

# CS3213: Foundations of Software Engineering

Requirements Engineering Specification

# Requirements Specification



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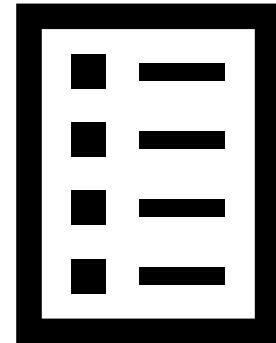
Converting the requirements  
into a standard form



# Requirements Specification

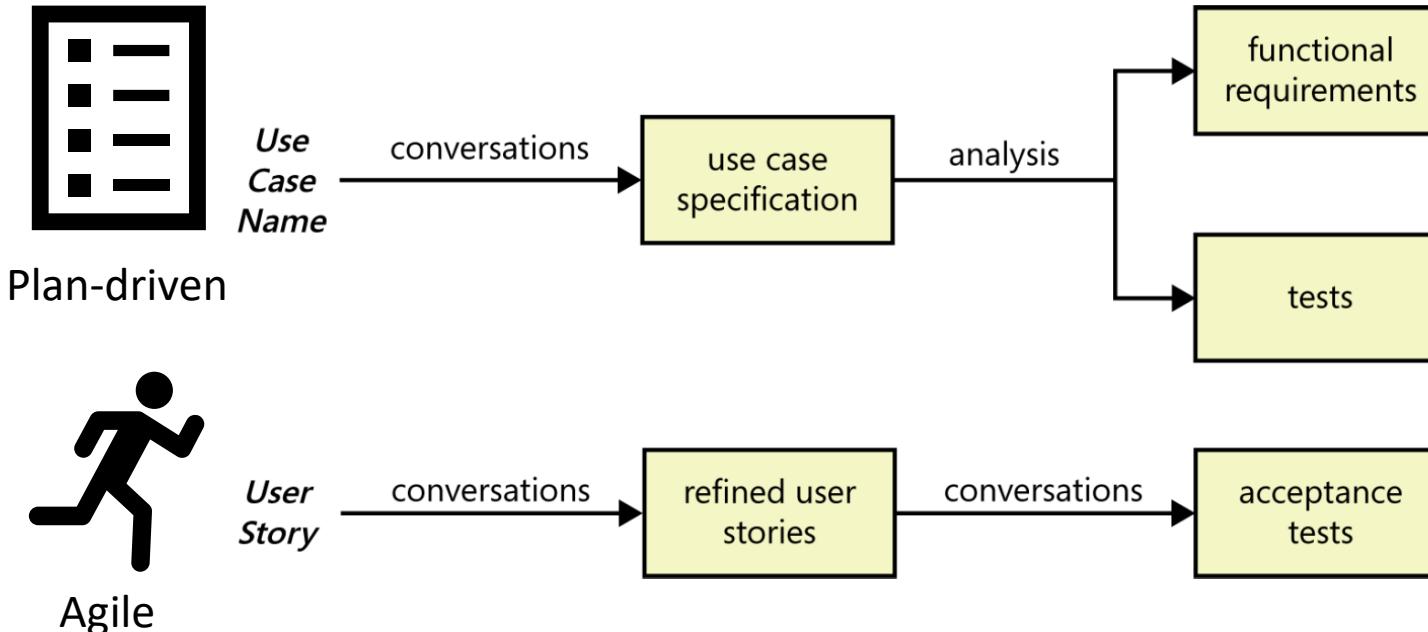


Agile



Plan-driven

# Use Cases and User Stories



# User Stories



# Example: Job Search Site

As a <type of user>, I want <some goal> so that <some reason>.

As a company, I can post job openings to hire new employees

As a job seeker, I can search for a job that I can subsequently apply for.

# User Stories: Three Cs

**C**ard: A **written description** of the story used for planning and as a reminder

**C**onversation: verbal exchange with the customer to flesh out the details of the story

**C**onfirmation: *acceptance tests* specified by the customer can be used to determine when a story is complete

# Key Activities

- Conversation → **Elicitation and analysis**
- Card → **Specification**
- Confirmation → **Validation**

# Acceptance Tests

Front

Users can view information about each job that is matched by a search.

- The system displays a job title, company name, and location for each result.
- The system displays key job attributes such as salary (if available), job type (full-time/part-time/contract), and posting date.
- The system displays a brief job summary/description snippet.
- The system displays the job's main skills or requirements (if available).

Back

# Epics

## Epic

As a job seeker, I can search for jobs by attributes like location, salary range, job title, company name, and the date the job was posted.

As a job seeker, I can view information about each job that is matched by a search.

As a job seeker, I can view detailed information about a company that has posted a job.

# Notes

Users can view information about each job that is matched by a search.

Dylan says show description, salary, and location.

# Non-Functional Requirements and User Stories

The system should be available 99.999% of the time.

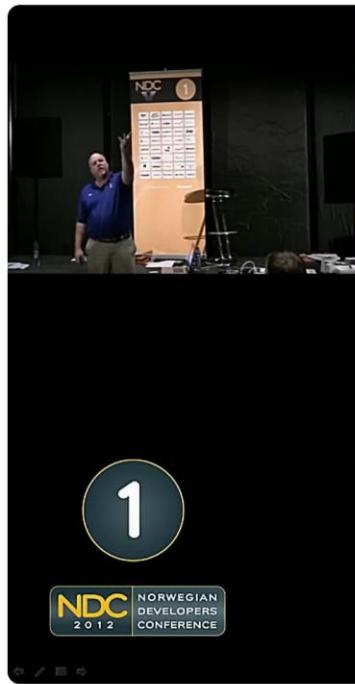
Constraint



# User Stories and Agile

- User stories were originally developed as part of *Extreme Programming*
- User stories are often combined with Scrum
- Can also be integrated into other agile processes

# Agile Approach: RE using User Stories

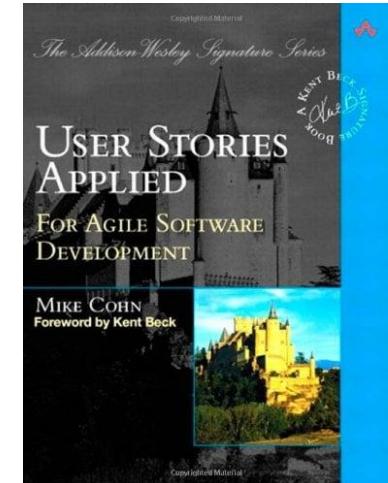


## Additional reasons

- Stories are understandable
  - Developers and customers understand them
  - People are better able to remember events if they are organized into stories<sup>†</sup>
- Support and encourage iterative development
  - Can easily start with epics and disaggregate closer to development time

<sup>†</sup>Bower, Black, and Turner, 1979.  
*Scripts in Memory for Text.*

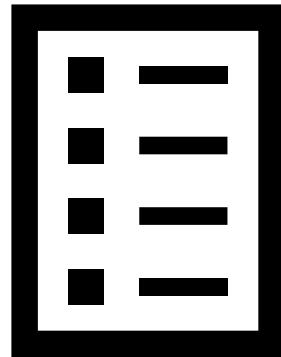
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User Stories: What they are, how to write them, and why they work.

<https://www.youtube.com/watch?v=6q5-cVeNjCE>

# Plan-driven Requirements Specification



Software Requirements Specification (SRS)

# SRS Template

## 1. Introduction

- 1.1 Purpose
- 1.2 Document conventions
- 1.3 Project scope
- 1.4 References

## 2. Overall description

- 2.1 Product perspective
- 2.2 User classes and characteristics
- 2.3 Operating environment
- 2.4 Design and implementation constraints
- 2.5 Assumptions and dependencies

## 3. System features

- 3.x System feature X
  - 3.x.1 Description
  - 3.x.2 Functional requirements

## 4. Data requirements

- 4.1 Logical data model
- 4.2 Data dictionary
- 4.3 Reports
- 4.4 Data acquisition, integrity, retention, and disposal

## 5. External interface requirements

- 5.1 User interfaces
- 5.2 Software interfaces
- 5.3 Hardware interfaces
- 5.4 Communications interfaces

## 6. Quality attributes

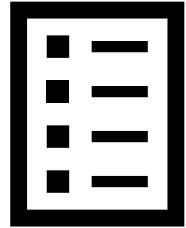
- 6.1 Usability
- 6.2 Performance
- 6.3 Security
- 6.4 Safety
- 6.x [others]

## 7. Internationalization and localization requirements

## 8. Other requirements

Appendix A: Glossary

Appendix B: Analysis models

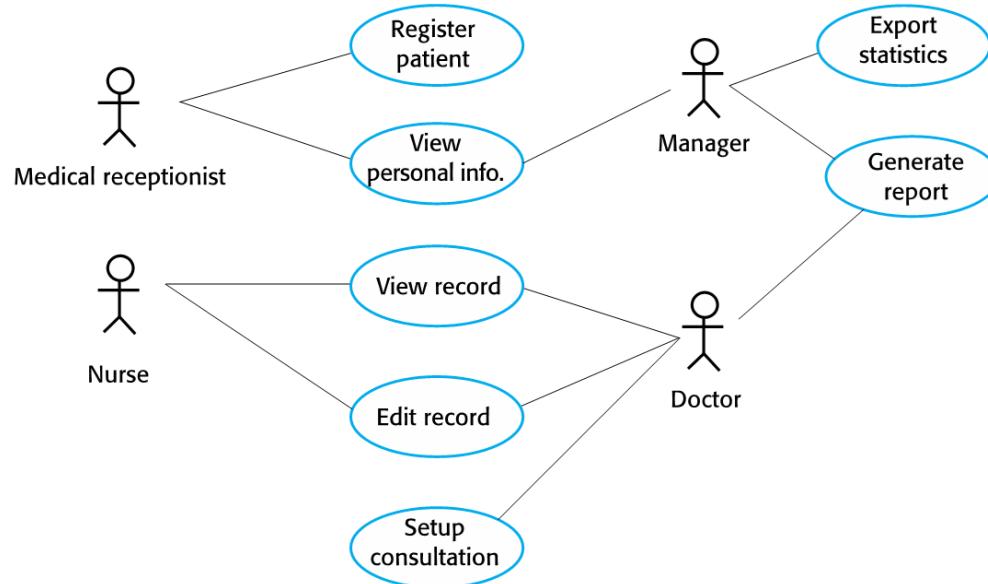


# Use Cases

Plan-driven

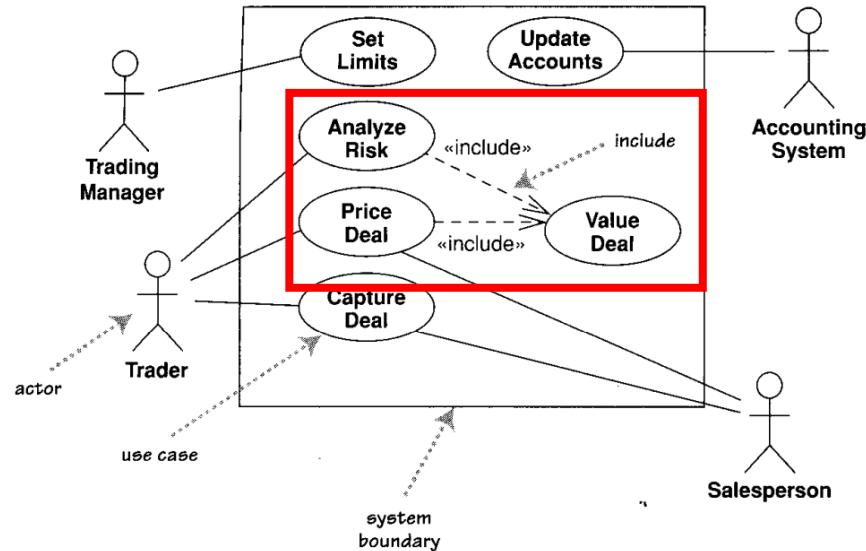
- **Use case:** describes an interaction between an *actor* and the *system*
- Typically: verb followed by an object
- Example of uses cases for an airport kiosk
  - Check in for a flight
  - Print boarding pass
  - Change seats
  - Purchase an upgrade

# Use Case Diagram in UML



A use case diagram relates  
shows *actors* and *use cases*

# Use Case Diagram in UML



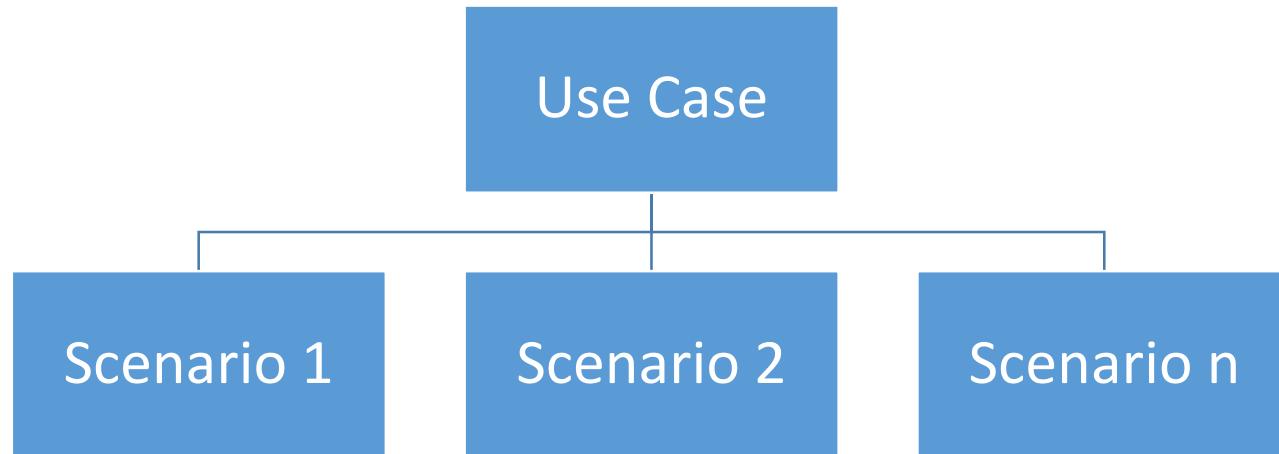
A use case can include another use case (for decomposition)

# Use Case

## MHC-PMS: Transfer data

|             |  |
|-------------|--|
| Actors      | Medical receptionist, patient records system (PRS)   |
| Description | A receptionist may transfer data from the Mentcase system to a general patient record database that is maintained by a health authority. The information transferred may either be updated personal information (address, phone number, etc.) or a summary of the patient's diagnosis and treatment. |
| Data        | Patient's personal information, treatment summary  |
| Stimulus    | User command issued by medical receptionist  |
| Response    | Confirmation that PRS has been updated   |
| Comments    | The receptionist must have appropriate security permissions to access the patient information and the PRS.   |

# Use Case and Scenarios



|                    |   |
|--------------------|---|
| ID and Name:       | UC-4 Request a Chemical   |
| Created By:        | Lori      Date Created: 8/22/13   |
| Primary Actor:     | Requester      Secondary Actors: Buyer, Chemical Stockroom, Training Database   |
| Description:       | The Requester specifies the desired chemical to request by entering its name or chemical ID number or by importing its structure from a chemical drawing tool. The system either offers the Requester a container of the chemical from the chemical stockroom or lets the Requester order one from a vendor.  |
| Trigger:           | Requester indicates that he wants to request a chemical.  |
| Preconditions:     | PRE-1. User's identity has been authenticated.<br>PRE-2. User is authorized to request chemicals.<br>PRE-3. Chemical inventory database is online.  |
| Postconditions:    | POST-1. Request is stored in the CTS.<br>POST-2. Request was sent to the Chemical Stockroom or to a Buyer.  |
| Normal Flow:       | <p><b>4.0 Request a Chemical from the Chemical Stockroom</b></p> <ol style="list-style-type: none"> <li>1. Requester specifies the desired chemical.</li> <li>2. System lists containers of the desired chemical that are in the chemical stockroom, if any.</li> <li>3. System gives Requester the option to View Container History for any container.</li> <li>4. Requester selects a specific container or asks to place a vendor order (see 4.1).</li> <li>5. Requester enters other information to complete the request.</li> <li>6. System stores the request and notifies the Chemical Stockroom.</li> </ol> |
| Alternative Flows: | <p><b>4.1 Request a Chemical from a Vendor</b></p> <ol style="list-style-type: none"> <li>1. Requester searches vendor catalogs for the chemical (see 4.1.E1).</li> <li>2. System displays a list of vendors for the chemical with available container sizes, grades, and prices.</li> <li>3. Requester selects a vendor, container size, grade, and number of containers.</li> <li>4. Requester enters other information to complete the request.</li> <li>5. System stores the request and notifies the Buyer.</li> </ol>   |
| Exceptions:        | <p><b>4.1.E1 Chemical Is Not Commercially Available</b></p> <ol style="list-style-type: none"> <li>1. System displays message: No vendors for that chemical.</li> <li>2. System asks Requester if he wants to request another chemical (3a) or to exit (4a).</li> <li>3a. Requester asks to request another chemical.</li> <li>3b. System starts normal flow over.</li> <li>4a. Requester asks to exit.</li> <li>4b. System terminates use case.</li> </ol>   |
| Priority:          | High  |
| Frequency of Use:  | Approximately 5 times per week by each chemist, 200 times per week by chemical stockroom staff  |
| Business Rules:    | BR-28, BR-31  |
| Other Information: | The system must be able to import a chemical structure in the standard encoded form from any of the supported chemical drawing packages.  |
| Assumptions:       | Imported chemical structures are assumed to be valid.   |

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# Scenarios as User Stories

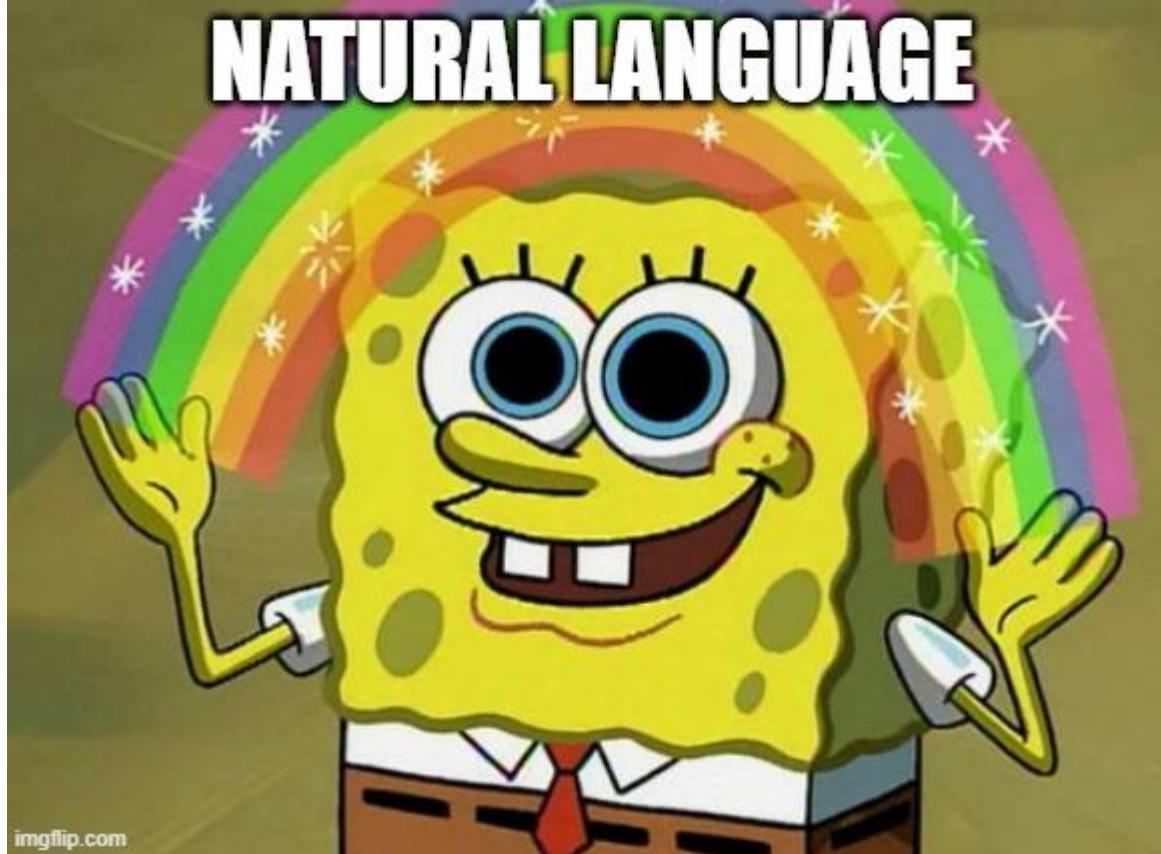
Epic

As a chemist, I want to request a chemical so that I can perform experiments.

As a chemist, I want to request a chemical from the Chemical Stockroom so that I can use it immediately.

As a chemist, I want to request a chemical from a vendor because I don't trust the purity of any of the samples available in the Chemical Stockroom.

# NATURAL LANGUAGE

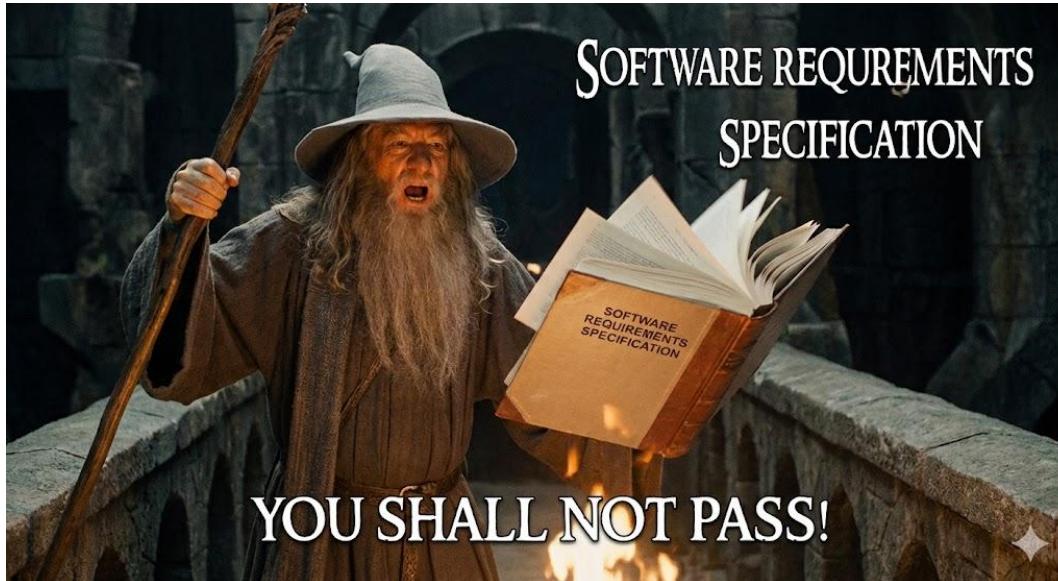


# Natural Language: Guidelines

- Invent a **standard format** and ensure that all requirement definitions adhere to that format.
- Use text highlighting (**bold**, *italic*, or **color**) to pick out key parts of the requirement.
- Wherever possible, you should **avoid the use of jargon**, abbreviations, and acronyms.

# Natural Language: Guidelines

- Use **language consistently** to distinguish between **mandatory** and **desirable** requirements: “shall” vs. “should”



# Natural Language: Guidelines

- Whenever possible, you should try to associate **a rationale** with each user requirement.



# Natural Language: Example

3.2 The system shall measure the blood sugar and deliver insulin, if required, every 10 minutes. (*Changes in blood sugar are relatively slow, so more frequent measurement is unnecessary; less frequent measurement could lead to unnecessarily high sugar levels.*)

3.6 The system shall run a self-test routine every minute with the conditions to be tested and the associated actions defined in Table 1. (*A self-test routine can discover hardware and software problems and alert the user to the fact the normal operation may be impossible.*)

# Additional Information: Tables

| Condition   | Action   |
|---|--|
| Sugar level falling ( $r_2 < r_1$ )   | CompDose = 0   |
| Sugar level stable ( $r_2 = r_1$ )  | CompDose = 0   |
| Sugar level increasing and rate of increase decreasing ( $(r_2 - r_1) < (r_1 - r_0)$ )                          | CompDose = 0   |
| Sugar level increasing and rate of increase stable or increasing $r_2 > r_1$ & $((r_2 - r_1) \geq (r_1 - r_0))$ | CompDose = round $((r_2 - r_1)/4)$<br>If rounded result = 0 then<br>CompDose = MinimumDose |

# Summary and Key Points

- Plan-driven: use cases
- Agile: user stories
- Use of natural language