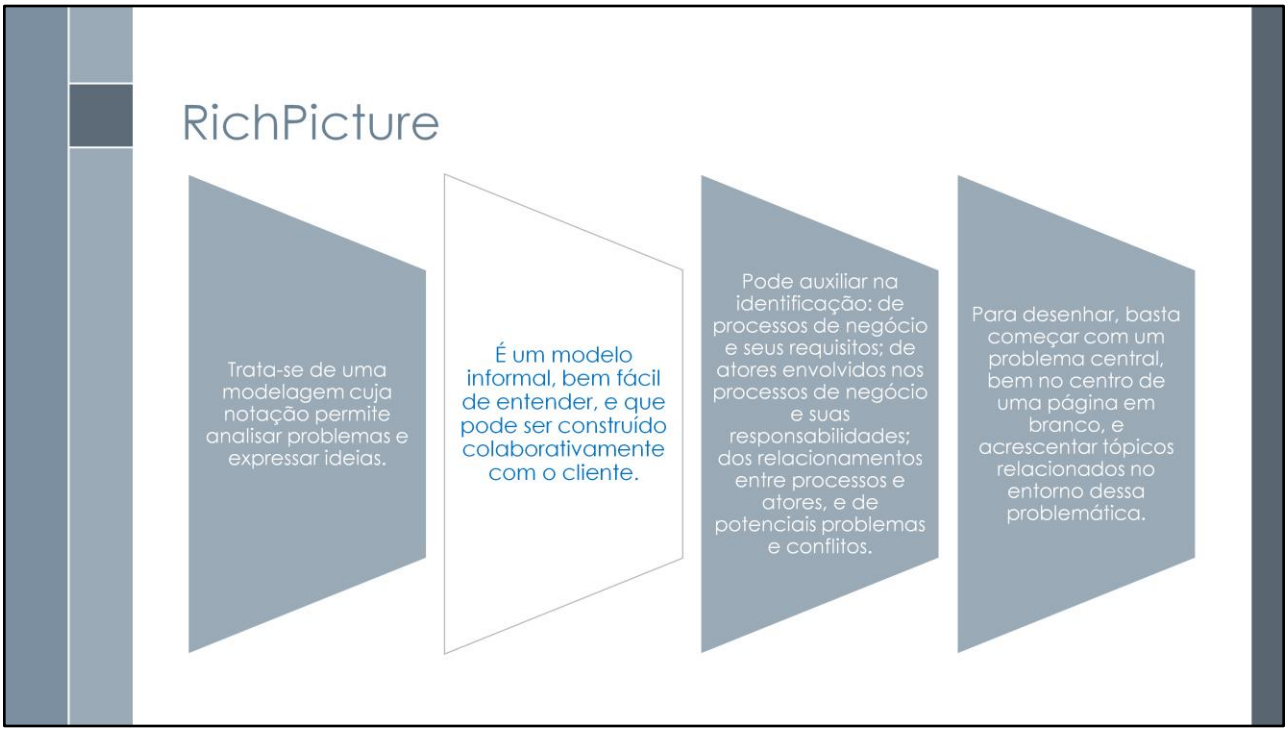

UnB
GAMA
Elicitação
Modelagem
Análise
Requisitos – Aula 04
Professores: Milene Serrano e Maurício Serrano

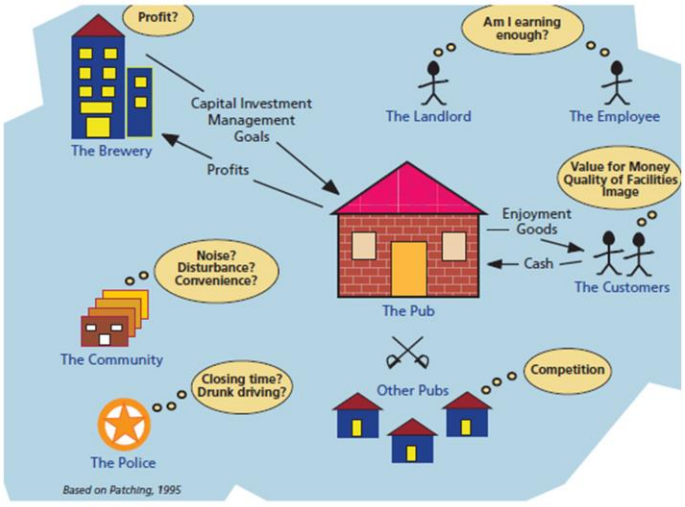
Pré-Rastreabilidade

RichPicture

RichPicture

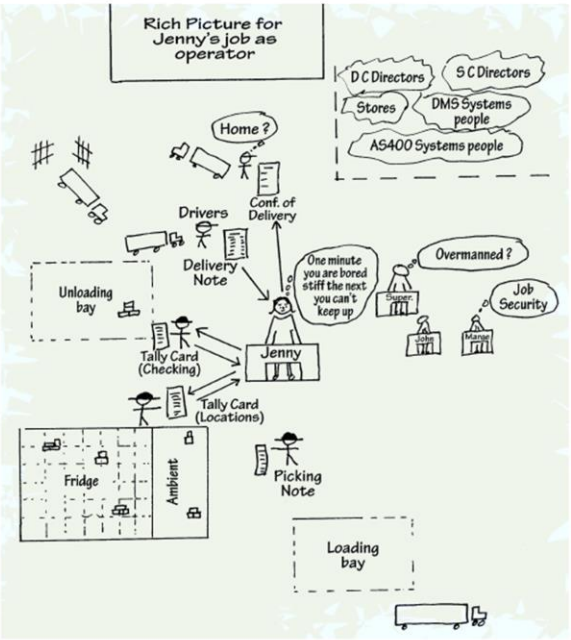


RichPicture



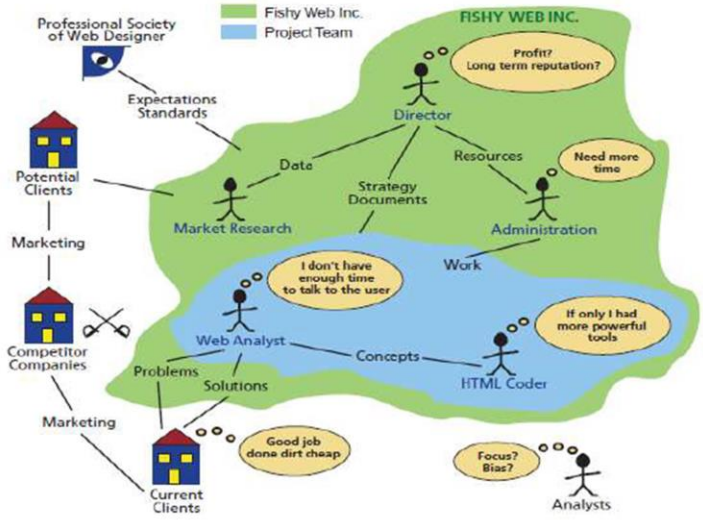
Exemplo I

RichPicture



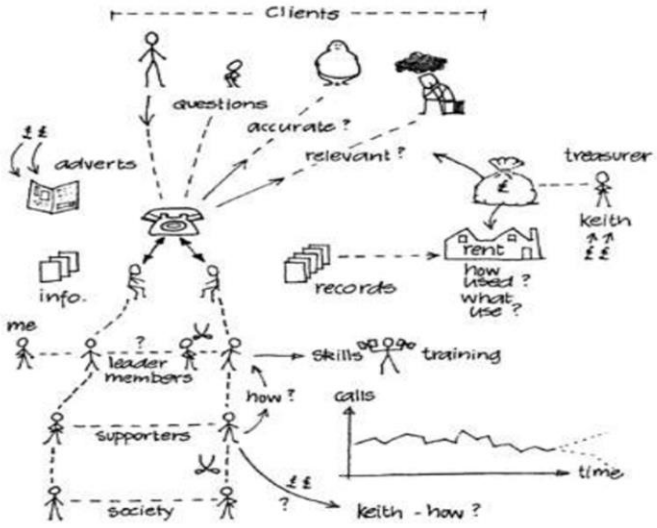
Exemplo II

RichPicture



Exemplo IV

RichPicture

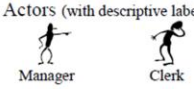


Nem todo RichPicture é bem feito. Muitas vezes, parecem incompletos, pois não são plenamente compreendidos.

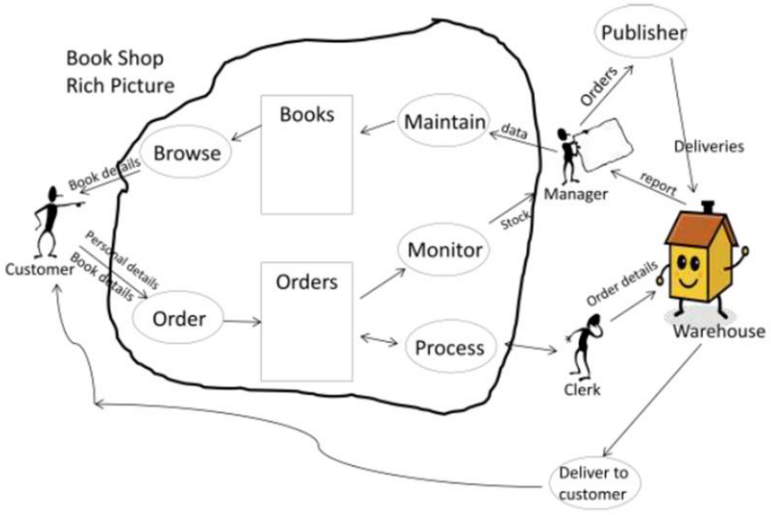
Exemplo V – Ruim - Incompleto

RichPicture

Alguns componentes, para começar...

Rich Picture Components	Comments
Actors (with descriptive labels)  	Actors are the users of your system. An actor may also represent a group of users; e.g., one manager plus five data clerks will still show two actors. An actor may carry out any number of operations. Represented graphically as matchstick people.
Operations (also known as processes or functions)  	Operations specify what the system does. Each operation is executed either by an actor or another operation. Represented graphically as circles or ovals, with a descriptive label inside.
Data stores (also known as tables)  	Data stores are essentially the tables in your database or files in the system. It is also necessary to show the type of data they contain. Only operations may read from or write to data stores. Represented graphically as rectangles.
Arrows  	Arrows show the direction of data (or information) flow amongst actors, data stores and operations. Arrows may cross the system boundary (see below). Represented graphically as single-headed arrows. Descriptive labels indicate the nature of the data or information flowing.
System boundary  (usually a solid like But my also be dashed)	The system boundary identifies those operations that you are responsible for (i.e., your area of responsibility), which means that your system must carry out everything that is inside the system boundary. You can ignore what is outside. Represented graphically as a circular line. Normally, this is the last thing you should add to your rich picture.

RichPicture



Exemplo III

RichPicture

Frequentemente utilizado em tempo de reunião, e juntamente com as técnicas:

- **Brainstorming**, desenhando RichPictures "on the fly"
- **Storyboarding**, desenhando os fluxos de atividades dos usuários para que sejam revistos, avaliados e refinados.
- **Paper-based Prototyping**, para representar early design no desenvolvimento de produtos de software.

RichPicture

Elementos para um RichPicture efetivo

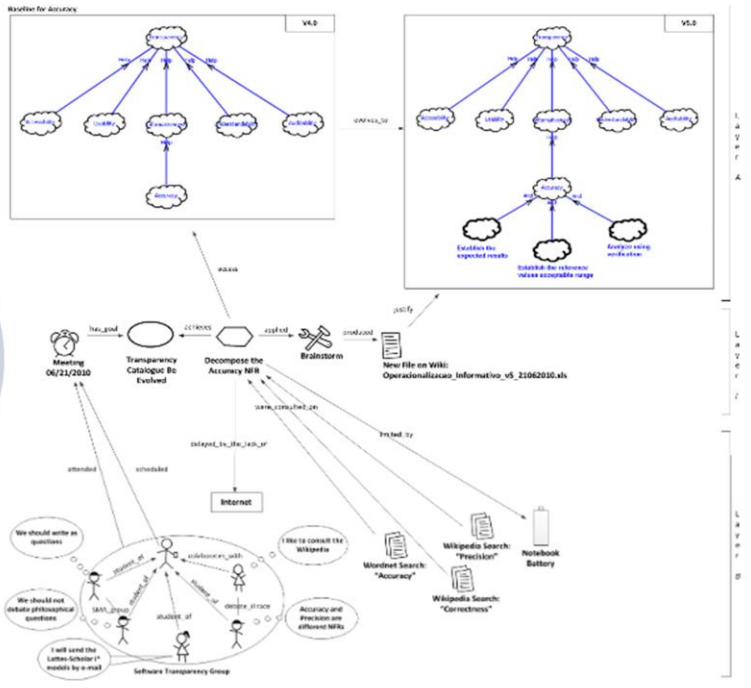
Table 1. Elements of an Effective Rich Picture

Element	Comment
1. Include *structure*	Include only enough structure to allow you to record the process and concerns. The latter requires that all the people who will use or could conceivably be affected by the introduction of the new system be included.
2. Include *process*	Do not attempt to record all the intricacies of process; a broad brush approach is usually all that is needed
3. Include *concerns*	Caricature the concern in a thought bubble (see Figures 1–3 for examples). A fuller explanation may be provided in a supplementary document
4. Use the language of the people depicted in it	This will make the rich picture comprehensible to your informants
5. Use any pictorial or textual device that suits your purpose	There is no correct way of drawing a rich picture. There are as many styles as analysts and the same analyst will find different styles useful in different situations

Apesar do slide conferir algumas diretrizes ou sugestões, é interessante não engessar a forma de construção de um RichPicture.
Trata-se de um desenho a mão livre.

RichPicture

Itrace rastreando o Requisito Não Funcional ***Accuracy***, decomposto em outros Requisitos Não Funcionais



ITrace

Similares ao RichPicture

5W2H. Consultem:
https://sites.google.com/site/planejaweb/5w2h

Mapa Mental. Consultem:
https://cepein.femanet.com.br/BDigital/arqPIBIC/1011321081B451.pdf
http://periodicos.unesc.net/sulcomp/article/download/1035/979

Referências

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2. [Open Access] Leite, Julio Cesar Sampaio do Prado. Livro Vivo - Engenharia de Requisitos. http://livrodeengenhariaderequisitos.blogspot.com.br/ (último acesso: 2017)

3. [Ebrary] Chemuturi, Murali. Mastering Software Quality Assurance : Best Practices, Tools and Technique for Software Developers. Ft. Lauderdale, US: J. Ross Publishing Inc., 2010.

4. Software & Systems Requirements Engineering: In Practice - Brian Berenbach, Daniel Paulish, Juergen Kazmeier, Arnold Rudorfer (Livro bem completo mas, não tem exemplar físico na biblioteca, nem mesmo consta na Ebrary)

5. Requirements Engineering and Management for Software Development Projects - Murali Chemuturi (Livro bem completo mas, não tem exemplar físico na biblioteca, nem mesmo consta na Ebrary)

Referências

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2. [BIBLIOTECA – 3 exemplares] Withall, Stephen. Software Requirement Patterns. Redmond: Microsoft Press, c2007. xvi, 366 p. ISBN 978735623989.

3. [BIBLIOTECA - vários exemplares] Leffingwell, 2011, Agile Software Requirements, http://www.scaledagileframework.com/ (último acesso: 2017)

4. [Ebrary] Evans, Isabel. Achieving Software Quality Through Teamwork. Norwood, US: Artech House Books, 2004.

5. [Ebrary] Yu, Eric, Giorgini, Paolo, and Maiden, Neil, eds. Cooperative Information Systems: Social Modeling for Requirements Engineering. Cambridge, US: MIT Press, 2010.

6. [Open Access] Slides disponíveis em: https://www.wou.edu/~eltonm/Marketing/PP%20Slides/ (último acesso: 2017)


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Orientações?
Sugestões?
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