



People matter, results count.

#### Agenda

- Why do we need software specification?
- Software specification in an agile context
- Software then and now
- What does software specification look like?

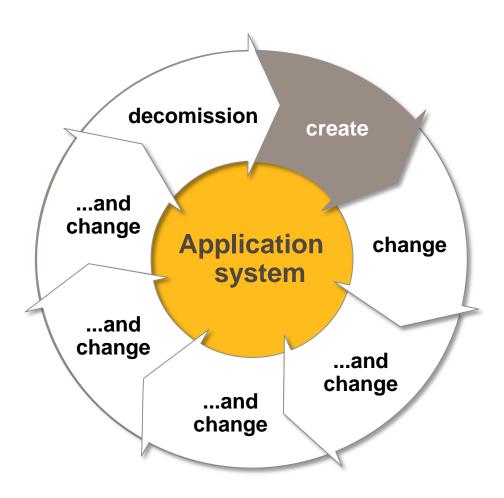


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# Business-critical application systems are operated and maintained for a long time





## Specifications enable good system design and maintenance

## New systems and changes can be described prior to implementation

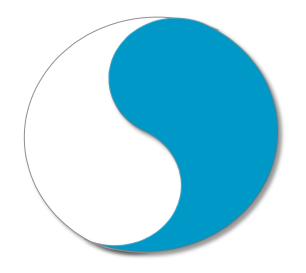
- Basis for customer communications
- customer "sees" his system, even before it is built
- Reduces the risk of "building the wrong system"
- Reduces the risk of incomplete changes during maintenance



#### Goals of the software specification

#### The software specification describes an application system ...

Comprehensive enough for customer



Detailed enough for developer



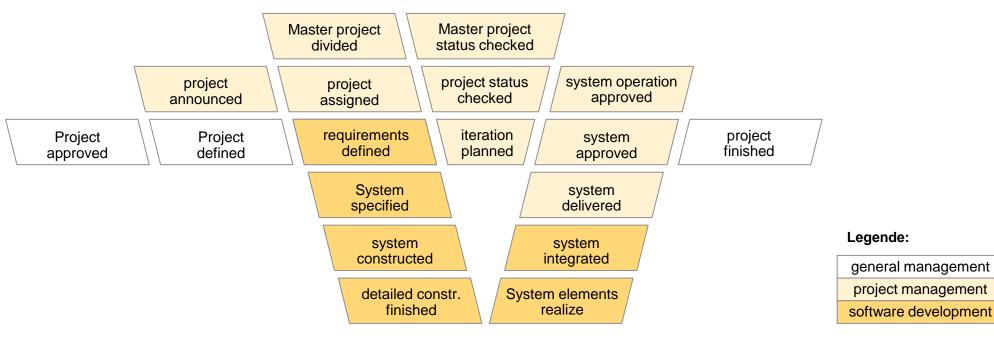
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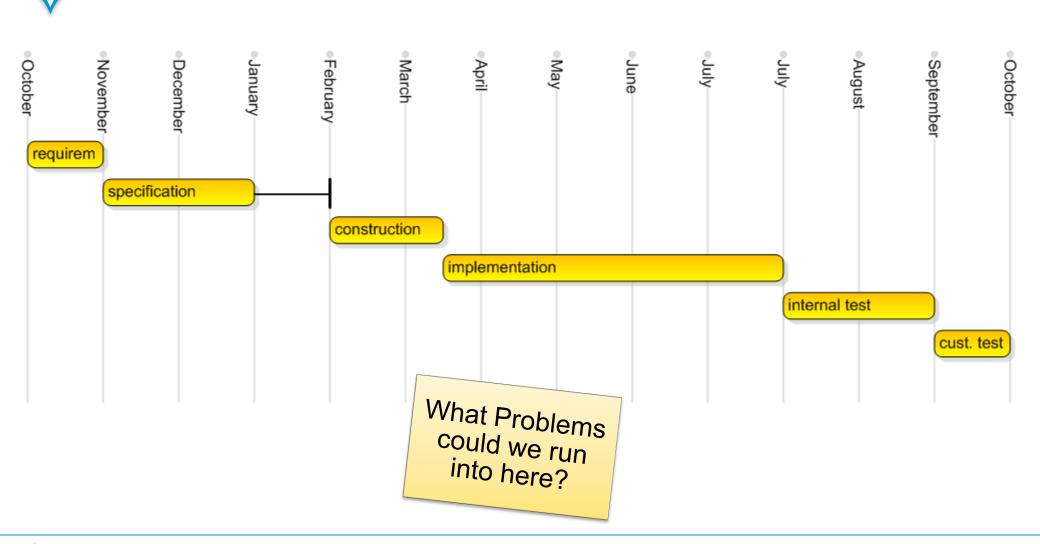
## V-Modell XT: for waterfall projects AND iterative projects





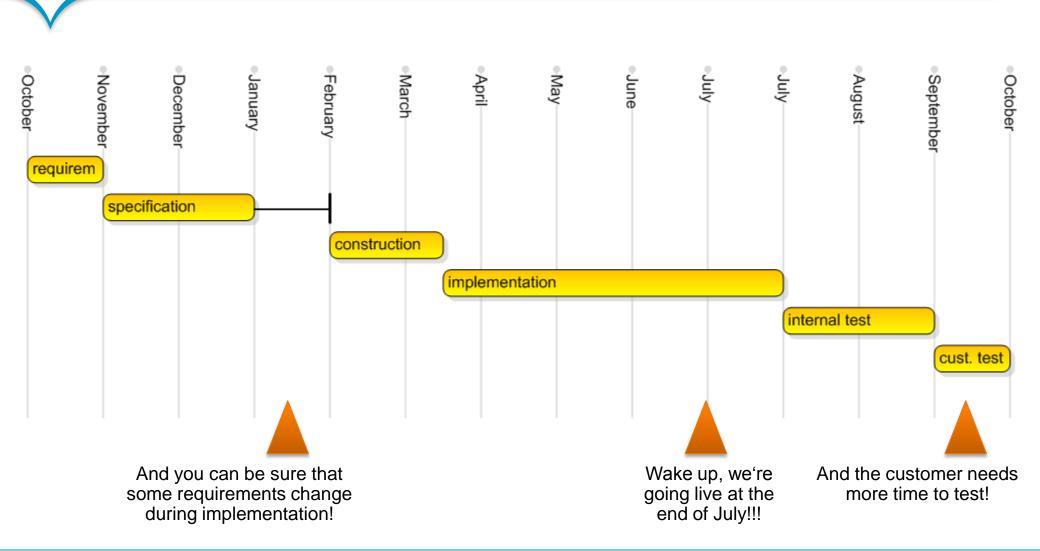


#### The project plan we dream of in a waterfall model



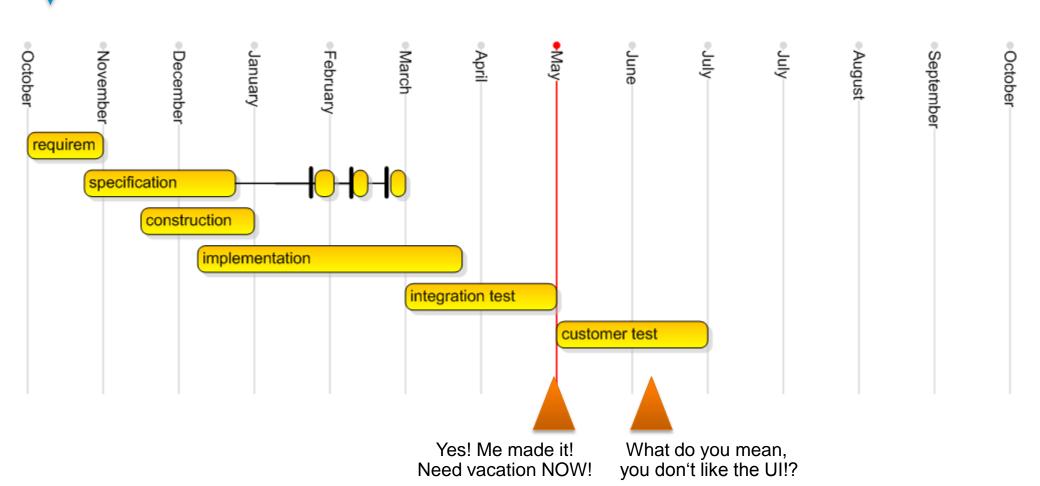


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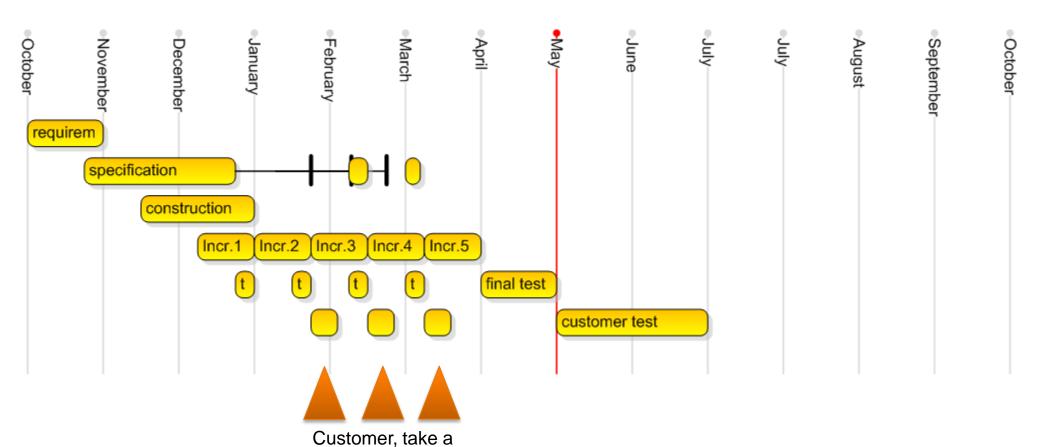


#### The usual project plan in a waterfall model





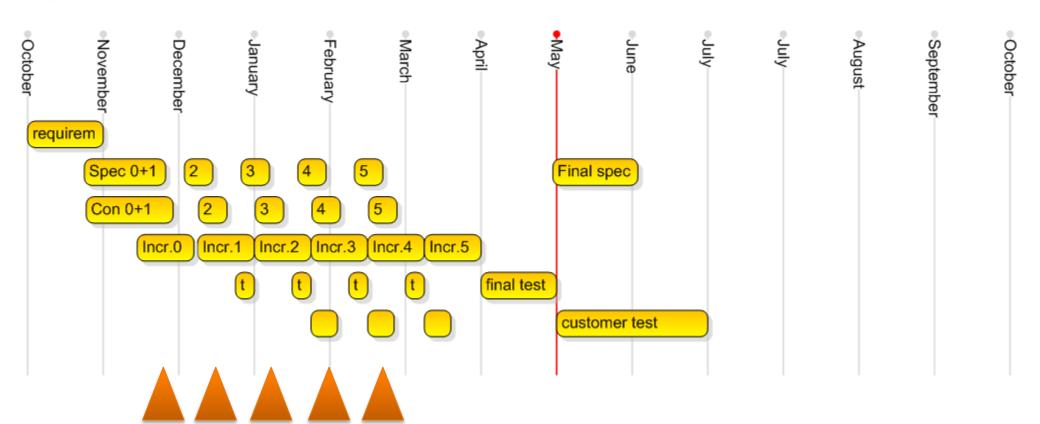
#### Incremental implementation

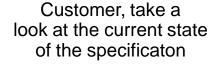


look at what we've got and give us feedback!



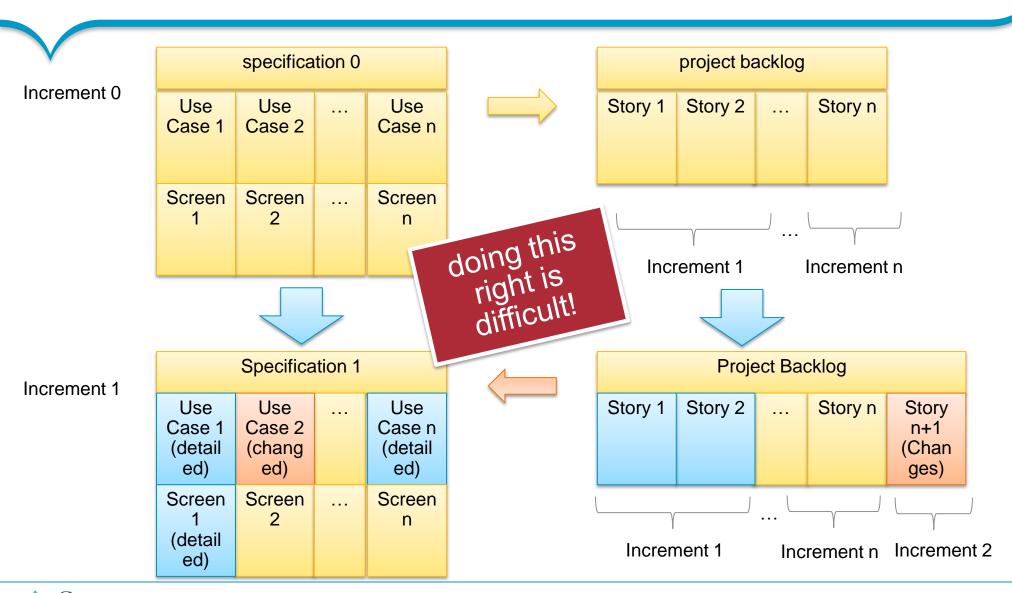
#### Incremental specification, construction and implementation







### specification vs. project backlog





#### specification vs. project backlog

Typical agile projects don't do specification

But we need to enable longterm maintenance

Microsoft Word as a tool feels outdated here!



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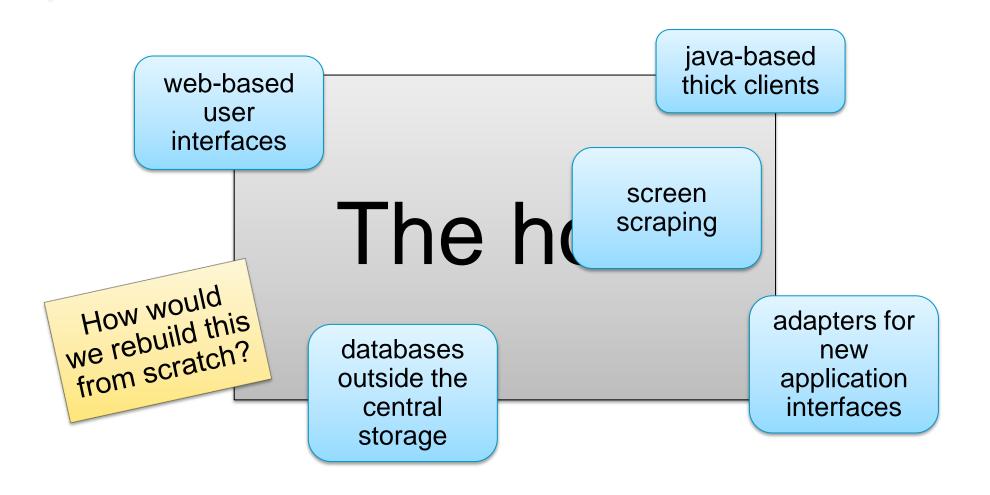


#### What software looked like in the 80s

### The host

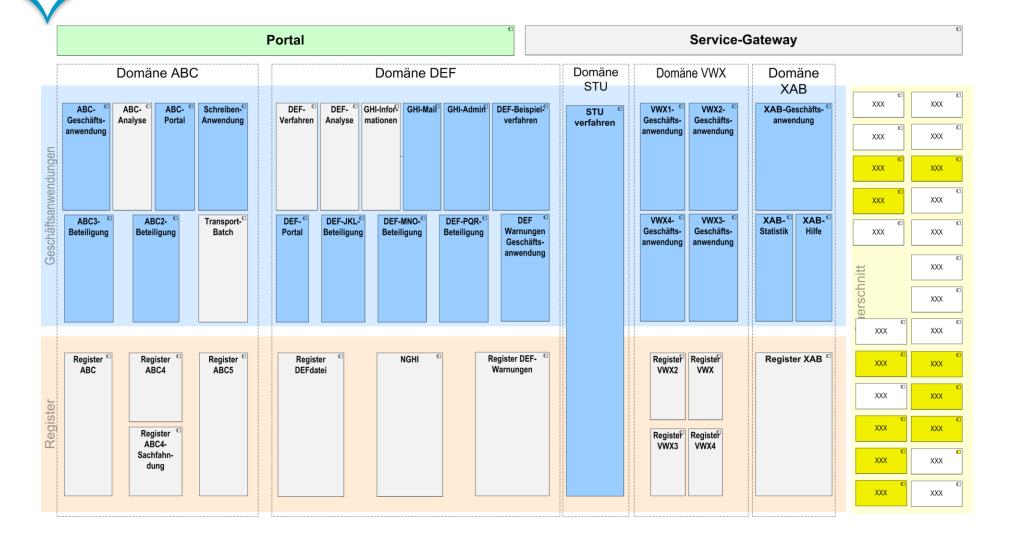


### The same software 20 years later



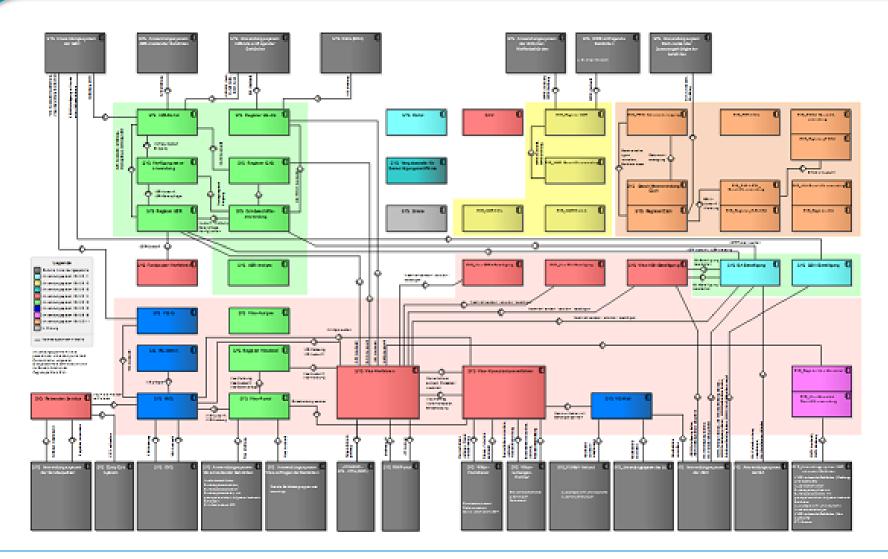


# a more modern approach: a network of independent applications





# a more modern approach: a network of independent applications



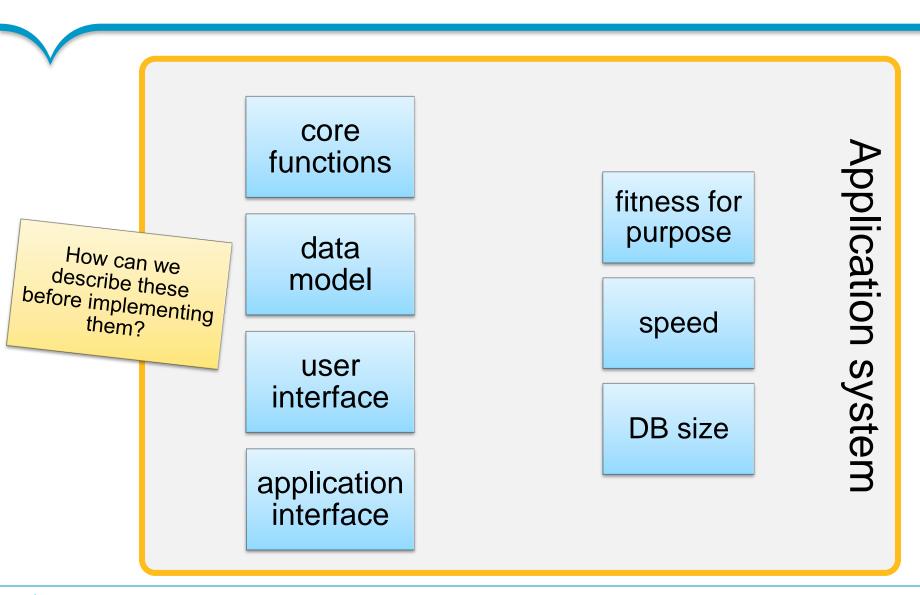


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#### Parts of an application system





#### How can we describe these?

### Description using...

- Pseudocode
- unstructured
   Plaintext
- Structured plaintext
- UML-modelling
- Screen prototyping

#### Methods

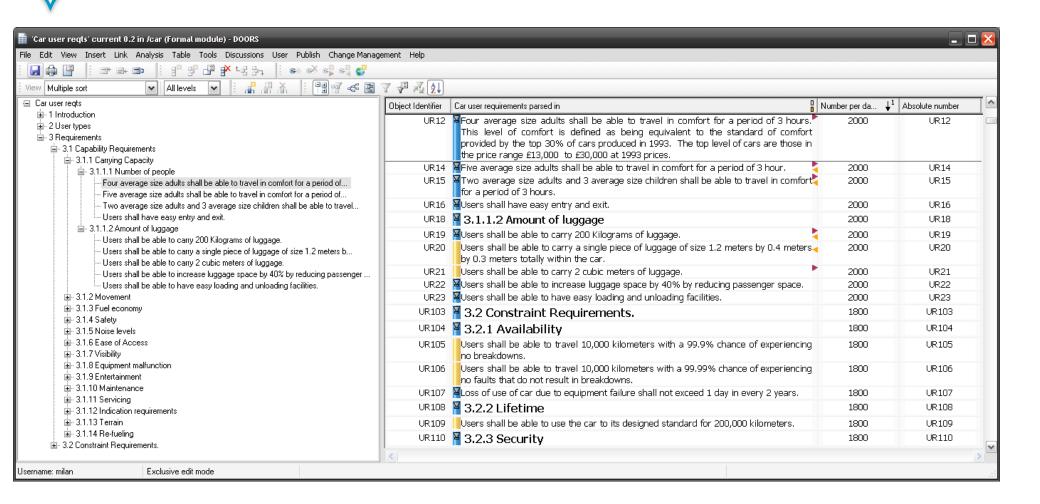
- Model-driven development
- Rational unified process (use cases)
- Agile / scrum (user stories)

#### **Focus**

- On core functions
- On application interface
- On user interface
- On data?

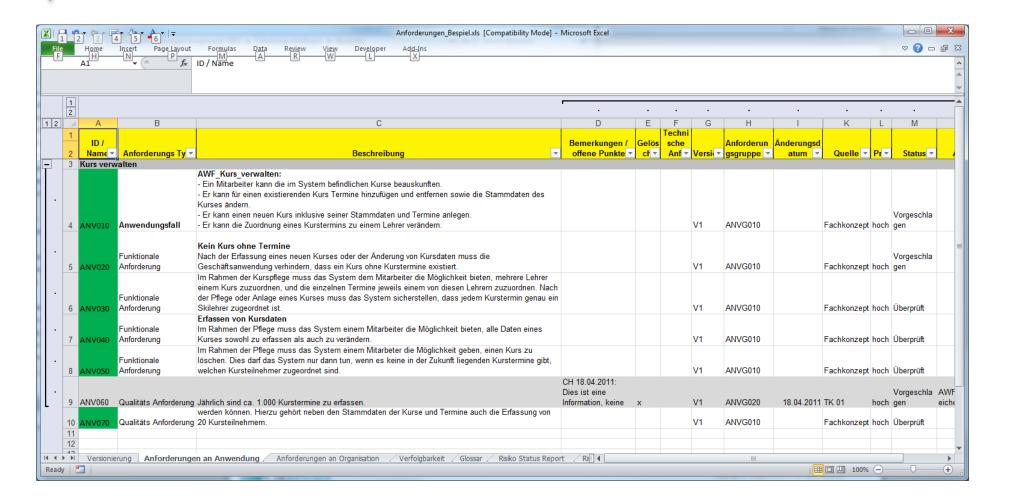


#### Requirements + Specification in IBM Rational Doors



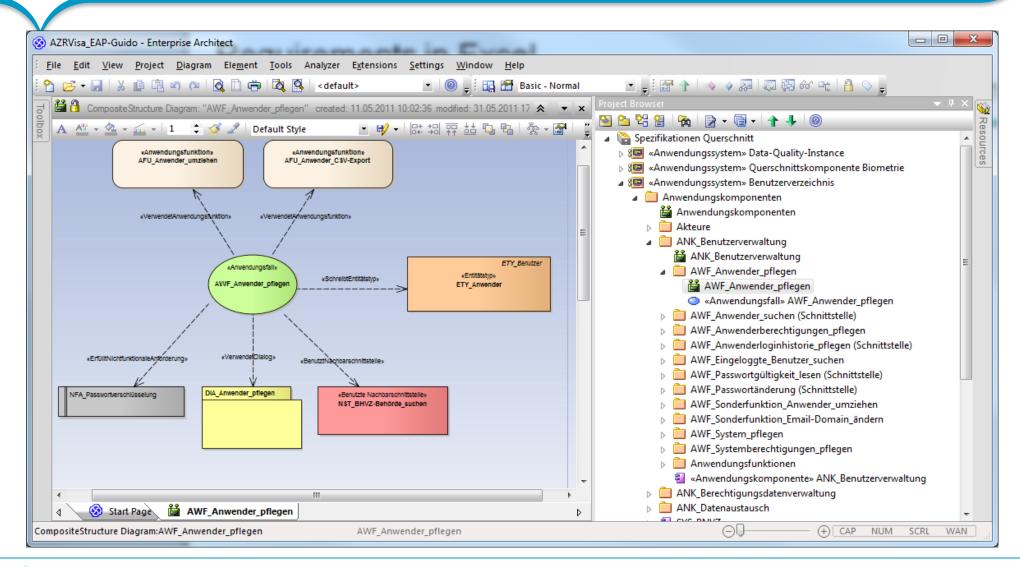


### Requirements in Excel, Specification in Sparx Enterprise Architect and MS Word



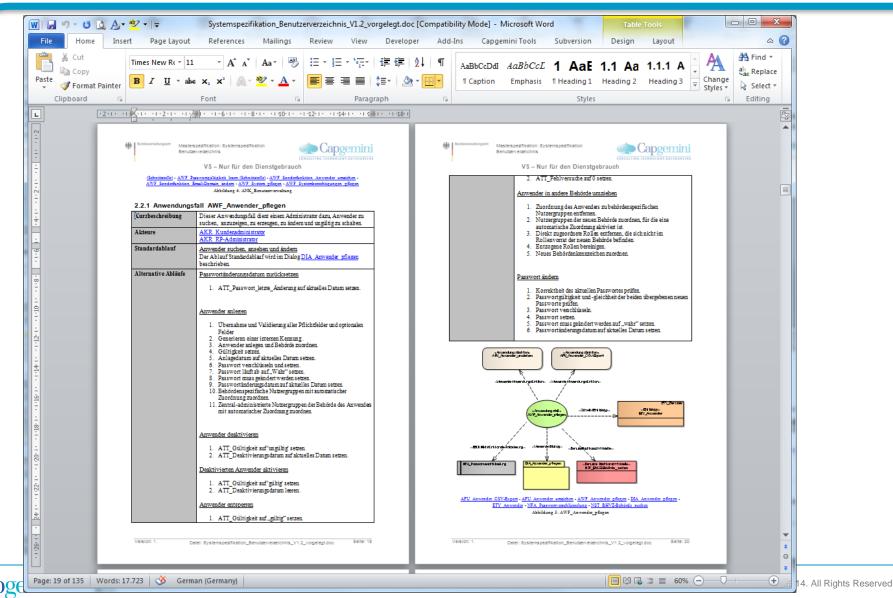


### Requirements in Excel, Specification in Sparx Enterprise Architect and MS Word





### Requirements in Excel, Specification in Sparx Enterprise Architect and MS Word



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# Requirements, tests, bugs, user stories in Bugtracking tool, Specification in a powerful Wiki

Idea: web based solution

Enables deep linking btw. all kinds of artifacts

Needs explicit versioning and branches

Use changes btw. versions

Difficult: Longform text editing in wiki source

Difficult: UML design in same versioning system as wiki text!?





#### Which is the right toolchain for our project?

customer standards

team know how project size

licence fees



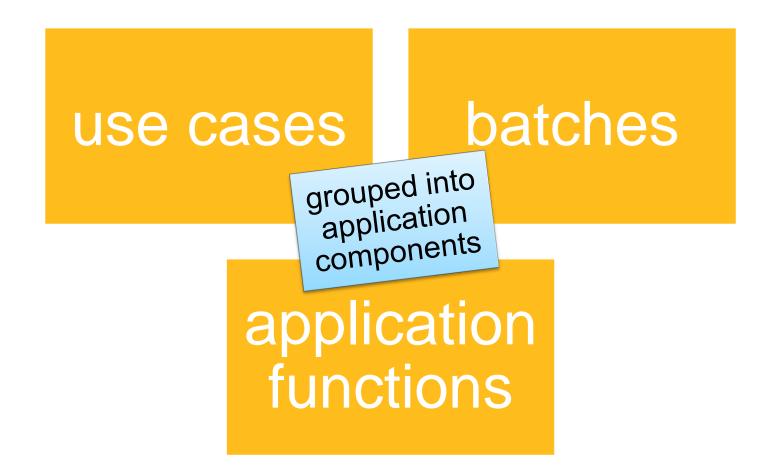


### Parts of an application system: Using the Capgemini specification method

#### Nonfunctional core functions properties Cross sectional concepts use cases Application Nonfunctional application functions requirements batches data model entity types data types user interface system dialogs print output application interface provided interfaces used interfaces



#### The system's core functions





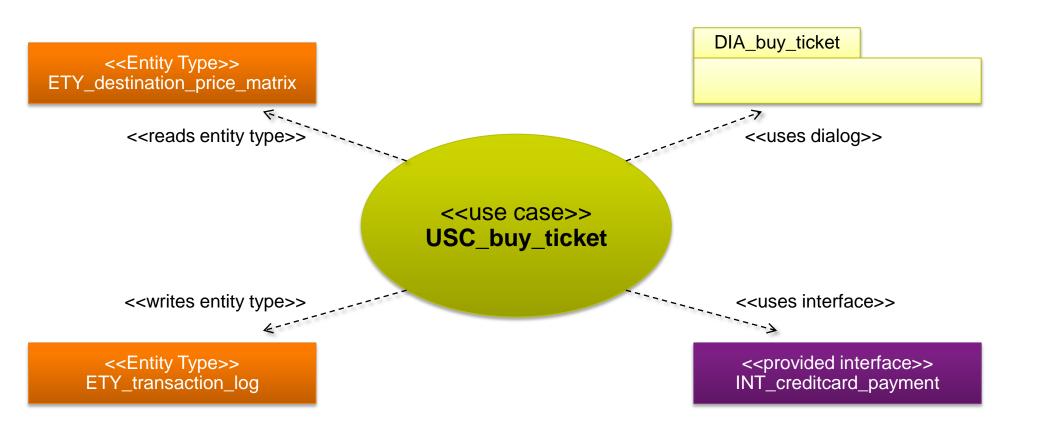
# A use case describes a core functionality of the application system as a sequence of steps

#### **Use Case USC\_pay\_ticket**

description	The passenger pays his public transport ticket using money or a credit card.
actor	ACR_passenger
precondition	The passenger has selected his destination.
standard sequence	Buy ticket with cash  1. Vending machine shows the amount due.  2. Passenger inserts at least the amount due in coins and/or bills. If he cancels the transaction or a timeout occurs before enough money is inserted, the machine returns his money and the use case ends.  3. Vending machine prints the ticket with current date and destination (print output PRO_ticket)
alternative sequences	Buy ticket with credit card
	•••

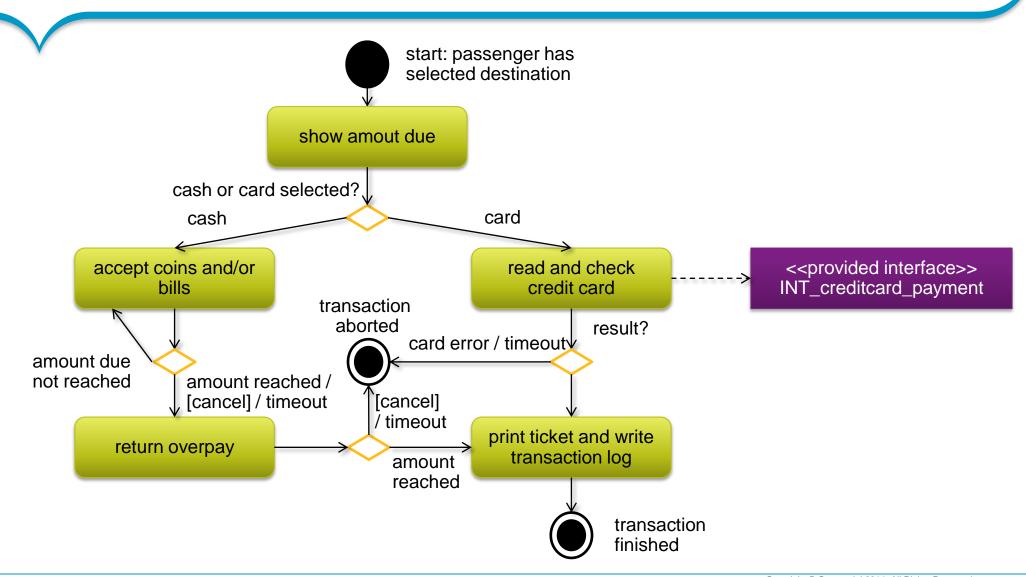


## The use case diagram shows all artefacts connected to the use case





# the activity diagram shows flow of steps for all sequences and interface usage





#### Use case functions encapsulate actions...

...that are needed by many use cases

...that cannot be described in a single sentence

or



#### Batches...

are like use cases

but called on command line or via timers by operations people



#### The system's data model



grouped into model components data types

defined globally



### Example: Data model of a ticket vending machine

0..\*

## <<Entity type>> ETY\_destination

- ATT\_Name: DTY\_Text
- ATT\_Location: DTY\_Geolocation

1

#### <<Entity type>> ETY\_transaction\_log

- ATT\_timestamp: DTY\_timestamp
- ATT\_successful: DTY\_boolean
- ATT\_amount\_due: DTY\_amount
- ATT\_payment\_method: DTY\_payment\_method
- ATT error: DTY text
- ATT\_error\_id: DTY\_error\_id

### <<Entity type>> ETY\_destination\_price\_matrix

- ATT\_destination\_price\_grownup
- ATT\_destination\_price\_child



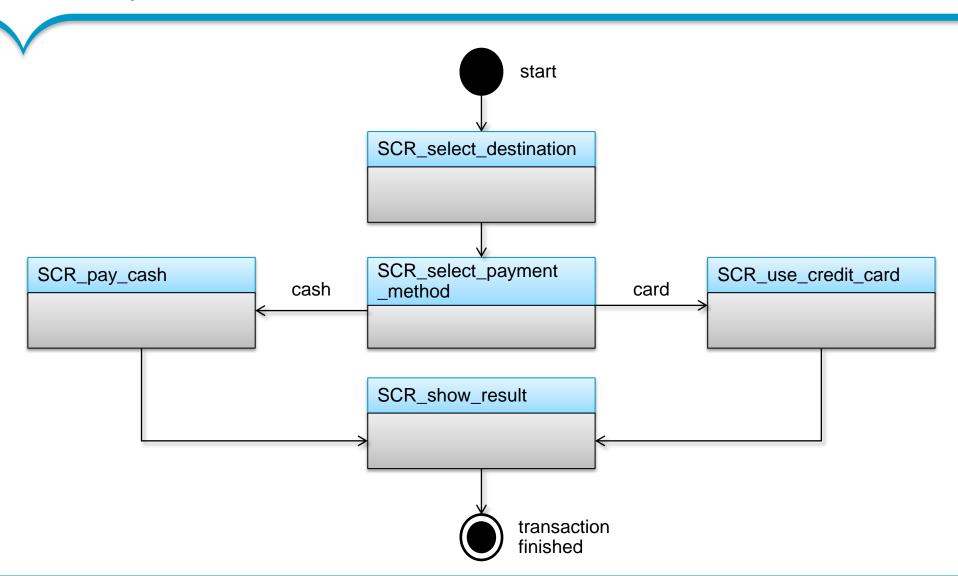
#### The system's user interface

dialogs

print outputs



## A dialog describes a sequence of screens. Example: DIA\_buy\_ticket





## Screen mockups show a typical representation of the screen



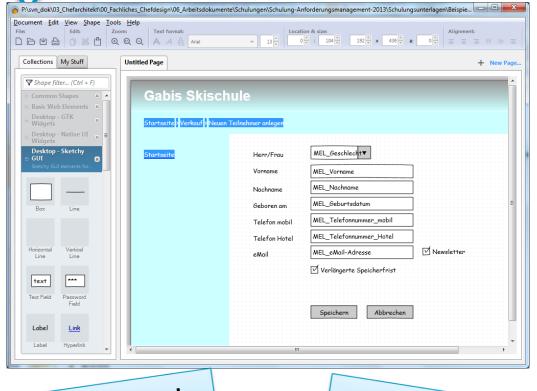


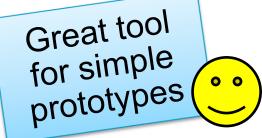






### UI Prototyping tool "Evolus pencil"

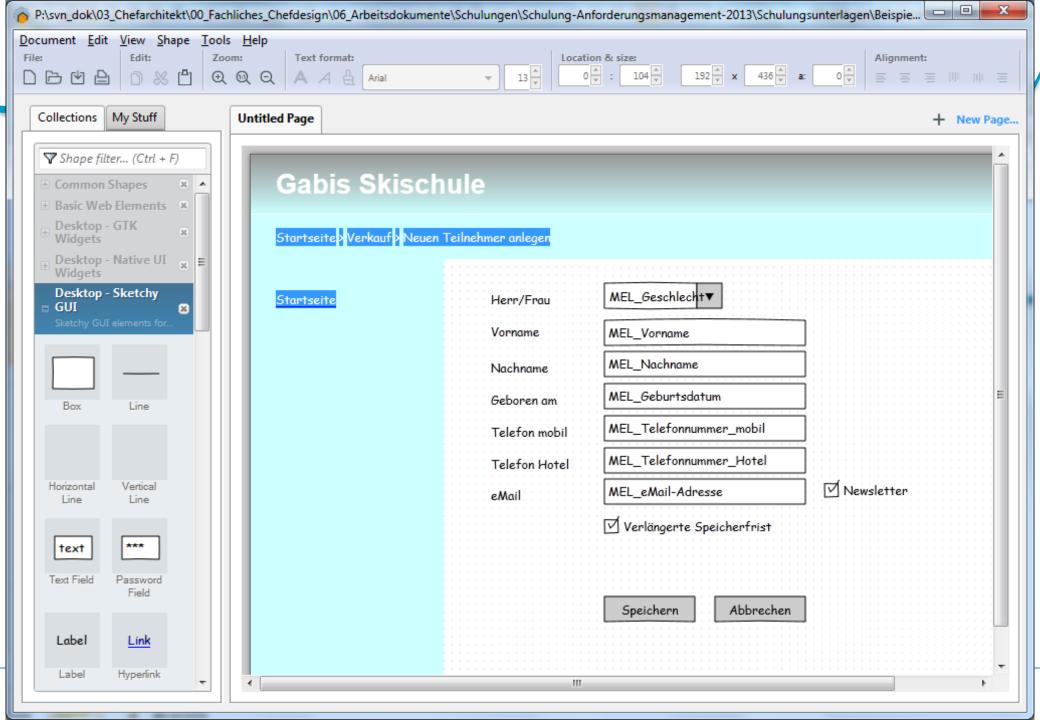




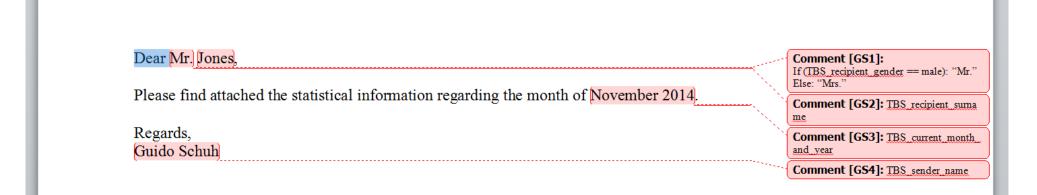
Not powerful enough for detailed description of modern UI







#### Print outputs





### The system's application interface

# provided interfaces

Described in detail

# used interfaces

reference to other system



#### provided interfaces

<<pre><<pre><<pre>NST\_get\_destations

<<uses as parameter>>

<<Interface Entity type>> NSE\_destination\_request

NSA\_destination\_name: DTY\_Text <<Interface Entity type>>
NSE\_destination

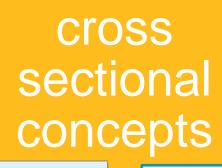
<<returns>>

- NSA\_Name: DTY\_Text
- NSA\_Location: DTY\_Geolocation

Plus text description: Which use cases are called depending on given parameters Typically, entities are returned in a tree structure, designed like data model



#### The system's nonfunctional properties



logging, protocols, security, etc.

Register Factory blueprints

## nonfunctional requirements

How many concurrent users?

How much data?

How fast?

Special security needs?



#### Summary

#### Choose your weapons

- Depending on project context
- Describe only what you need
- Describe it in the way that works for you and the customer

#### Divide and conquer

- From system landscape down to application function
- Keep every level straightforward

#### Track your changes

- From requirements
- To specification
- To implementation
- To test
- To delivery



#### Questions?

Feel free to ask!





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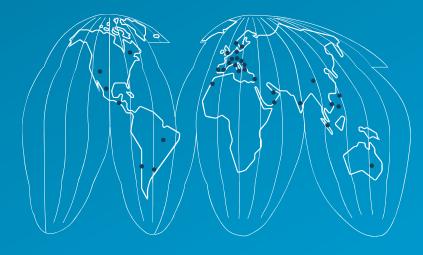


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