

Requirements Gathering

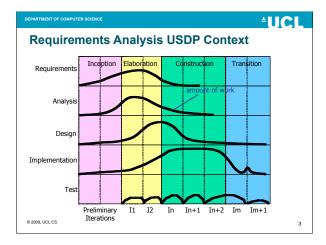
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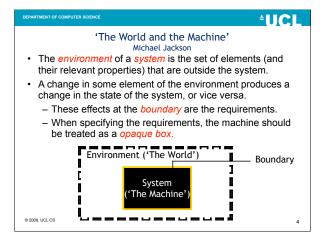


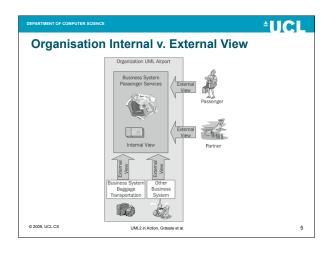
Requirements Analysis Definition

- Requirements analysis is the activity in which we are figuring out what we have to build.
 - Discover and reach agreement with customer on what the system has to do.
 - Create a high level specification of this understanding.
- NOTE: A system may not always have an identifiable customer who sets the requirements.
 - Some software is developed according to an organisation's perception of market demand.
 - For example: Office Suite software, shrink-wrap packages.
 - Nevertheless, requirements still must be specified in order to guide later stages of development.

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System Boundary Setting boundaries is very important when analysing and designing a system. Limits the 'problem space' to be considered. Example: Design of a new computer-controlled car. Are the repair shops, refuelling stations and parts supply part of the system you are designing or not? How much do they affect the design of the car? Can you change them? How much would changes in them affect your design?

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Why Are Requirements Important?

- · 'The hardest single part of building a software system is deciding precisely what to build. No other part of the conceptual work is as difficult as establishing the detailed technical requirements, including all the interfaces to people, to machines, & to other software systems. No other part of the work so cripples the resulting system if done wrong. No other part is more difficult to rectify later.
- · Fred Brooks in 'The Mythical Man Month'

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Cost ratio
1
3-6
10
15-40
30-70
40-1000

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The Starting Point

- · Problem statement
 - 'You have been contracted to develop a computer system for a university library. The library currently uses a 1980s program, written in an obsolete language, for some simple bookkeeping tasks, and a card index for user browsing. You are asked to build an interactive system that handles both of these aspects."
- · Need to construct detailed requirements on what the application should do.
 - Determine boundary and interfaces.
 - Elaborate functions, features, behaviours.

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Functional and Non-Functional Requirements

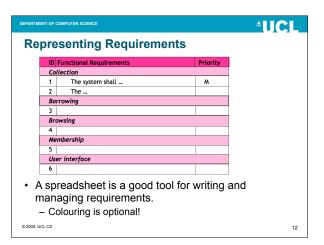
- · Functional: What the system should do.
 - Example: The library system shall provide a facility for identifying a library user.
 - Example: The library system shall provide a reminder when a book is overdue
- · Non-functional: How the system is supposed to be.
 - Specify criteria used to judge operation of a system.
 - Also a constraint, quality attribute or QoS.
 - Example: The library system shall authenticate a library customer in five seconds or less.
 - Example: The library system shall communicate with borrowers

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≜UCL Writing a Requirement <id> The <system> shall <function> unique identifier name of system keyword function to be performed e.g. "32 The ATM system **shall** validate the PIN number." · Aim for a uniform sentence structure.

- Each requirement should focus on a single distinct feature or behaviour.
 - Should not be too vague or abstract.
 - Or be too general or imprecise.
 - Or include implementation information.
 - e.g., names are stored in the Name table of the database.
- · Maintain a consistent level of detail.

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Requirements Prioritisation

- The 'MoSCoW' Approach
 - M: Must Have
 - · Mandatory requirements that are fundamental to the system.
 - S: Should Have
 - · Important requirements that could be omitted in early versions
 - C: Could Have
 - Requirements that can be omitted without reducing the value of the application significantly.
 - · Depends on time, budget and resource availability.
 - W: Won't Have (this time around)
 - · Requirements that can wait.

• 'Bells and whistles', decorations.

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Requirements Categorisation

- Can be tens, hundreds, thousands of requirements.
- Group related requirements together in categories.
 - For example:
 - · Book management
 - · Library user management
 - Admin
- All requirements should have an ID or number.
 - May want a hierarchical numbering system.

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