Requirements

Advanced Programming

11 March 2014

Barbara Russo

Software lifecycle

- Stages:
 - Requirement elicitation: from customers
 - Analysis: purposes formalized in a consistent and coherent way
 - **Design:** a representation of entities and their relations and/or status (often graphical)
 - Implementation: code developed
 - Testing: system tested for correctness
 - Maintenance: bug fixes, new features, new versions

3/11/14

CASI

2

Requirement

- A requirement is a **documented need** of what a given product or service should be or perform
- Requirement are goals to achieve

11 March 2014

Barbara Russo

	1/4	 	
- Traditionally, there are three major			
kinds of requirements:			
Functional Requirements			
Non-functional requirements			
Constraints			
11 March 2014 Barbara Russo	4		
 Functional requirements: describe the interaction between the system and its environment independent from any implementation Example: The watch system must display the time basits location 	ndently		
11 March 2014 Barbara Russo	5		
11 March 2014 Barbara Russo Types of Requirements	3/4		

- Non-functional requirements: User visible aspects of the system not directly related to its functional behavior
 - The response time must be less than 1 second
 - The accuracy must be within a second
 - The watch must be available 24 hours a day except from 2:00am-2:01am and 3:00am-3:01am

11 March 2014

Barbara Russo

Types of Requirements

4/4

- Constraints ("Pseudo requirements"): Imposed by the client or the environment in which the system will operate
 - The system must operate with Linux OS
 - The implementation language must be COBOL

11 March 2014

Barbara Russo

What is usually not a requirement?

- It is desirable that none of these above are constrained by the client.
 - System structure, implementation technology
 - Development methodology
 - Development environment
 - Implementation language (in some cases it can be a pseudo requirement)

11 March 2014

Barbara Russo

(1/6)

- Understandable
 - No confusion and misunderstanding

Good requirements are ...

- domain-specific language and terms confuse developers
- Technical terms confuse external stakeholders
- Using short, declarative statements
- Examples, figures, and tables for clarification
- Non-prescriptive
 - Stating what customer wants, not how programmer will do it

11 March 2014

Barbara Russo

Good requirements are ... (2/6)· Correct and complete - Exhaustive list of requirements Concise - Facilitating customer's validation of requirements - Prevents developers from skimming through info - Use KISS (Keep It Simple, Stupid) principle 11 March 2014 Barbara Russo Good requirements are ... (3/6)· Consistent language - "Shall" statement is a "contract" or mandatory - "Should"/"may" statement is desirable but optional Consistent - No contradiction between requirements 11 March 2014 Barbara Russo Good requirements are ... (4/6)• Unambiguous & testable - Writing test cases during requirements elicitation • Involve customers early - Specify a quantitative description for each adverb and adjective - Replace pronouns with specific names of entities - Every noun is defined in exactly one place in the requirement document

11 March 2014

Barbara Russo

Good requirements are ... (5/6)

- Traceable
 - Requirements assigned with unique identifiers
 - Easing the future reference to requirements
- · Ranked for importance and stability
 - Should be decided together by team and stakeholders
 - Requirements negotiation process for determining:
 - · Realistic priorities
 - How likely a requirement will change

11 March 2014

Barbara Russo

Good requirements are ...

(6/6)

- Feasible
 - Infeasible requirements found in elicitation phase
 - · To be explained by stakeholder immediately
 - Infeasible requirements found in analysis phase
 - Stakeholder notified and requirements document updated



11 March 2014

Barbara Russo

14

The term "specification"

- A specification is a solution to given requirements
 - Agreed with the user/customer/manufacturer/producer of a system
- The specification may also include both system's requirements and test requirements (e.g. acceptance test in eXtreme Programming)

11 March 2014

Barbara Russo

Requirements major components • What • Effort Priority Risk 11 March 2014 Barbara Russo Requirements major components • What? - Example: "Be able to configure all the variables, like user name, password, access level" • Effort required? - Example: "1 week" 11 March 2014 Barbara Russo Requirements major components • Priority? - Example: "Configuring the password is the most important thing, then access level, then user name" · Risk? - Example: "Are the developers familiar with encryption technology?"

11 March 2014

Barbara Russo

W D: :1	
Key Principles	
 Separate the "what" from the "how" 	
 What: "Information on ordered books shall be persistently stored" 	
- How: "Information on ordered books shall be	
stored using Database A"	
11 March 2014 Barbara Russo 19	
	ı
Next slides	
ivext slides	
Requirements analysis	

20

11 March 2014

Barbara Russo