

Software Requirements

www.cs.uoi.gr/~zarras/http://www.cs.uoi.gr/~zarras/se.htm

Slides material sources:

Software Engineering - Theory & Practice, S. L. Pfleeger

Introduction to Software Engineering, I. Sommerville

SWEBOK v3: IEEE Software Engineering Body of Knowledge

IEEE Recommended Practice for Software Requirements Specifications

Software requirements
fundamentals

What is a software requirement?

What is a requirement?

At its most basic, a **requirement** is a **property** that must be **exhibited** by a software in order **to solve some problem** in the **real world**.

SWEBOK v3: IEEE Software
Engineering Body of Knowledge

It may **range** from a **high-level abstract statement** of a **service** or of a system **constraint** to a **detailed** mathematical functional **specification**.

How can we classify requirements?

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Product / Process requirements

Functional / Non-functional requirements

System / Software requirements

What makes them so important?

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According to a large scale empirical study (> 8000 projects) done by Standish in 1995 they are amongst the **top factors** that **cause a project to fail**.

- Incomplete requirements (13.1%)
- Lack of user involvement (12.4%)
- Unrealistic expectations (9.9%)
- Lack of executive support (9.3%)
- Changing requirements and specifications (8.7 %)
- Lack of planning (8.1%)
- System no longer needed (7.5%)

What is a functional requirement?

What is a functional requirement?

A **functional requirement** describes a function/service that the software is to **execute/provide**.

Sometimes known as **capability** or **feature**.

What is a non functional requirement?

What is a non functional requirement?

A **non-functional requirement** is a **constraint** on the **provided functions/services**.

Sometimes known as **constraints** or **quality requirements**.

Can be further classified according to whether they are **performance** requirements, **maintainability** requirements, **safety** requirements, **reliability** requirements, **security** requirements, **availability** requirements, **interoperability** requirements.... or any other quality attribute....

What makes a good software requirement specification (SRS)?

It should be **correct**



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An SRS is **correct** if, and only if, **every requirement** stated therein is one that the **software should/shall meet**.

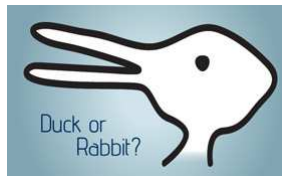
There is **no tool** or procedure that ensures correctness.

The SRS should be compared with any applicable **superior specification**, such as a system requirements specification, with other **project documentation**, and with other applicable standards, to ensure that it agrees.

Alternatively the **customer** or **user** can determine if the SRS correctly reflects the actual needs.

It should be **unambiguous**

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An SRS is **unambiguous** if, and only if, **every requirement** stated therein has only **one interpretation**.

As a **minimum**, this requires that each **concept/characteristic** of the product be described using a single **unique term**.

It should be **complete**

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An SRS is **complete** if, and only if it includes:

All **significant requirements**.

Definition of the **responses** of the software to all **realizable classes of input data** in all **realizable classes of situations**. Note that it is important to specify the responses to both **valid** and **invalid** input values.

Full **labels** and **references** to all figures, tables, and diagrams in the SRS and **definition** of all **terms** and **units of measure**.

It should be consistent

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Software Requirements Specifications



SRS is **internally consistent** if, and only if, **no subset of individual requirements** described in it **conflict**.

Consistency refers to **internal consistency**. If an SRS does not agree with some **higher-level document**, such as a system requirements specification, then it is **not correct**.

It should be consistent

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Software Requirements Specifications



The specified **characteristics of real-world concepts** may **conflict**.

For example:

- a) The format of an output report may be described in one requirement as tabular but in another as textual.
- b) One requirement may state that all lights shall be green while another may state that all lights shall be blue.

It should be consistent

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Software Requirements Specifications



There may be **logical** or **temporal conflicts** between two specified actions.

For example one requirement may state that A must always follow B, while another may require that A and B occur simultaneously.

It should be consistent

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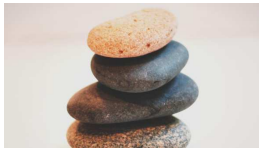


Two or more **requirements** may describe the **same real-world object** but use **different terms** for that object.

For example, a program's request for a user input may be called a prompt in one requirement and a cue in another.

It should be ranked for importance

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An SRS is **ranked** for **importance** if and only if **each requirement** in it has an **identifier** to indicate the **importance** of that particular requirement.

Essential - Implies that the software will not be acceptable unless these requirements are **provided** in an agreed manner.

Conditional - Implies that these are requirements that would enhance the software product, but **would not make it unacceptable** if they are absent.

Optional - Implies a class of functions that may or may not be worthwhile. This gives the supplier the opportunity to propose something that exceeds the SRS.

It should be ranked for stability

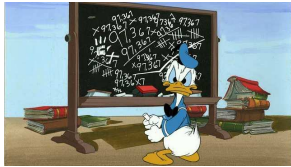
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An SRS is **ranked** for **stability** if and only if **each requirement** in it has an **identifier** to indicate the **stability** of that particular requirement.

Stability can be expressed in terms of the **number of expected changes** to any requirement based on **experience** or **knowledge** of **forthcoming events** that affect the organization, functions, and people supported by the software system.

It should be verifiable



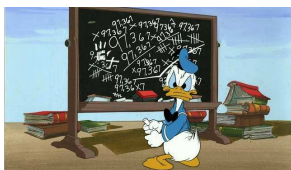
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An SRS is **verifiable** if, and only if, **every requirement** stated therein is **verifiable**.

A **requirement** is **verifiable** if, and only if, **there exists** some **finite cost-effective process** with which a person or machine **can check** that the **software product** meets the **requirement**.

In general any **ambiguous** requirement is not **verifiable**.

It should be verifiable



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Examples of non-verifiable requirements are statements such as:

“works well”, “good human interface” and “shall usually happen”

An example of a verifiable statement is:

Output of the program shall be produced within 20 s of event X 60% of the time; and shall be produced within 30 s of event Y 100% of the time.

This statement can be verified because it uses **concrete** terms and **measurable quantities**.

It should be modifiable



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An SRS is **modifiable** if, and only if, its structure and style are such that any **changes** to the **requirements** can be **made easily**.

SRS must have a coherent and **easy-to-use organization** with a **table of contents**, an **index**, and explicit **cross-referencing**.

Not be **redundant** (i.e., the same requirement should not appear in more than one place in the SRS).

Express **each requirement separately**, rather than intermixed with other requirements.

It should be traceable



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An SRS is traceable if the **origin** of each of its requirements is **clear** and **facilitates** the **referencing** of each requirement in **future development** or **documentation**.

Backward traceability - each requirement must explicitly reference its **source** in **earlier documents**.

Forward traceability - each requirement in the SRS must have a **unique name** or **reference number**.

Software requirements process & techniques

Where do we start from?

Requirements elicitation



"Yes, I'm a real Genie... but you're asking me to understand your client's requirements and even I can't do that!"

Requirements elicitation is the **first stage** in building an **understanding** of the **problem** the software is required to solve.

It is fundamentally a **human activity** and is where the **stakeholders** are identified and **relationships** established between the **development team** and the **customer**.

It is variously termed **requirements capture**, **requirements discovery**, and **requirements acquisition**.

How do we collect requirements?

Elicitation techniques



Interviews - Interviewing stakeholders is a “traditional” means of eliciting requirements.

Types of interviews

Closed interviews based on pre-determined list of questions

Open interviews where various issues are explored with stakeholders.

Effective interviewing

Be **open-minded**, avoid pre-conceived ideas and be **willing to listen** to stakeholders.

Prompt the interviewee using a **springboard question**, a **requirements proposal**, or by working together on a **prototype** system.

Elicitation techniques



Interviews in practice

Normally a **mix** of **closed** and **open-ended** interviewing.

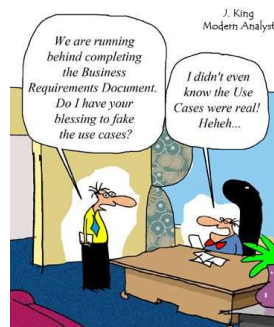
Interviews are **good** for getting an **overall understanding** of **what stakeholders do** and **how they might interact with the system**.

Interviews are **not good** for understanding **domain requirements**

Requirements engineers cannot understand specific **domain terminology**;

Domain experts are so **familiar** with domain knowledge that find it hard to **articulate** what is **useful** or filter what **isn't**.

Elicitation techniques



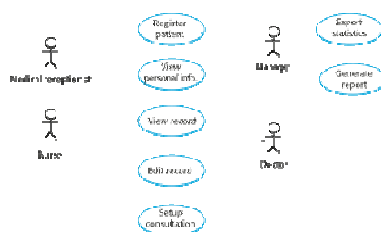
Scenarios

Scenarios are real-life descriptions of **how a system can be used**.

They should include:

- A description of the **starting situation**;
- A description of the **normal flow of events**;
- A description of **what can go wrong**;
- A description of the **state** when the **scenario finishes**.

Elicitation techniques



Use-cases

A **scenario based technique** in **UML** which identify the **actors** in an interaction and which describe the **interaction** itself.

High-level graphical model supplemented by more **detailed tabular description**.

Sequence diagrams may be used to add **detail** to **use-cases** by showing the sequence of event processing in the system.

Elicitation techniques



Prototypes

This technique is a valuable tool for **clarifying ambiguous** requirements and **assess alternatives**.

They **provide** users with a **context** within which they can better understand **what** information they **need** to provide.

Elicitation techniques



Prototypes

Paper mockups

Screen designs

Beta-test versions

Low fidelity prototypes are often **preferred** to avoid stakeholder “**anchoring**” on minor, incidental characteristics of a higher quality prototype that can limit design flexibility in unintended ways.

Elicitation techniques



Facilitated meetings

The purpose of these meetings is to try to achieve a summative effect, whereby a group of people can bring **more insight** into their software requirements than by working individually.

They can **brainstorm** and **refine** ideas that may be difficult to bring to the surface using **interviews**.

Another advantage is that **conflicting requirements** surface **early** on in a way that lets the stakeholders recognize where these occur.

Elicitation techniques



Facilitated meetings

May result in a **richer** and more **consistent** set of requirements than might otherwise be achievable.

However, meetings need to be **handled carefully** to prevent a situation in which the critical abilities of the team are eroded by **group loyalty**, or in which requirements reflecting the concerns of a few outspoken (and perhaps **senior**) people.

Elicitation techniques

Observation - ethnography



The importance of software context within the organizational/operational environment has led to observational techniques.

Software engineers learn about user tasks by observing how users perform their tasks by interacting with each other and with software tools and other resources.

These techniques are relatively **expensive** but also **instructive** because they illustrate that many user tasks and business processes are too subtle and complex for their actors to describe.

Ethnography is effective for understanding existing processes but **cannot identify new features**.

Elicitation techniques



User stories

This technique is commonly used in agile methods (esp. XP)

Refers to short, high-level descriptions of required functionality expressed in customer terms.

A typical user story has the form:

"As a <role>, I want <goal/desire> so that <benefit>."

Elicitation techniques



User stories

A user story contains **just enough information** so that the we can produce a reasonable **estimate** of the **effort** to implement it. The details are orally discussed

Before a user story is implemented, a **detailed acceptance test** must be **provided** to **determine** whether the **goals** of the user story have been **fulfilled**.

What do we do once we have the requirements?

Requirements analysis



"We have been having a hard time guessing the business requirements. I'm hoping our new analyst can help."

Requirements Classification

Requirements can be classified on a number of dimensions:

Functional/Non Functional

Product/Process

Importance

Stability

Scope

Requirements analysis



"We have been having a hard time guessing the business requirements. I'm hoping our new analyst can help."

Conceptual modeling

The development of models of a real-world problem is key to software requirements analysis.

Their purpose is to aid in **understanding** the situation in which the **problem** occurs, as well as **depicting a solution**.

Hence, conceptual models comprise **models** of **entities** from **the problem domain**, configured to reflect their **real-world relationships** and **dependencies**.

Requirements analysis

Conceptual modeling



Several kinds of models can be developed.

Use case diagrams

Data flow models

State models

Process/Activity models

Data models

and many others.....

Many of these modeling notations are part of the **Unified Modeling Language (UML)**.

Requirements analysis



Architecture design and requirements allocation

At some point, the **solution architecture** must be **derived**. Architectural design is the point at which the **requirements process overlaps with software or systems design**.

The **requirements allocation** amounts to **identifying the architecture/design components that will be responsible for satisfying the requirements**.

Requirements analysis



"We have been having a hard time guessing the business requirements. I'm hoping our new analyst can help."

Requirements negotiation

Another term commonly used for this task is "conflict resolution."

This concerns resolving problems with requirements where **conflicts** occur between **stakeholders** requiring **mutually incompatible features**, between **requirements** and **resources**, or between **functional** and **nonfunctional** requirements, for example.

What do we do after the analysis?

Requirements specification



"Good news! He said he only needs a few more weeks to finish the first draft of the Requirements Document."

Requirements specification typically refers to the production of a **document** that can be systematically reviewed, evaluated, and approved.

For **complex systems**, particularly those involving substantial **non-software** components, as many as three different types of documents are produced: **system definition**, **system requirements**, and **software requirements**.

For simple software products, only the software requirements spec is required.

Requirements validation



The goal of this task is to **check** if the requirements specification is of **good quality** wrt required characteristics like **correctness**, **completeness**, **unambiguity**, **traceability**, **verifiability**, **modifiability**....

