
Problem Frames

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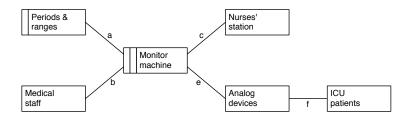
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Patient Monitoring Problem: Domain Interfaces



Patient Monitoring Problem: Domain Interfaces



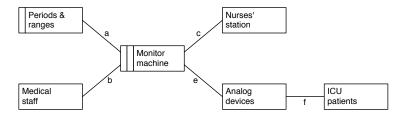
a: Period, Range, PatientName, Factor c: Notify

b: EnterPeriod, EnterRange, e: RegisterValue EnterPatientName, EnterFactor f: FactorEvidence

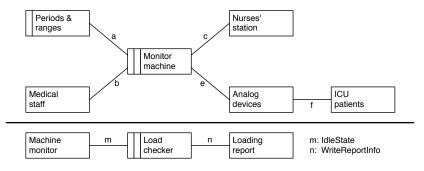
Each interface is a set of *shared phenomena*.

A phenomenon is an *event*, *state* or *value*.

Patient Monitoring Problem: Machine Domains



Patient Monitoring Problem: Machine Domains



Computers can also be given domains.

A machine domain of one problem can be a given domain of another.

E.g. a problem of analysing whether the monitor machine of the patient monitoring problem is overloaded.

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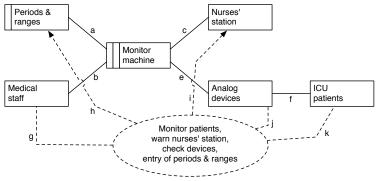
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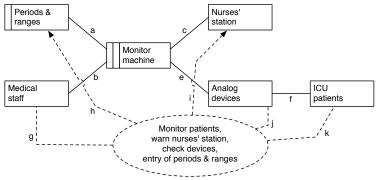
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Patient Monitoring Problem: Problem Diagrams



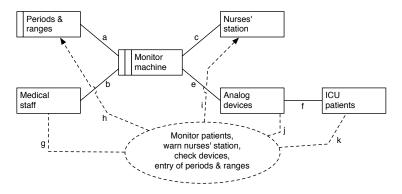
A *problem diagram* shows how requirements are related to problem domains.

Patient Monitoring Problem: Problem Diagrams

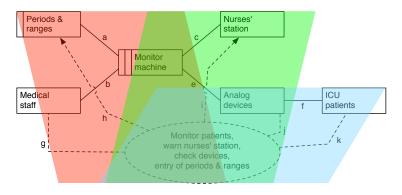


A *problem diagram* shows how requirements are related to problem domains.

- a *requirement* to be respected
 - a *requirement reference*: the requirement refers to phenomena of the connected domain
 - a *constraining requirement reference* the requirement constrains phenomena of the connected domain

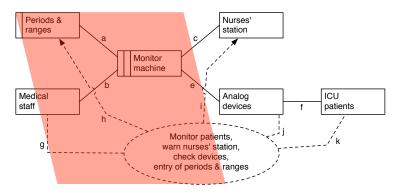


This problem diagram is too complex: the requirement mixes many aspects of the system.



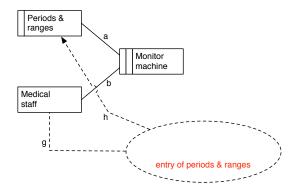
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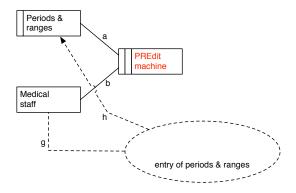
We should work on (smaller) *projections* of the diagram.

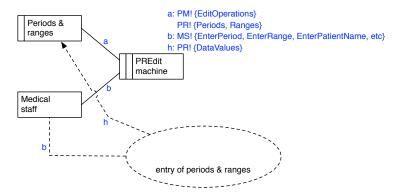


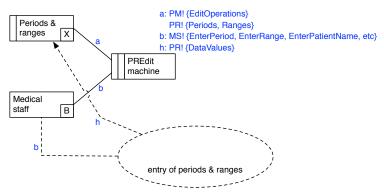
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a *lexical domain*: physical representation of data

В

- a *causal domain*: predicable relationship between phenomena, e.g., a motor
 - a *biddable domain*: usually consists of people, no predictable internal causality

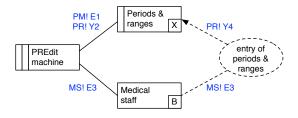
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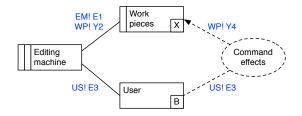
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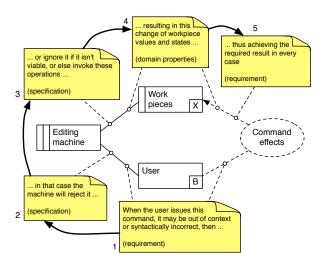


Patient Monitoring Problem: Problem Frame

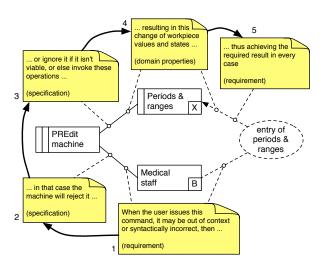


A *problem frame* captures and defines a commonly found class of simple subproblem.

Patient Monitoring Problem: Frame Concern



The *frame concern* provides an argument that the proposed machine ensures that the requirements are satisfied.



We can now apply the frame concern to our specific subproblem.

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Modelling With The UML

UML:

- Collection of notations used to document software specifications and designs
- Oriented towards implementation on a computer
- ▶ We look at:
 - Class diagrams
 - Message sequence charts
 - State chart diagrams
 - Use cases
 - The object constraint language

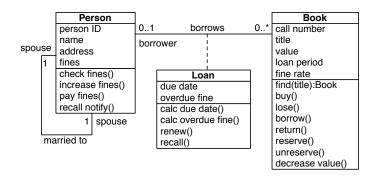
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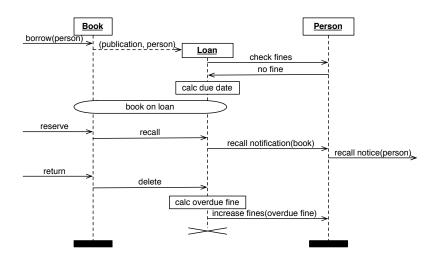
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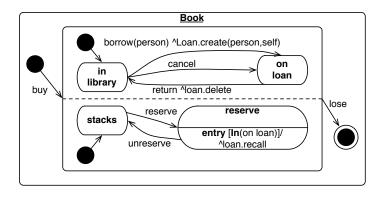
Library: Class Diagram



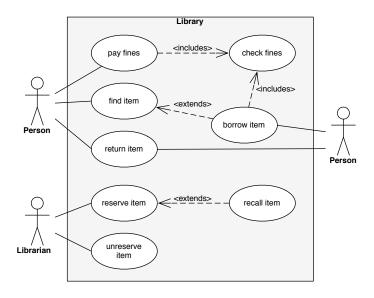
Library: Message Sequence Chart



Library: State Chart Diagrams



Library: Use Cases



Library: Object Constraint Language

