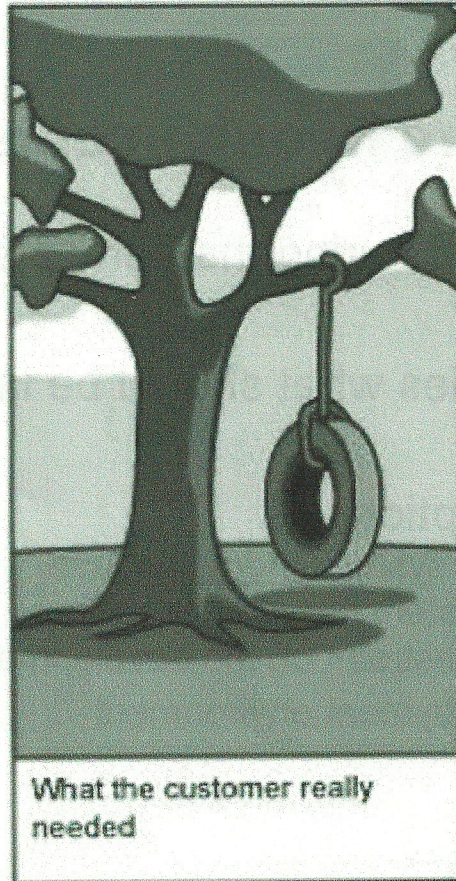


# COSC 310: Software Engineering

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## Scenario

- your client asks you to...:
  - "Write me an app that determines the most popular professor in the university."
  
- where do you start?
  
- will you be able to write a program that meets the client's expectations?

## What are Requirements?

- defined during the early stages of lifecycle
  
- specifies what should be implemented
  
- descriptions of:
  - how system should behave
  - a system property or attribute
  - a constraint on the development process or deployment environment

## Examples

- **user-level facility**
  - "The word processor must include a spell checking and correction command."
- **general system property**
  - "The system must ensure that personal information is never made available without authorization."
- **specific constraint on system**
  - "The sensor must be polled 10 times per second."
- **constraint on development process**
  - "The system must be developed using COBOL."

## System Stakeholders

- **stakeholders** = those who will be affected by the system, or those who can influence the system requirements
- **Ex: automated railway signalling system**
  - operators responsible for running it
  - train crew
  - railway managers
  - passengers
  - equipment installation and maintenance engineers
  - safety certification authorities
- **what about: a certified accessible website?**

# Requirements Engineering

- discipline that covers activities involving:
  - discovering requirements
  - documenting requirements
  - maintaining requirements
- "engineering" highlights the systematic and repeatable process
- ensure requirements are:
  - complete
  - consistent
  - relevant

# Requirements Document

- the output of the requirements elicitation and analysis process
- official statement of system requirements
- readers:
  - client
  - end-users
  - developers
- also known as:
  - software requirements specification (SRS)
  - functional specification

# Writing Requirements

- level of detail varies depending on organizational needs
- **stakeholder requirements**
  - high level descriptions written from stakeholder's point of view
  - mostly expressed in natural language, informal diagrams, notation needed for problem solving (e.g., math equation)
- **system requirements**
  - detailed descriptions of system's abstract model
  - may include DFD, object class hierarchies, etc. accompanied by natural language explanations

## Types of Requirements

- **functional** (what system should do)
  - functions that system needs to carry out
  - e.g., "The system must generate a summary report on ..."
- **non-functional** (how system should do them)
  - quality requirements including:
    - performance
    - reliability / safety
    - usability
    - security / privacy
    - quality
    - interoperability
  - e.g., "The system must perform automated scheduled back-ups"
- **environmental constraints**
  - legal issues, standards, ...
  - e.g., "The system must meet privacy regulations as stated in ..."

Can we think of setting goals as good analogy for these concepts?

→ Computer feature

The example here does not clearly define 'non-functional' type of requirements. Functional & non-functional types of requirements are not so clearly explained...

↳ reliability

non-functional requirements

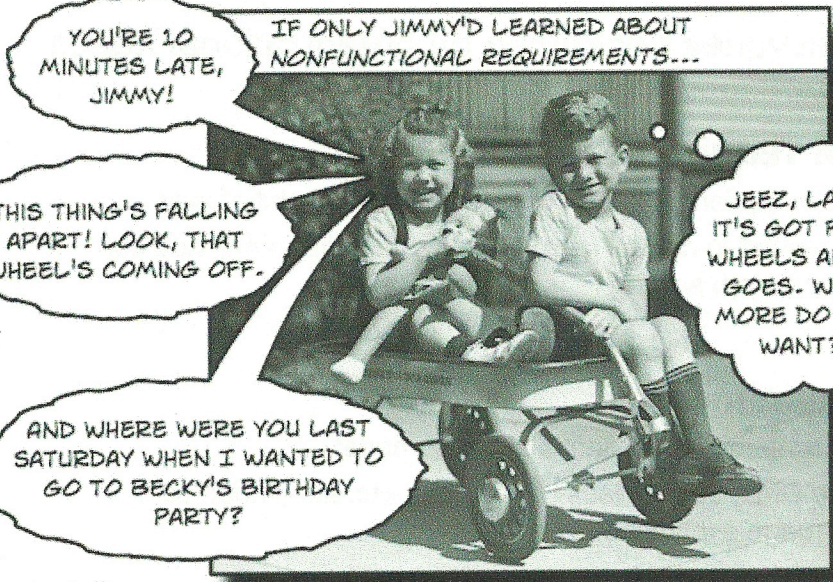
# Examples of a Wagon's NFR?

acronym must be defined in previous slide...

\* yes, he has met the functional requirement but missed to comply other issues of the system such as reliability of the wheels...

\* is being on time part of NFR?

\* what more can I get from this comics?



<http://www.stellman-greene.com/2009/10/03/using-nonfunctional-requirements/>

This is part of Writing Requirements, eh?

## Wording

- "The system must ..."
  - "The system shall ..."
- how to use?
- More examples:
    - "The system must be able to perform tax deduction calculations according to the CRA regulations."
    - "The system must allow the user to generate, edit, preview, print, and archive documents involving text, tables, and images."
    - "The system shall enable the user to modify object images and change object-to-class relationships easily."

## Question

- "I need the car to accelerate to 80 km/hr in 10 seconds or less"
- what type of requirement is this?
  - a. a functional requirement
  - b. a legal constraint
  - \*c. a performance requirement ✓
  - d. a quality requirement
  - e. A and C

← this is my answer ...  
what the system should do & how it should do it...

This ACRONYM  
should be defined  
My on previous slide...

## RE Process

- set of activities aiming to derive, validate, maintain the requirements document
- should indicate:
  - activities to be carried out
  - structure/schedule of them
  - who is responsible for each activity
  - inputs and outputs of each activity
  - tools used in each activity (if any)

# RE Activities

- **requirements elicitation**

*In other words,  
knowing the  
requirements...*

- discovering requirements through consultation with stakeholders and research on relevant documents in the domain and market

- **requirements analysis and negotiation**

- analyzing elicited requirements and negotiating with stakeholders to determine which ones will be accepted (i.e., implemented)

- **requirements verification and validation**

- checking requirements for consistency, completeness, and meeting user needs

- **requirements management**

- supporting the changes made to existing requirements

## Recall Why is Requirements Elicitation Difficult from Lec 4:

- users only think in terms of the environment they know
- requirements for new systems and new designs are always stated in current environment's terms
- how should users express what they want, instead of what they don't like?
- requirements are often unstable
- what we think we like  $\neq$  what we actually like



# Requirements Elicitation

- problems of scope
  - establishing system boundaries
- problems of understanding
  - what the customer wants
- problems volatility
  - changing requirements (within a project)

↓  
because of  
these <sup>problems</sup> we have systematic  
methods to mitigate  
them

## Elicitation Methods

- questionnaire
- interviews
- brainstorming
- focus groups
- mockups and prototyping
- ethnographic study
- joint requirements planning
  - analog to joint application design (JAD)
- use case development
  - use case diagrams in UML

↑ another  
undefined  
acronym

## Question Types

- context free questions
  - about the nature of project, environment, user profile
  - e.g., how is success measured?
  - e.g., who is the user?
- open ended questions
  - encourages full, meaningful answer
  - uses subject's own knowledge
  - gets general idea
- closed ended questions
  - have limited options as answer: Yes/No, short words
  - gets specific idea or confirmation

## Interview Template

1. assess the problem
2. establish customer and user profile
3. understand user profile and usage environment
4. recap for understanding

# Questions To Ask

- identifying overall purpose
  - why are we building this system?
  - what do you expect from it?
  - who are some/other users of this system?
- what is the goal of asking these questions?
  - ⇒ To get a general overview or perspective of the system...
  - ⇒ To establish the skeleton of the project

# Questions To Ask (cont.)

- service issues
  - what kinds of services do you need from software?
  - how should these services be provided?
  - how do you currently carry out these tasks?  
(automation hints)
  - who are your customers?
  - what kinds of services do your customers need from the software?
  - how should these services be provided to your customers?
  - does the system need to operate with any other systems?
    - who else can tell me about the details of these systems?
- what is the goal of asking these questions?
  - ⇒ To understand how system should do the requirements...

## Questions To Ask (cont.)

- information and data issues
  - what kind of information or data would be useful in decision making?
  - what kind of analysis or summary reports would you like to see?
  - who should have (read) access to this information?
- what is the goal of asking these questions?
  - ⇒ To ensure privacy and security on the side of the user...
  - ⇒ To satisfy the stakeholders

## Questions To Ask (cont.)

- performance issues
  - what specific tasks must the system perform?
    - identify **throughput** and **response time** for each task
  - are any of these tasks more crucial than others?
- what is the goal of asking these questions?
  - ⇒ To ensure reliability of the system & <sup>specific</sup> all requirements are met...

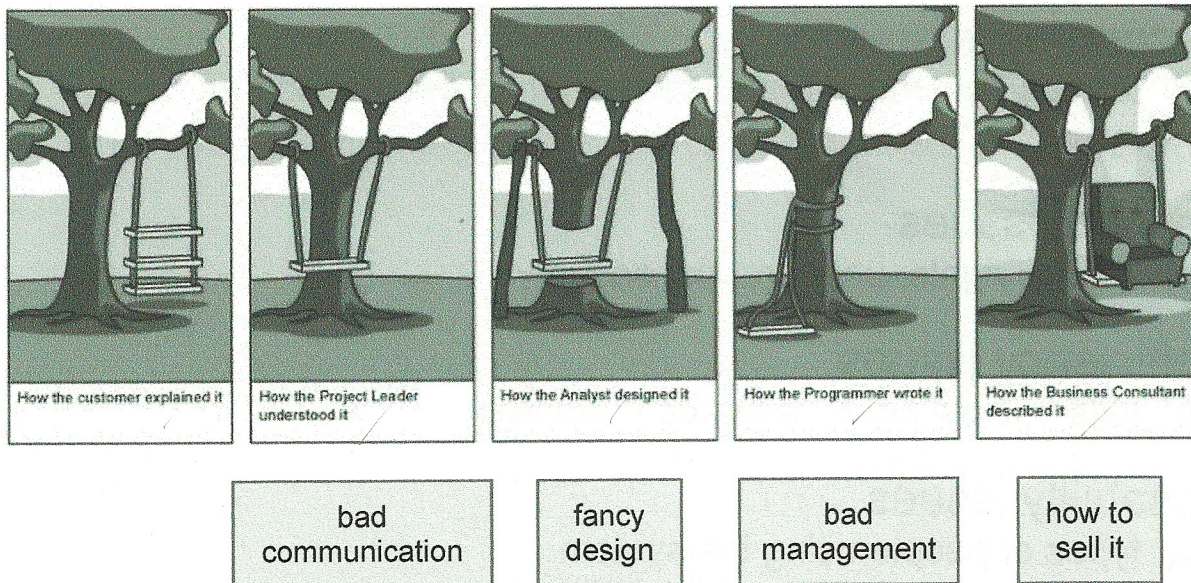
## Questions To Ask (cont.)

- economy issues *time, money, staff*
  - tells us how much resource should be devoted to the system
- control issues
  - access rights, user groups, security
- efficiency issues
  - tells us how much resource is wasted
- usability issues
  - types of people using the system
  - examples of what they (didn't) like from past experience

## How to document requirements?

- bullet points of text?
- diagrams?
- other methods?
- which is better when?

# Importance of Documentation



partial image taken from: <http://www.sa-depot.com/?p=203>

## UML Structural Modeling

- diagrams that capture static system behaviour
  - relationships among objects (e.g., classes, use cases, states, components)
- diagrams involved:
  - class diagram
  - object diagram
  - deployment diagram
  - package diagram
  - component diagram
- objects in these diagrams represent the elements of the system and mechanism to assemble them

# UML Behavioural Modeling

- diagrams that capture dynamic behaviour - when system is running
  - stream of input events
  - system reactions
- diagrams involved:
  - use case diagram
  - sequence diagram
  - collaboration diagram
  - state chart diagram
  - activity diagram

## Use Cases

- considered as part of high level requirement analysis activity
- used to gather requirements
  - focus on system functions
  - identify actors? *identify actors*
  - capture internal and external influences
  - show interaction between actors and system
- used to provide an outside view of system
- use cases do not:
  - specify UI design
  - specify non-functional requirements
  - specify implementation detail

# Use Case Diagrams

- define a set of use cases, actors, and their relationships
  - **use case** = collection of possible scenarios between the system and actors showing how the primary actor's goal might be delivered or might fail
  - **actor** = internal or external controller
    - human user
    - internal application
    - external application
  - **primary actor**: use system to achieve a goal
  - **secondary actor**: actors that system needs assistance from to achieve the primary actor's goal

## Developing Use Cases

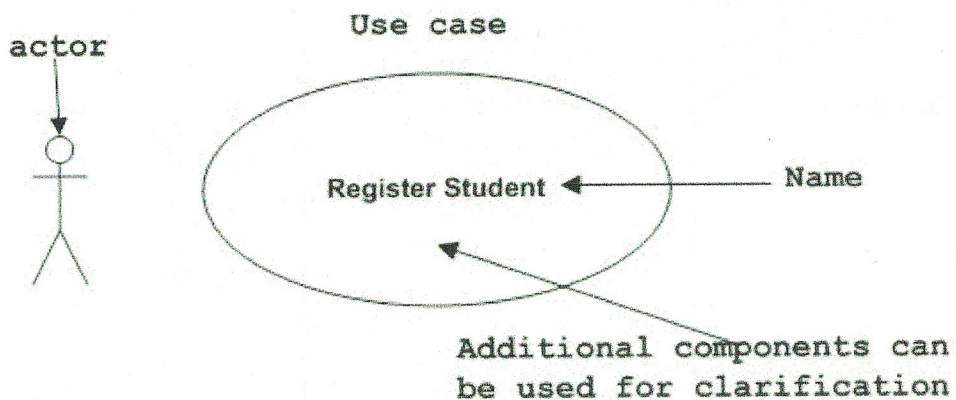
- choose system boundary
- identify primary actors of the system
- list each actor's goals in using the system
- structure a use case around each primary actor's goal
  - e.g.: pay bill, register for course, place order, track progress, monitor productivity
- scenario shows sequence of steps to achieve goal
  - each step may be a subgoal which represents another use case or an autonomous action



## Tips

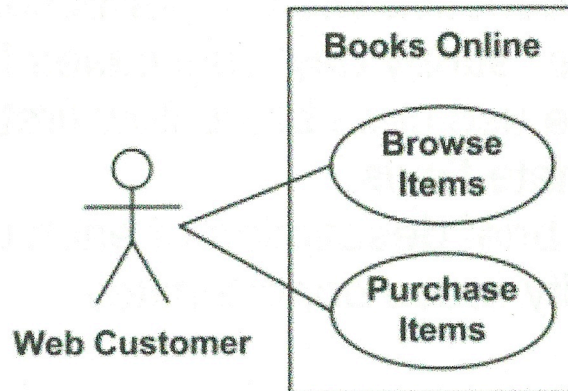
- be productive without perfection
- define "sunny day" use cases first
- create use case basic flow first, then alternate flows
- have brief description of each use case
- identify reuse opportunities

## Notation



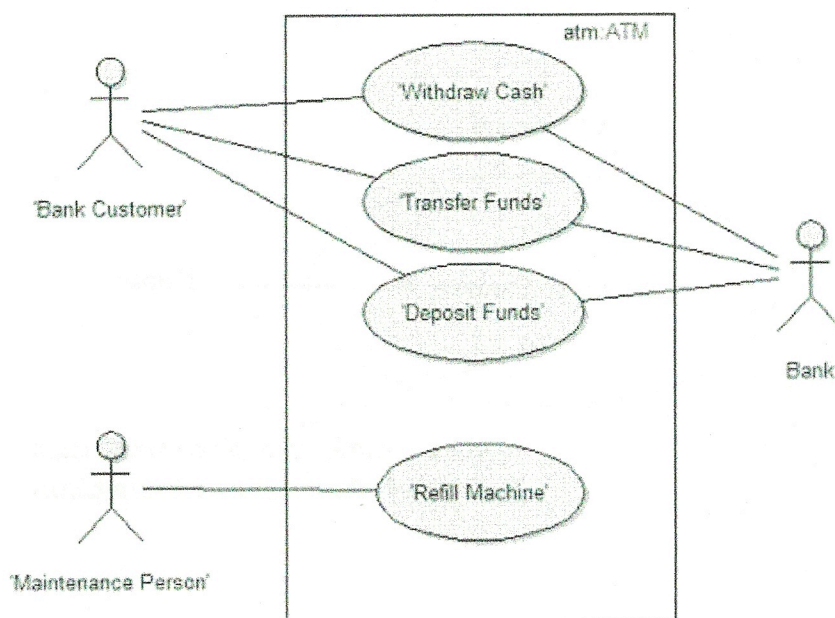
## Example: Ordering Books Online

- simple example:



- presumably, actor also has to register/sign in, specify shipping options

## Example: ATM transactions



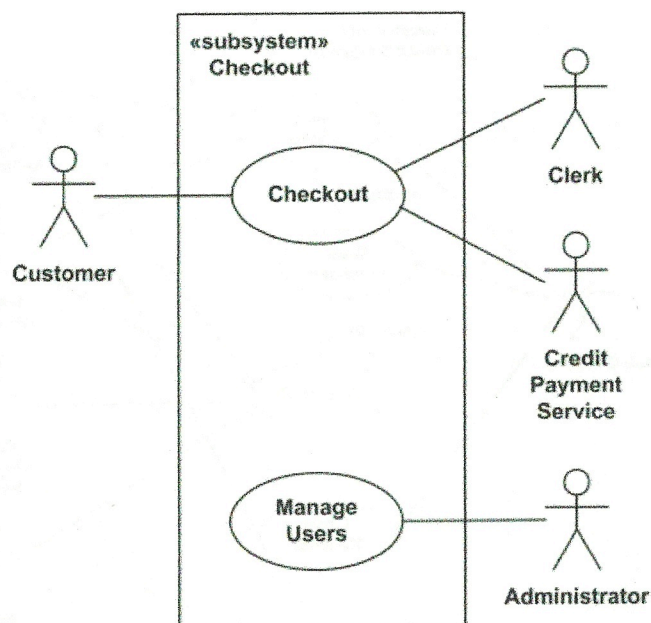
# Use Case Relationships

- **generalization** - abstract, non-detailed use case can generalize more specific use cases
  - e.g.: Verify Identity generalizes Check Fingerprint and Check RFID tag
- **inclusion** - factor out common functionality as separate use case to be included by others
  - factored out use case is typically not stand alone
- **extension** - plug in additional functionality to a base use case (like inheritance)
  - can specify conditions for extended use case

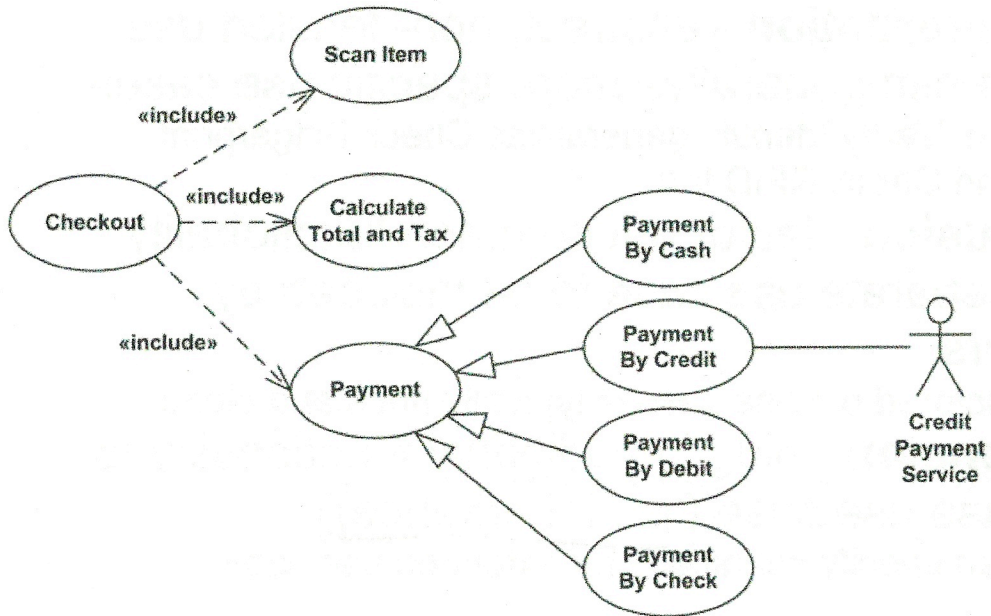
⇒ I am confused with these 2 relationships

## Example: Point of Sale Terminal Checkout

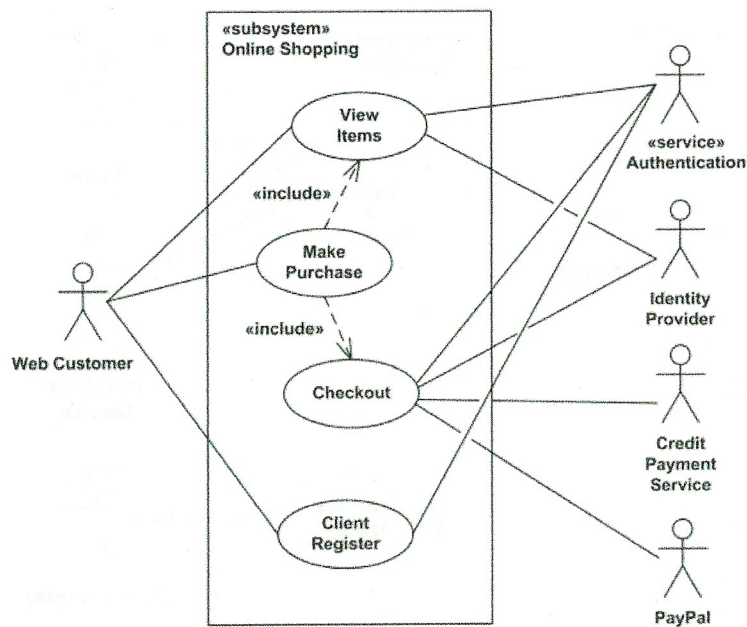
e.g.,  
Superstore  
self-checkout



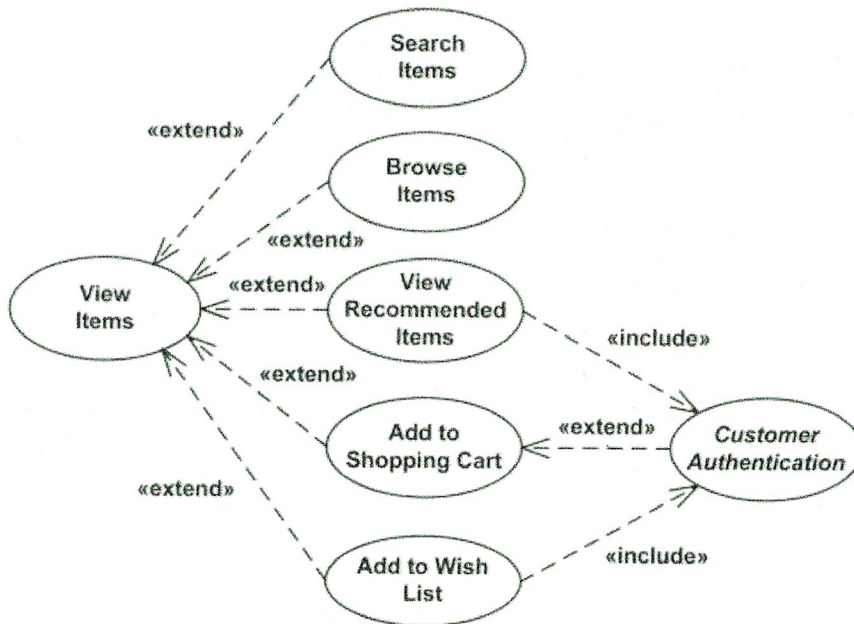
# Checkout in detail



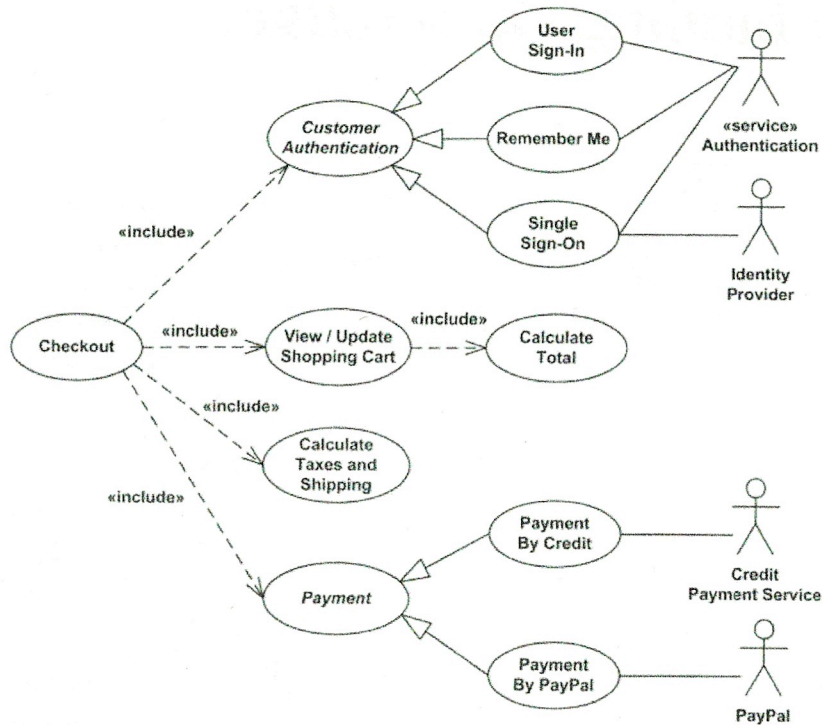
# Example: Online Shopping



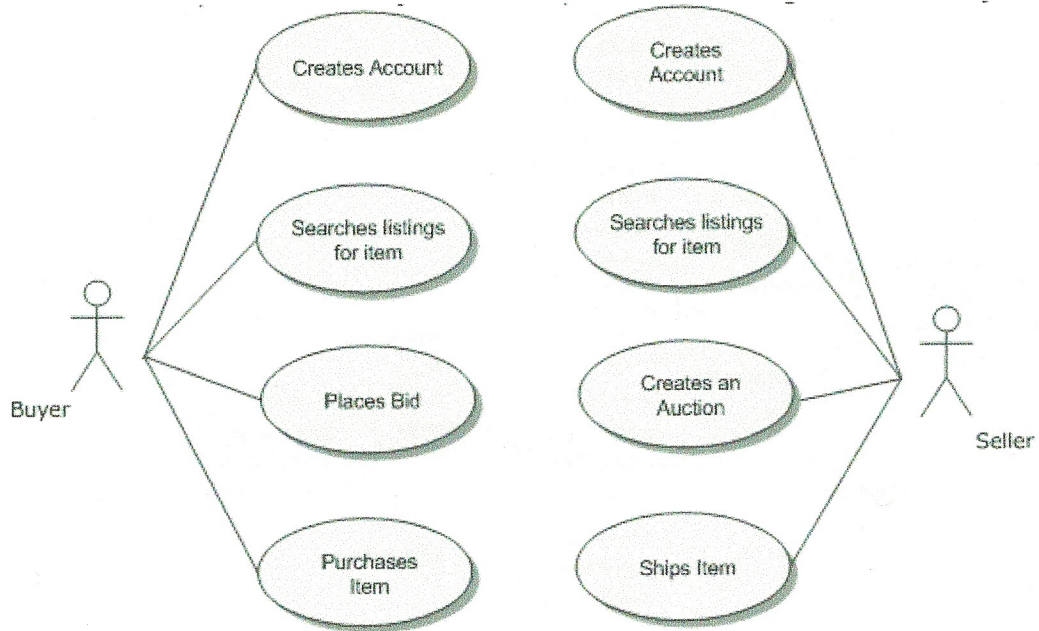
# View items in detail



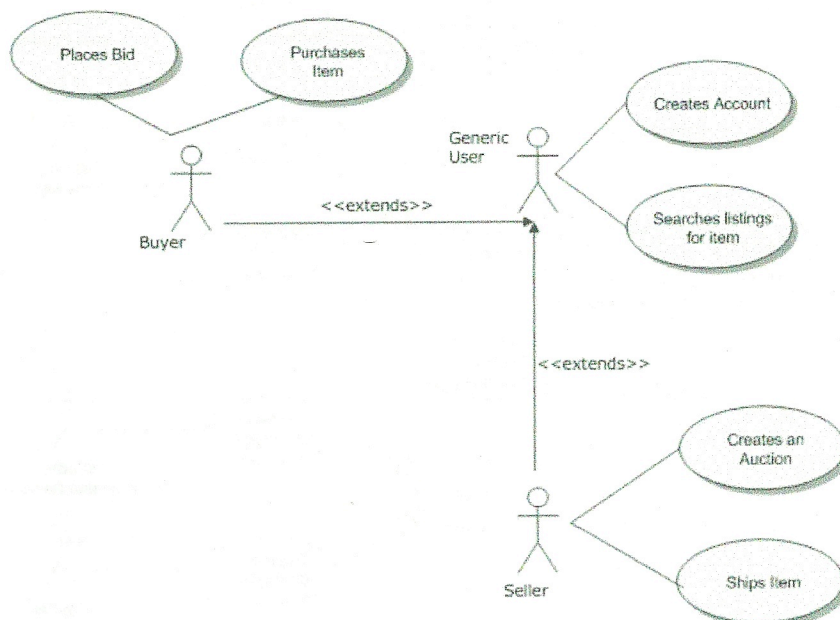
# Checkout in detail



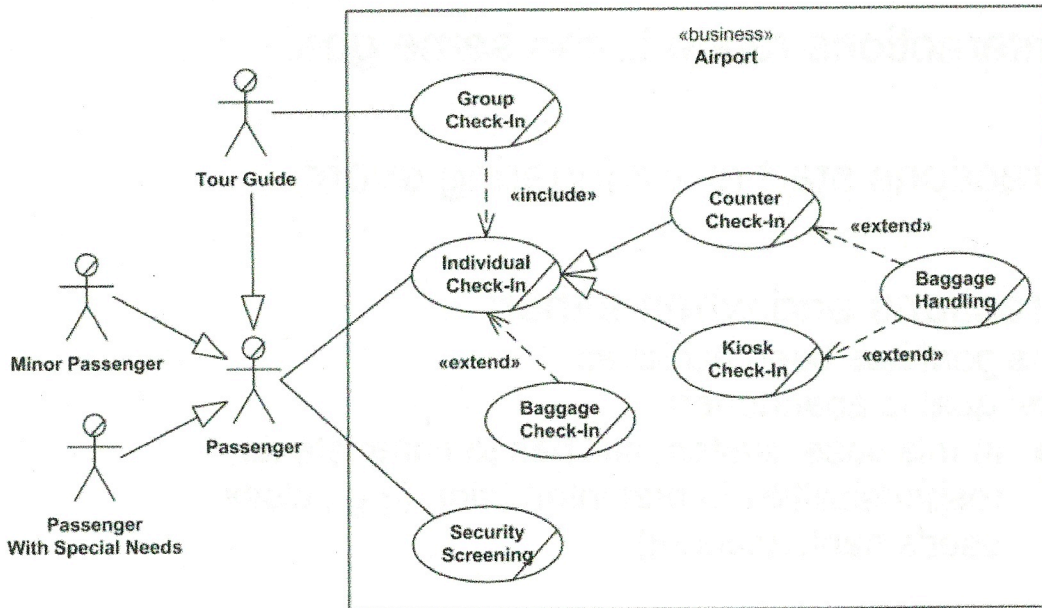
# Example: Ebay bidding



# Example: Ebay bidding (with reuse)



# Example: Airport check-in



## How to ...

- order pizza online from Domino's?
- upload a picture to your Facebook account?
- compare two products on Bestbuy's?

## Scope of Use Cases

- all interactions relate to the same goal
- interactions start at a triggering event
- interactions end when either:
  - the goal has been achieved
  - the goal is abandoned
    - in this case, system still has to complete its responsibilities in that interaction (e.g., close user's bank account)

## Applicability

- the system being modeled can be:
  - a computer system - shows how humans and computer system interact
  - a component within a system - shows behaviour of a single component and how it operates with other components or external actors
  - a system of systems - show complex interaction among these systems and the outside world
  - an organization - shows either how the organization interacts with outside world or shows interaction among organization's internal processes



# Documenting Requirements

- ranking of importance
  - essential, conditional, optional
- verifiability
  - can users read and attest to the requirement?
  - can each requirement be tested?
- modifiability
  - state possible changes and probability
- traceability
  - using a matrix to relate associate business rules and test cases

## Requirements Traceability

- method for linking requirements to sources and business operation rules
- a traceability matrix consists of:
  - associations between
    - business rules
    - use cases
    - requirement items
  - test data for each item
- result: matrix shows specific requirement deliverables

## Example

Req #	Name	Business Rule	Project Task	Test Case	Verification
1	Calculate Interest	CGA 001	5.1.1, 6.2.1	TS 001, TS 025	Yes / No
2	...	...	...	...	...

- Req #: Requirement number in document
- Name: Requirement item name/description
- Business rule: Associated business rule
- Project task: Associated project task number
- Test case: Test cases prepared for testing requirement
- Verification: Record of completion in signoff process

## Requirements Analysis and Negotiation

- analysis:
  - determine cost of requirements
  - identify dependencies
  - finalize scope and limitations
- negotiation:
  - resolve conflicts between requirements
  - discuss issues with stakeholders
  - priority and acceptance creation
- importance:
  - avoiding scope/cost/schedule creep
  - avoiding conflicts
  - avoiding ambiguous requirements
  - understand customer needs

## Requirements V & V

- verification (building the thing right):
  - inspections
    - do we all interpret requirement the same way?
    - are the requirements complete?
  - metrics
    - % of requirements inspected
    - # requirements reviewers interpreted the same  
total # requirements reviewed
  - configuration management
    - central repository
    - strict version control
- validation (building the right thing):
  - best to involve stakeholders (especially end-users)

## Requirements Management

- requirements identification
- a change management process
  - documenting critical incidents
- traceability policy
- CASE tool support:
  - spreadsheets
  - simple DB systems

## Exercise

- scenario:
  - "Write me an app that determines the most popular professor in the university."
  
- who are the stakeholders?
  
- what will you ask?
  
- how will you obtain test cases?