Requirements Engineering [4]

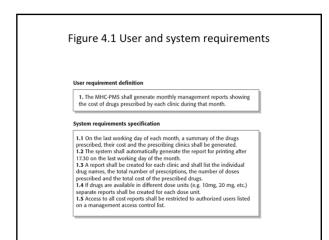
- What are requirements?
- How to produce a requirements specification.

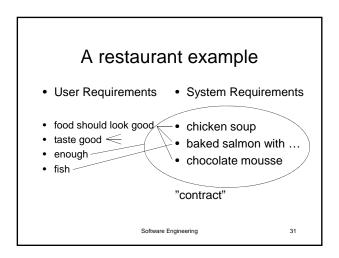
Classification I

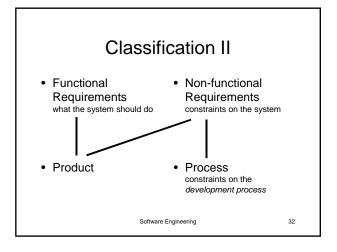
- User Requirements
- System Requirements
- abstract
- · more concrete, detailed
- natural language + simple diagrams
- natural + formal language + diagrams
- · what users want
- what system provides
- used as contract or product description

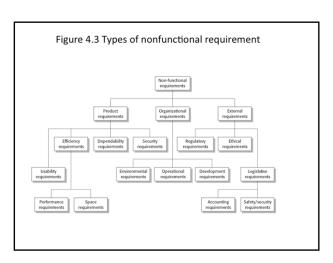
Requirements are about WHAT, not HOW.

Software Engineering









Problems and solutions

- Unclear terminology
- Example: a life insurance policy is *closed*
- Glossary dictionary of all "technical" terms

Sales:

If it's sold and paid for Accounting:

When it has been paid back

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Problems and solutions

- Unclear terminology
- Glossary
- Vague, untestable requirements
- A test scenario must be included
- Amalgamation, lack of organisation
- Numbered items
- Standard formats 4.3.2
- Traceability

Software Engineering 35

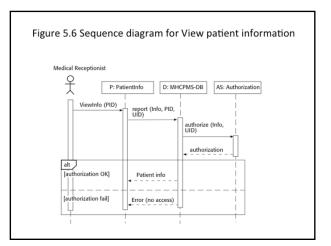
Problems and solutions

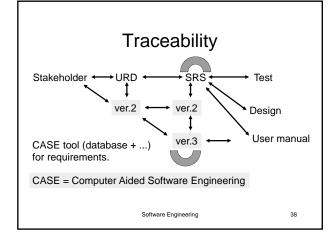
- Things that are not required occur
- Rationale must be included
- Traceable to stakeholder
- · Mandatory/Desired

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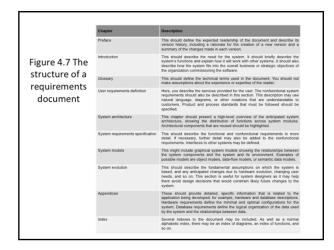
- Incomplete
- · Formal model
- User manual
- Use cases

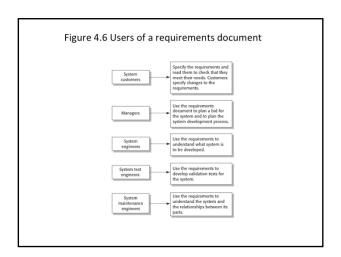
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What's in the requirements document and who should read it?





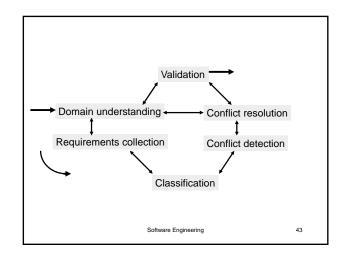
How do we get the requirements right?

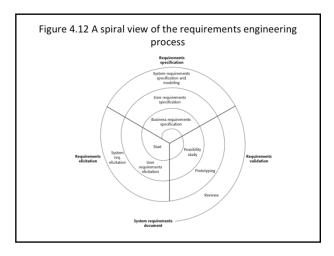
- Interview with end-user
- use cases
- paper prototype
- prototype
- · comparison with similar systems
- user manual

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validation





Requirements checklist

- Understandable (properly explained)
- Validity (is this required, rationale)
- Verifiable (test cases included)
- Realism (feasibility, prototype)
- Complete (all cases covered, exceptions)
- Consistent
- Traceability

Software Engineering

verification