Software Engineering: A Practitioner's Approach, 6/e

Chapter 7
Requirements Engineering

Requirements Engineering-I

- Inception—ask a set of questions that establish …
  - basic understanding of the problem
  - the people who want a solution
  - the nature of the solution that is desired, and
  - the effectiveness of preliminary communication and collaboration between the customer and the developer
- Elicitation—elicit requirements from all stakeholders
- Elaboration—create an analysis model that identifies data, function and behavioral requirements
- Negotiation—agree on a deliverable system that is realistic for developers and customers

Requirements Engineering-II

- Specification—can be any one (or more) of the following:
  - A written document
  - A set of models
  - A formal mathematical
  - A collection of user scenarios (use-cases)
  - A prototype
- Validation—a review mechanism that looks for
  - errors in content or interpretation
  - areas where clarification may be required
  - missing information
  - inconsistencies (a major problem when large products or systems are engineered)
  - conflicting or unrealistic (unachievable) requirements.
- Requirements management

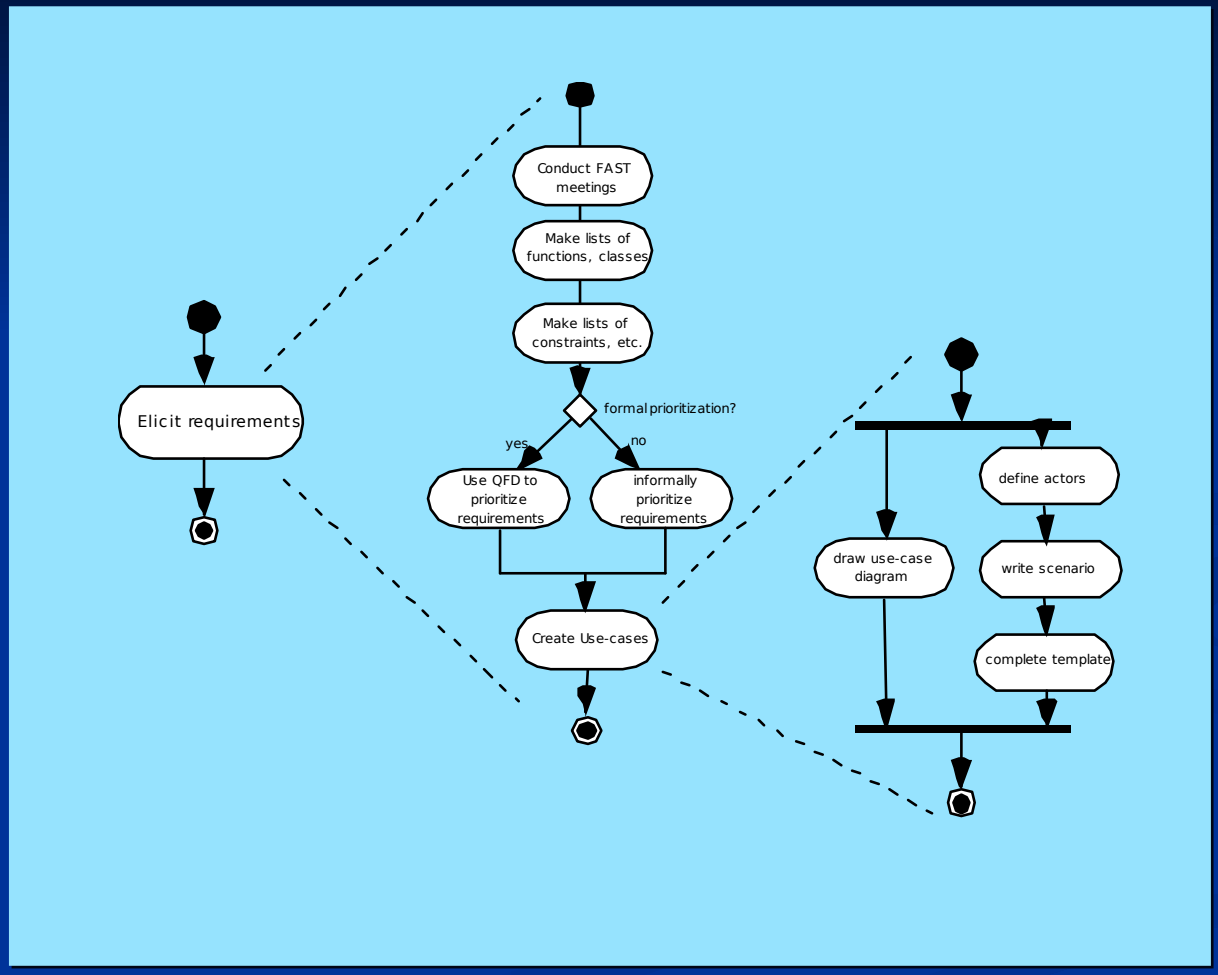
Inception

- Identify stakeholders
  - "who else do you think I should talk to?"
- Recognize multiple points of view
- Work toward collaboration
- The first questions
  - Who is behind the request for this work?
  - Who will use the solution?
  - What will be the economic benefit of a successful solution
  - Is there another source for the solution that you need?

Eliciting Requirements

- meetings are conducted and attended by both software engineers and customers
- rules for preparation and participation are established
- an agenda is suggested
- a "facilitator" (can be a customer, a developer, or an outsider) controls the meeting
- a "definition mechanism" (can be work sheets, flip charts, or wall stickers or an electronic bulletin board, chat room or virtual forum) is used
- the goal is
  - to identify the problem
  - propose elements of the solution
  - negotiate different approaches, and
  - specify a preliminary set of solution requirements

Eliciting Requirements



Quality Function Deployment

- Function deployment determines the "value" (as perceived by the customer) of each function required of the system
- Information deployment identifies data objects and events
- Task deployment examines the behavior of the system
- Value analysis determines the relative priority of requirements

Quality Function Deployment

- QFD : emphasizes an understanding of what is valuable to customer & then deploys these values throughout the engineering process.

3 types of requirements

- Normal requirements
- Expected requirements
- Exciting requirements

QFD

- QFD techniques applicable to requirements elicitation.
- QFD uses customer interviews , surveys & examination of historical data for requirement gathering activity.
- Data is then translated into a table of requirements called customer ***Voice table***.
- Voice table is reviewed by customer & stakeholders.

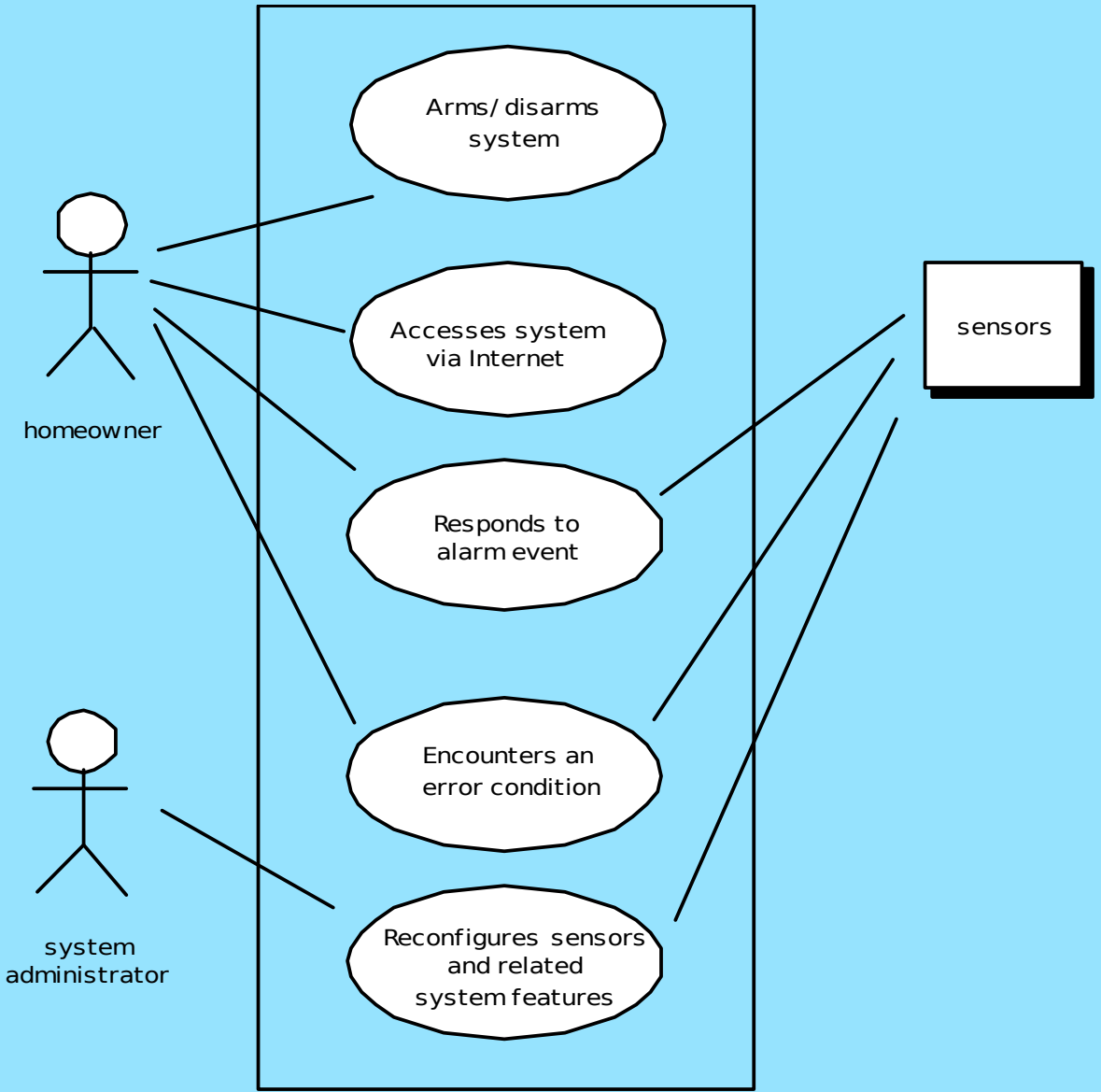
Elicitation Work Products

- a statement of need and feasibility.
- a bounded statement of scope for the system or product.
- a list of customers, users, and other stakeholders who participated in requirements elicitation
- a description of the system's technical environment.
- a list of requirements (preferably organized by function) and the domain constraints that apply to each.
- a set of usage scenarios that provide insight into the use of the system or product under different operating conditions.
- any prototypes developed to better define requirements.

Use-Cases

- A collection of user scenarios that describe the thread of usage of a system
- Each scenario is described from the point-of-view of an "actor"—a person or device that interacts with the software in some way
- Each scenario answers the following questions:
  - **Who is the primary actor, the secondary actor (s)?**
  - **What are the actor's goals?**
  - **What preconditions should exist before the story begins?**
  - **What main tasks or functions are performed by the actor?**
  - **What extensions might be considered as the story is described?**
  - **What variations in the actor's interaction are possible?**
  - **What system information will the actor acquire, produce, or change?**
  - **Will the actor have to inform the system about changes in the external environment?**
  - **What information does the actor desire from the system?**
  - **Does the actor wish to be informed about unexpected changes?**

Use-Case Diagram



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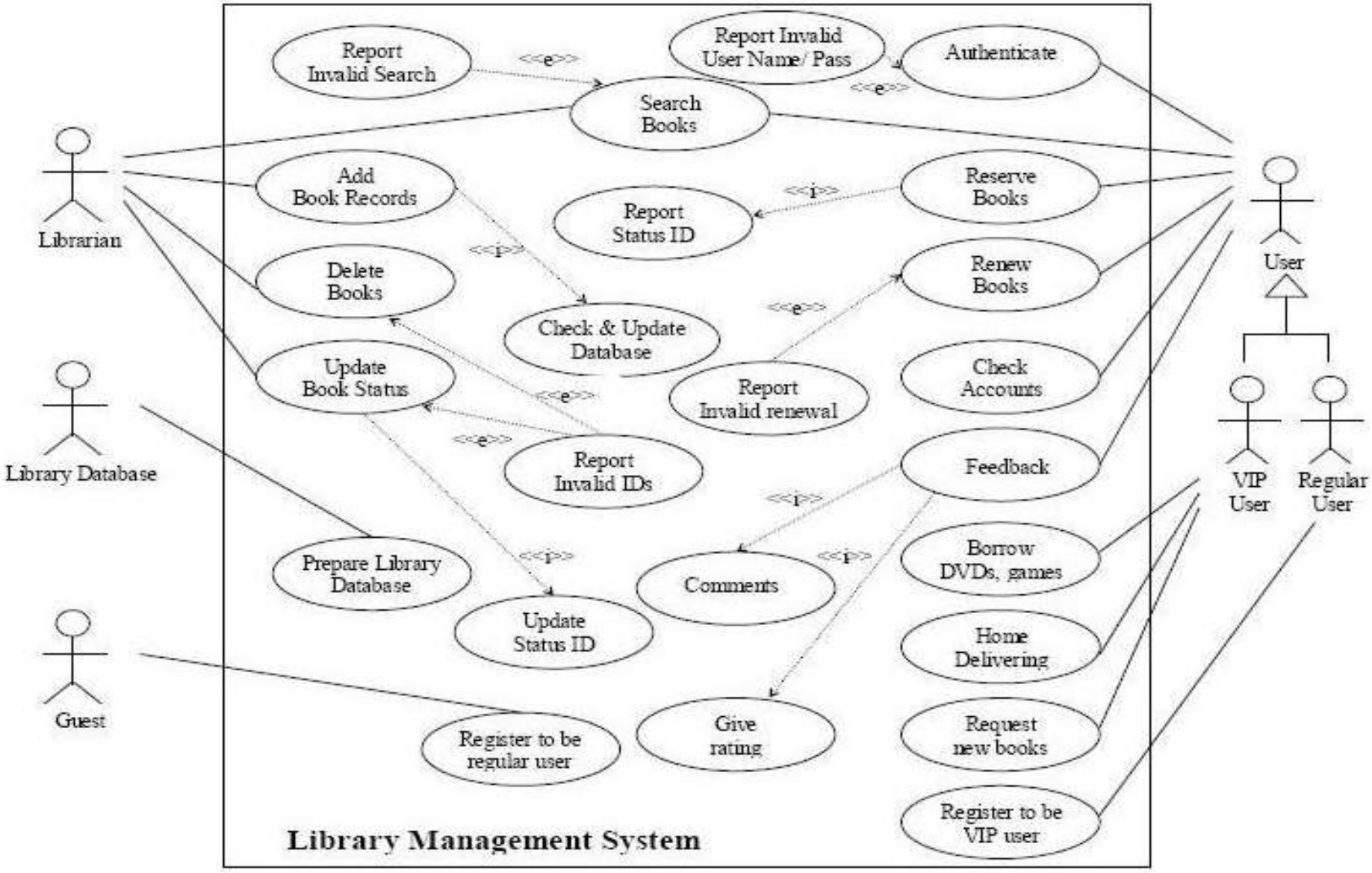
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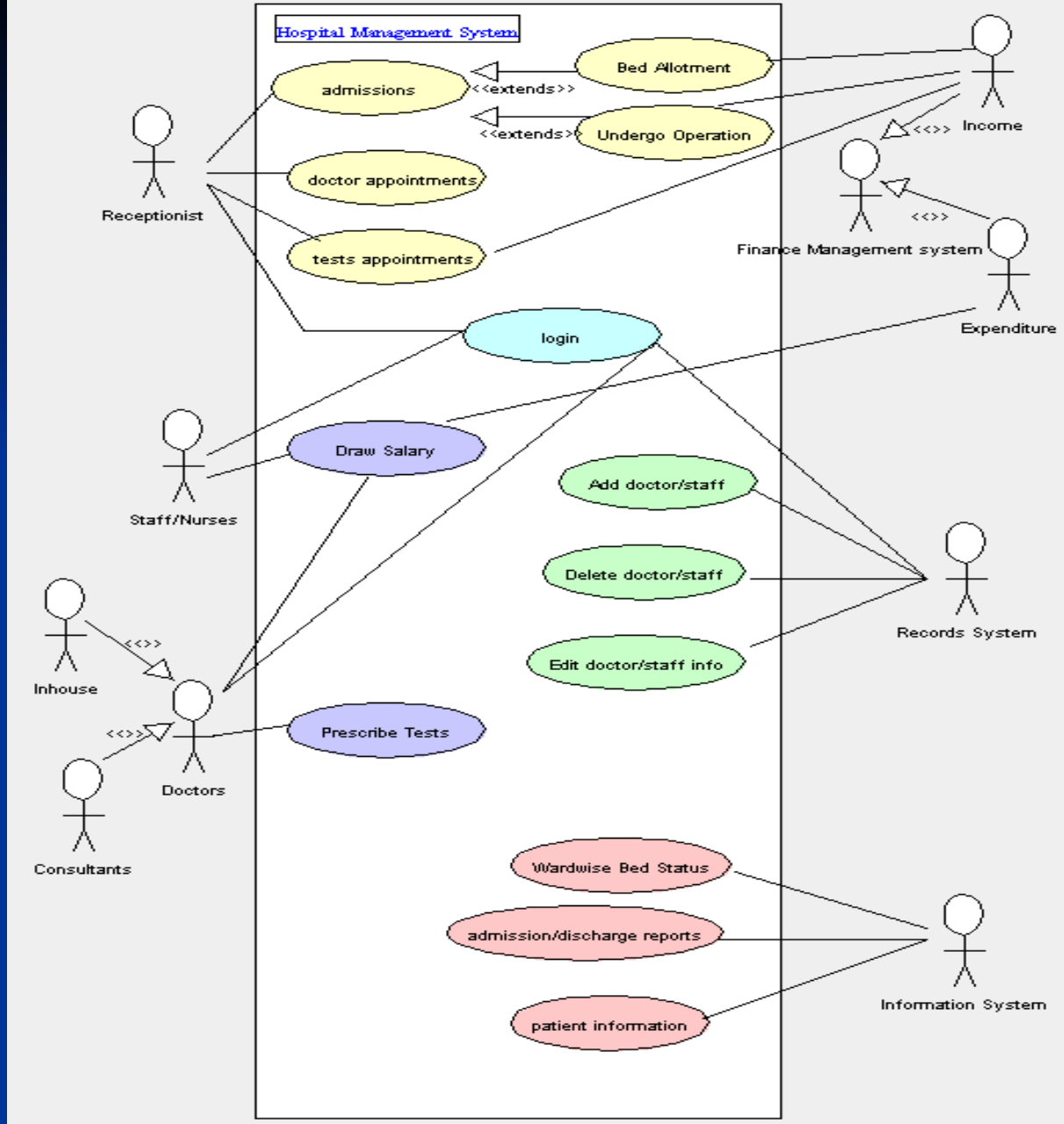
Library Management System


Hospital Management System
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Draw Salary
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Add doctor/staff
Delete doctor/staff
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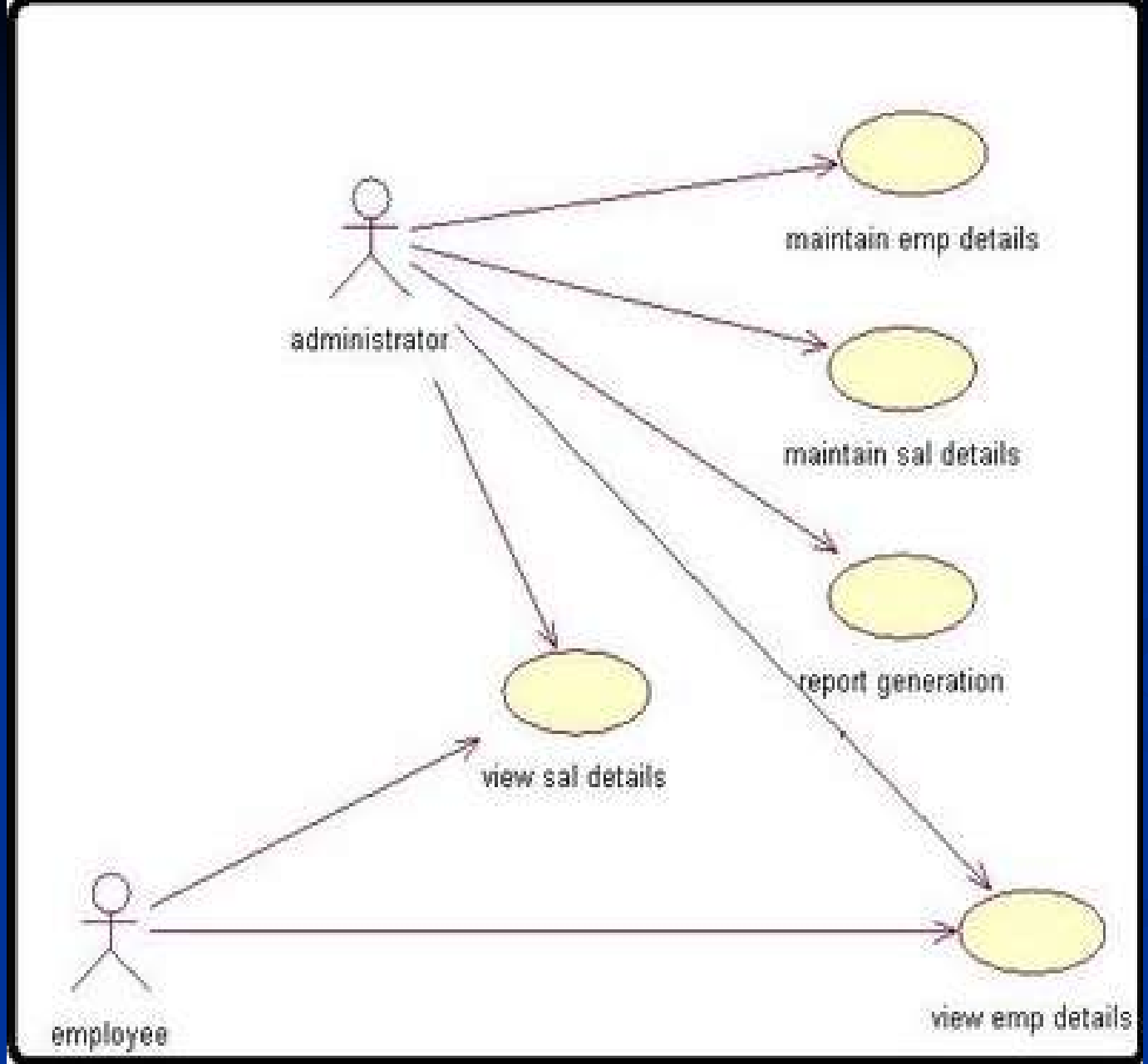
patient information
Information System


maintain emp details
administrator
maintain sal details
report generation
view sal details
employee
view emp details

Building the Requirement Model

- Elements of the requirement model
  - Scenario-based elements
    - Functional—processing narratives for software functions
    - Use-case—descriptions of the interaction between an "actor" and the system
  - Class-based elements
    - Implied by scenarios
  - Behavioral elements
    - State diagram
  - Flow-oriented elements
    - Data flow diagram

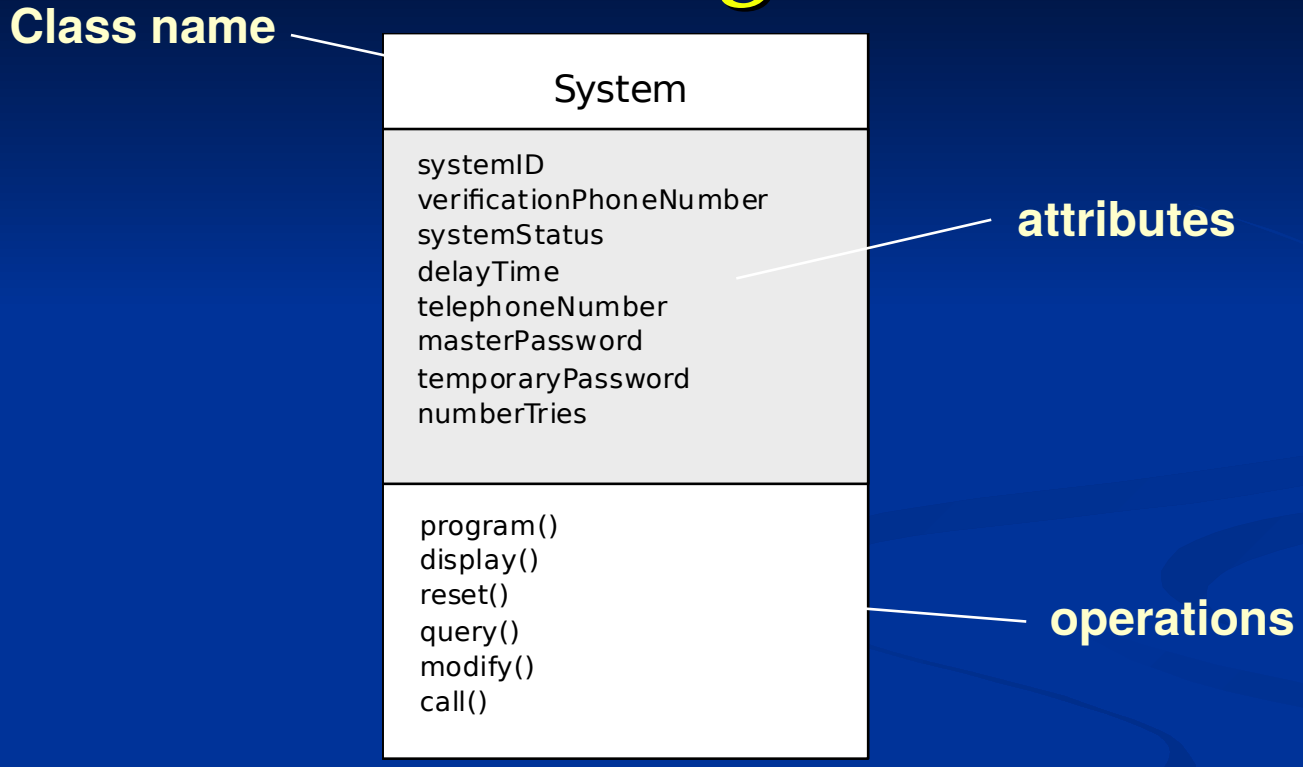
Analysis Classes

- ***External entities*** (e.g., other systems, devices, people) that produce or consume information to be used by a computer-based system.
- ***Things*** (e.g, reports, displays, letters, signals) that are part of the information domain for the problem.
- ***Occurrences or events*** (e.g., a property transfer or the completion of a series of robot movements) that occur within the context of system operation.
- ***Roles*** (e.g., manager, engineer, salesperson) played by people who interact with the system.
- ***Organizational units*** (e.g., division, group, team) that are relevant to an application.
- ***Places*** (e.g., manufacturing floor or loading dock) that establish the context of the problem and the overall function of the system.
- ***Structures*** (e.g., sensors, four-wheeled vehicles, or computers) that define a class of objects or related classes of objects.

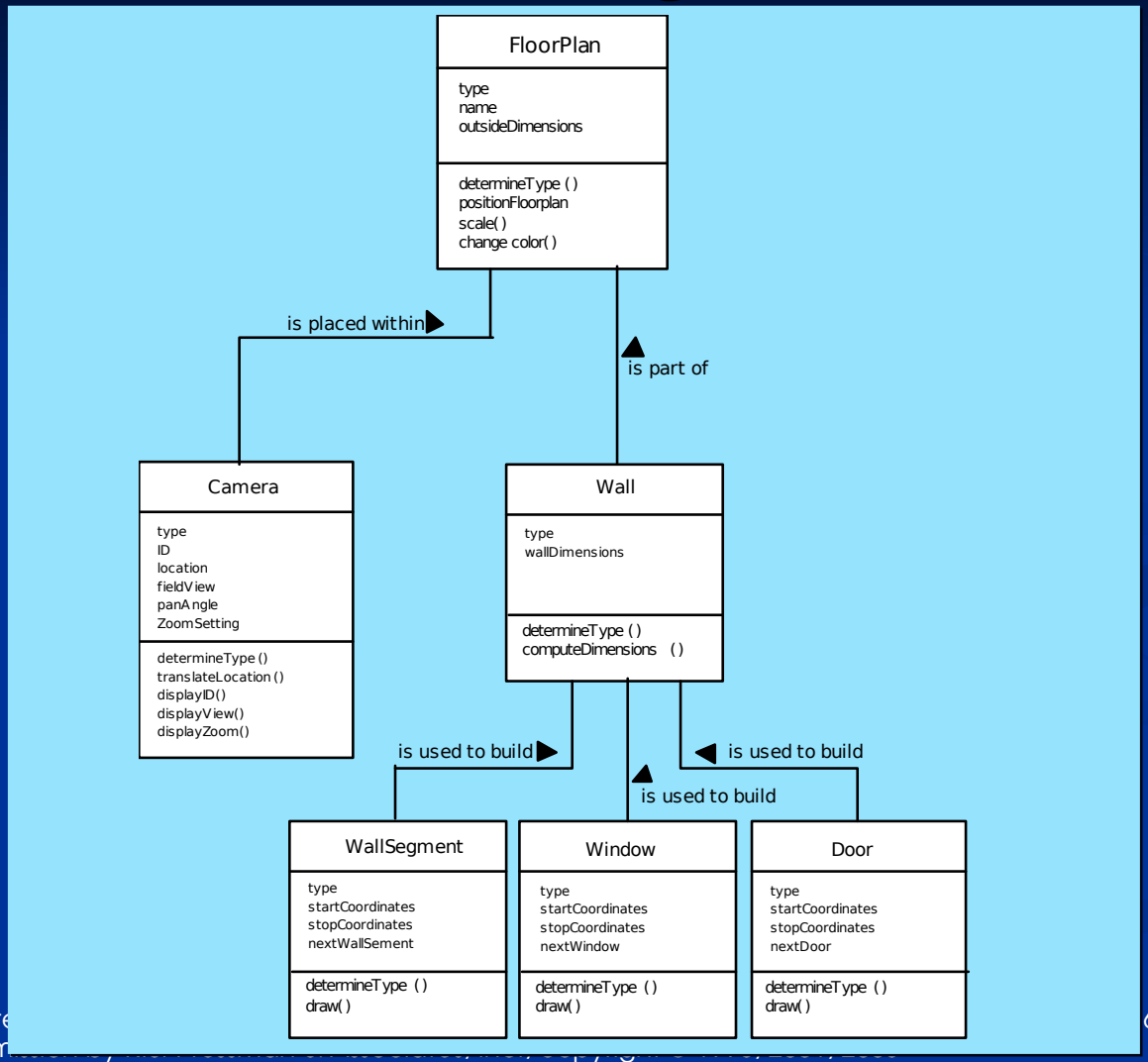
Selecting Classes—Criteria

- Retained information
- Needed services
- Multiple attributes
- Common attributes
- Common operations
- Essential requirements

Class Diagram



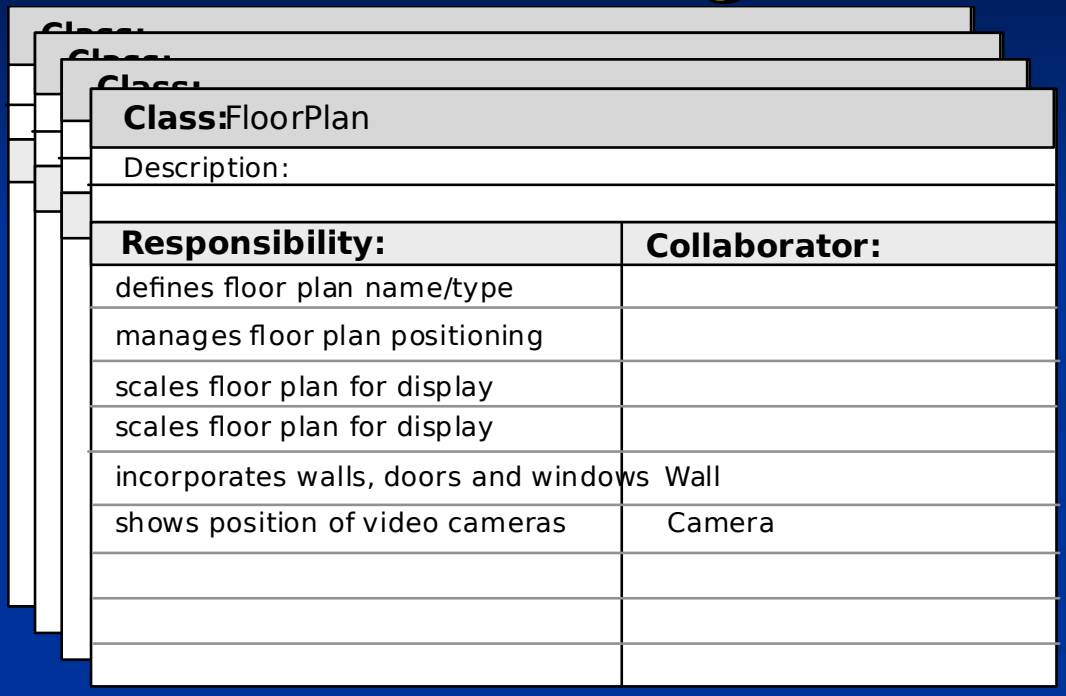
Class Diagram



CRC Modeling
(Class_Responsibility-Collaborator)

- Analysis classes have "responsibilities"
  - *Responsibilities* are the attributes and operations encapsulated by the class
- Analysis classes collaborate with one another
  - *Collaborators* are those classes that are required to provide a class with the information needed to complete a responsibility.
  - In general, a collaboration implies either a request for information or a request for some action.

CRC Modeling



Class Types

- *Entity classes*, also called *model* or *business* classes, are extracted directly from the statement of the problem (e.g., FloorPlan and Sensor).
- *Boundary classes* are used to create the interface (e.g., interactive screen or printed reports) that the user sees and interacts with as the software is used.
- *Controller classes* manage a "unit of work" [UML03] from start to finish. That is, controller classes can be designed to manage
  - the creation or update of entity objects;
  - the instantiation of boundary objects as they obtain information from entity objects;
  - complex communication between sets of objects;
  - validation of data communicated between objects or between the user and the application.

Responsibilities

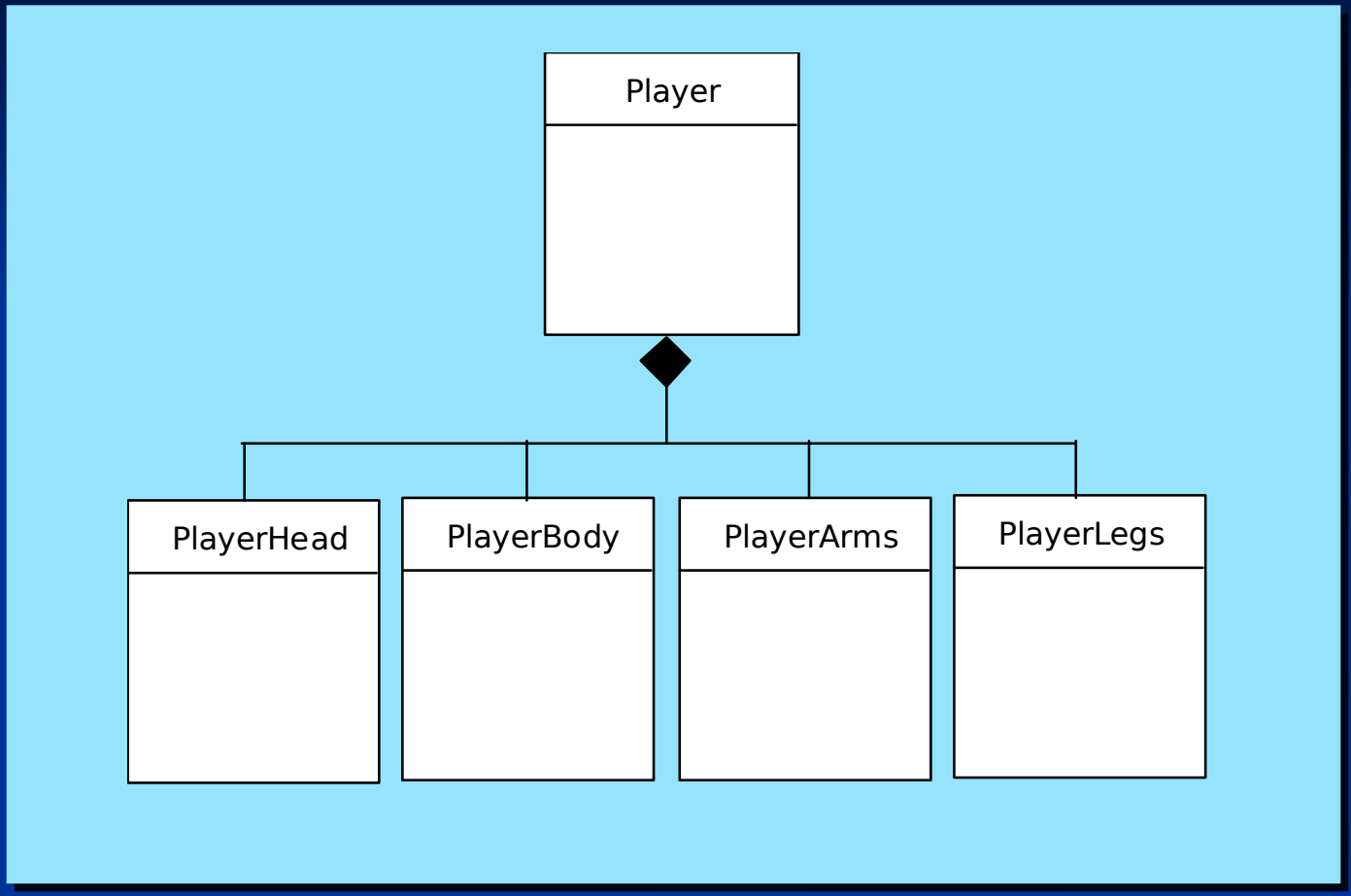
(Attributes and methods relevant to the class)

- System intelligence should be distributed across classes to best address the needs of the problem
- Each responsibility should be stated as generally as possible
- Information and the behavior related to it should reside within the same class
- Information about one thing should be localized with a single class, not distributed across multiple classes.
- Responsibilities should be shared among related classes, when appropriate.

Collaborations

- Classes fulfill their responsibilities in one of two ways:
  - A class can use its own operations to manipulate its own attributes, thereby fulfilling a particular responsibility, or
  - a class can collaborate with other classes.
- Collaborations identify relationships between classes
- Collaborations are identified by determining whether a class can fulfill each responsibility itself
- Three different generic relationships between classes [WIR90]:
  - the *is-part-of* relationship
  - the *has-knowledge-of* relationship
  - the *depends-upon* relationship

Composite Aggregate Class



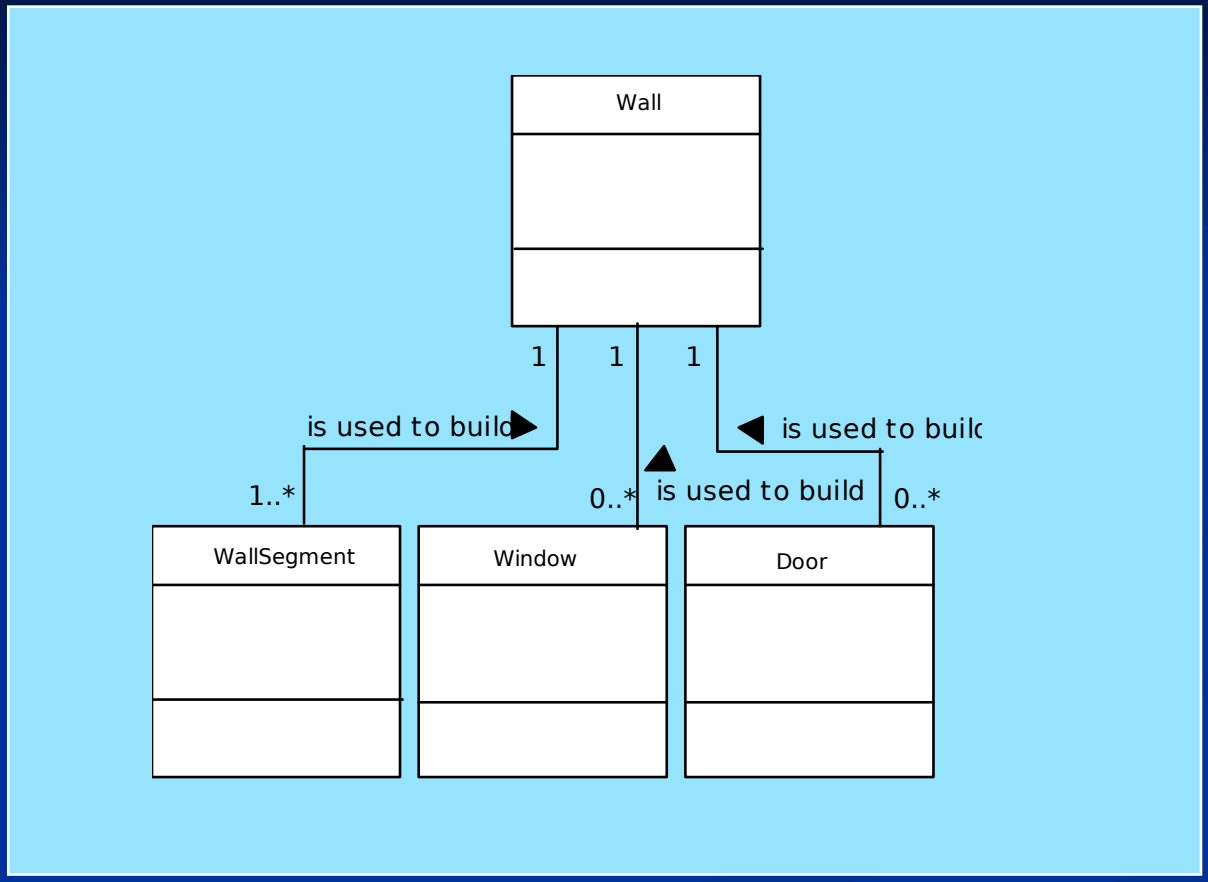
Reviewing the CRC Model

- All participants in the review (of the CRC model) are given a subset of the CRC model index cards.
  - Cards that collaborate should be separated (i.e., no reviewer should have two cards that collaborate).
- All use-case scenarios (and corresponding use-case diagrams) should be organized into categories.
- The review leader reads the use-case deliberately.
  - As the review leader comes to a named object, she passes a token to the person holding the corresponding class index card.
- When the token is passed, the holder of the class card is asked to describe the responsibilities noted on the card.
  - The group determines whether one (or more) of the responsibilities satisfies the use-case requirement.
- If the responsibilities and collaborations noted on the index cards cannot accommodate the use-case, modifications are made to the cards.
  - This may include the definition of new classes (and corresponding CRC index cards) or the specification of new or revised responsibilities or collaborations on existing cards.

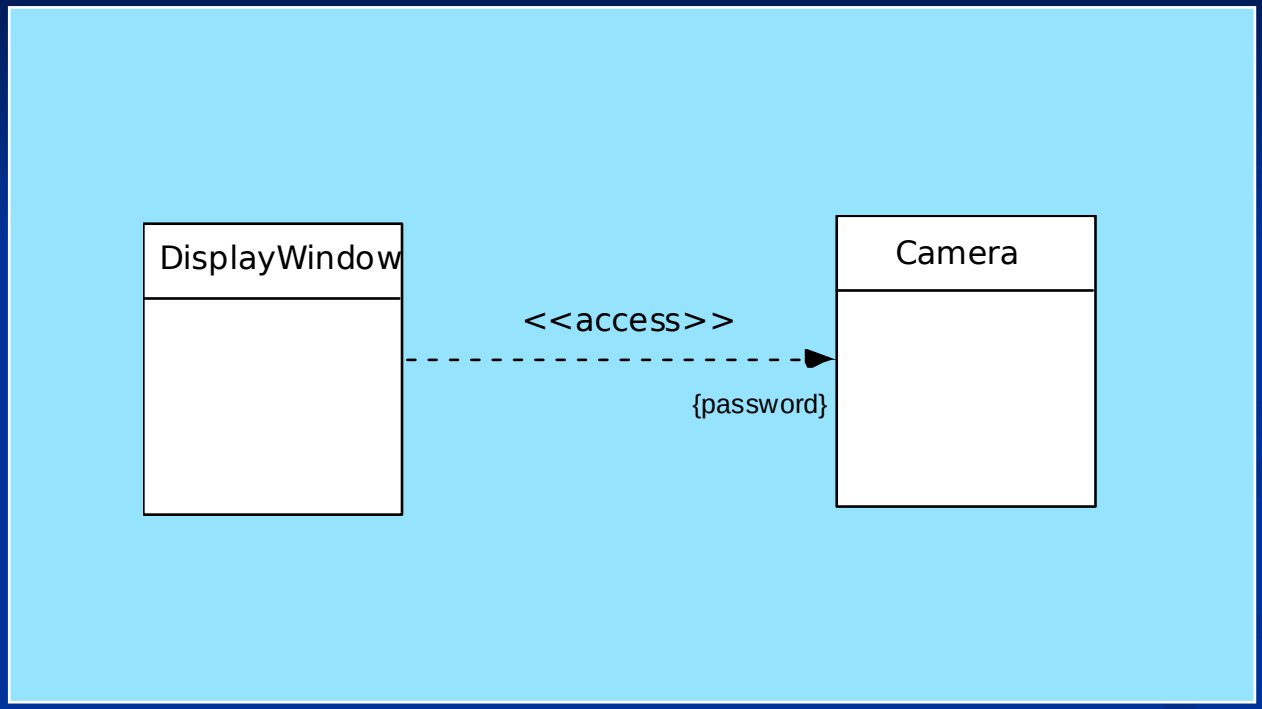
Associations and Dependencies

- Two analysis classes are often related to one another in some fashion
  - In UML these relationships are called *associations*
  - Associations can be refined by indicating *multiplicity* (the term *cardinality* is used in data modeling
- In many instances, a client-server relationship exists between two analysis classes.
  - In such cases, a client-class depends on the server-class in some way and a *dependency relationship* is established

Multiplicity



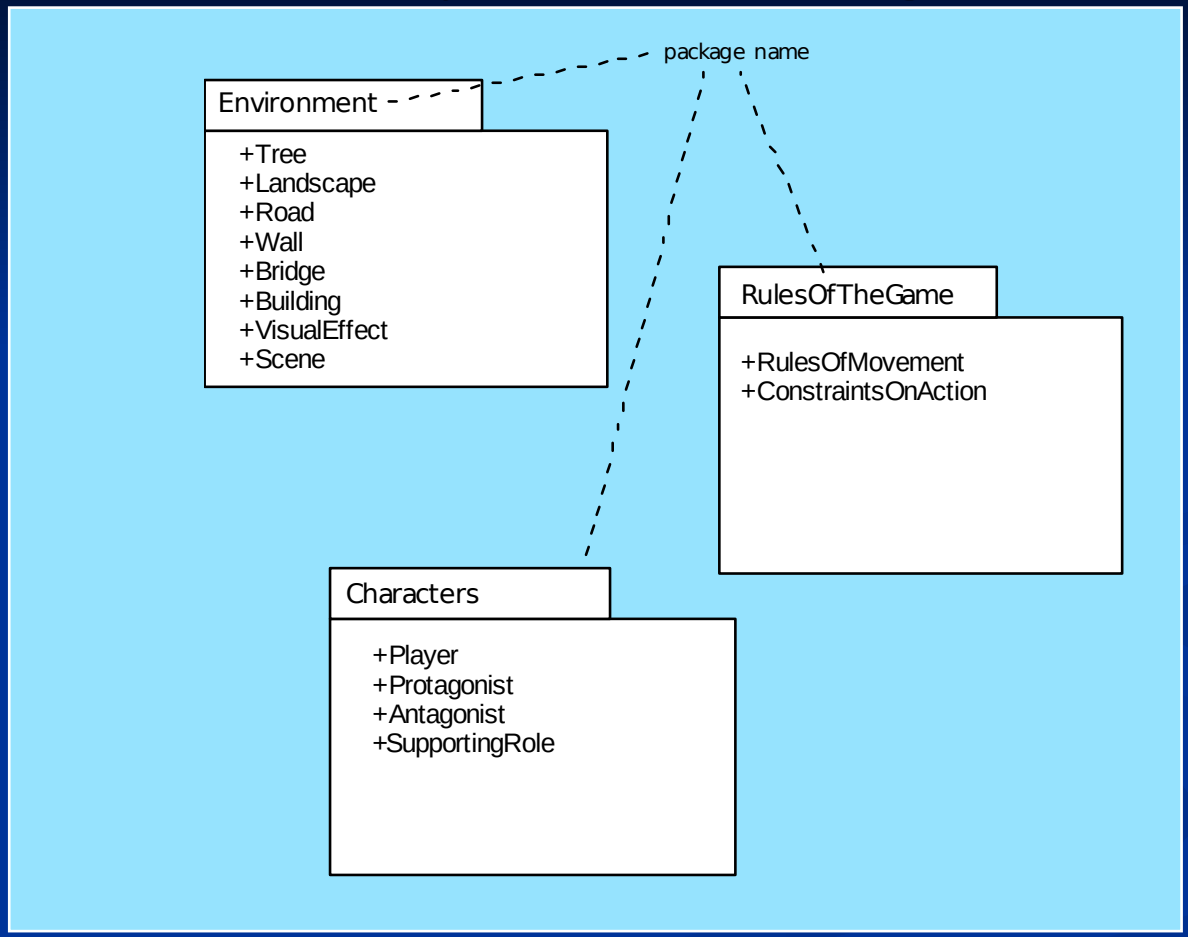
Dependencies



Analysis Packages

- Various elements of the analysis model (e.g., use-cases, analysis classes) are categorized in a manner that packages them as a grouping
- The plus sign preceding the analysis class name in each package indicates that the classes have public visibility and are therefore accessible from other packages.
- Other symbols can precede an element within a package. A minus sign indicates that an element is hidden from all other packages and a # symbol indicates that an element is accessible only to packages contained within a given package.

Analysis Packages



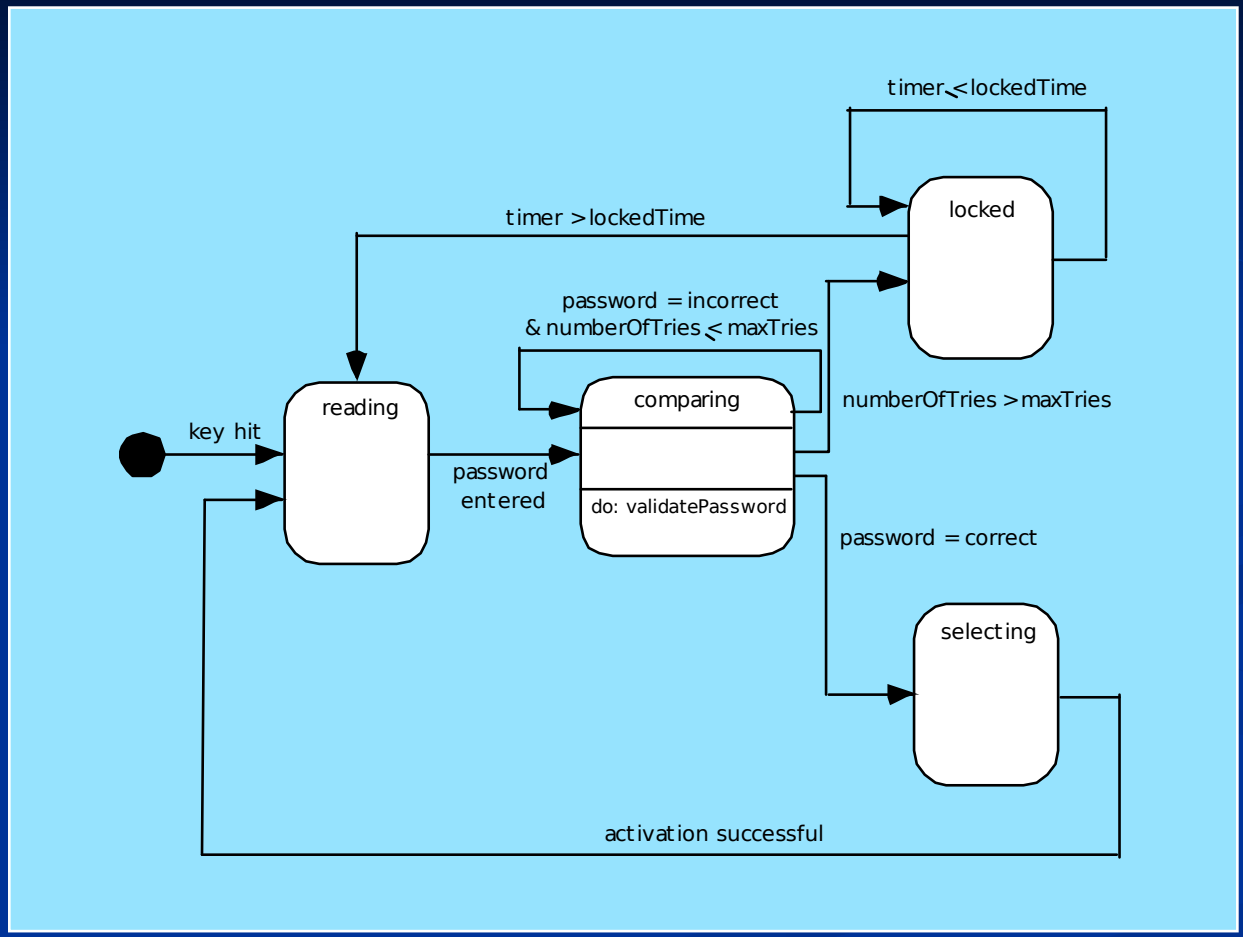
Behavioral Modeling

- The behavioral model indicates how software will respond to external events or stimuli. To create the model, the analyst must perform the following steps:
  - Evaluate all use-cases to fully understand the sequence of interaction within the system.
  - Identify events that drive the interaction sequence and understand how these events relate to specific objects.
  - Create a sequence for each use-case.
  - Build a state diagram for the system.
  - Review the behavioral model to verify accuracy and consistency.

State Representations

- In the context of behavioral modeling, two different characterizations of states must be considered:
  - the state of each class as the system performs its function and
  - the state of the system as observed from the outside as the system performs its function
- The state of a class takes on both passive and active characteristics [CHA93].
  - A *passive state* is simply the current status of all of an object's attributes.
  - The *active state* of an object indicates the current status of the object as it undergoes a continuing transformation or processing.

State Diagram for the ControlPanel Class



The States of a System

- state—a set of observables that characterizes the behavior of a system at a given time
- state transition—the movement from one state to another
- event—an occurrence that causes the system to exhibit some predictable form of behavior
- action—process that occurs as a consequence of making a transition

Behavioral Modeling

- Make a list of the different states of a system (How does the system behave?)
- Indicate how the system makes a transition from one state to another (How does the system change state?)
  - indicate event
  - indicate action
- Draw a state diagram or a sequence diagram

Sequence Diagram

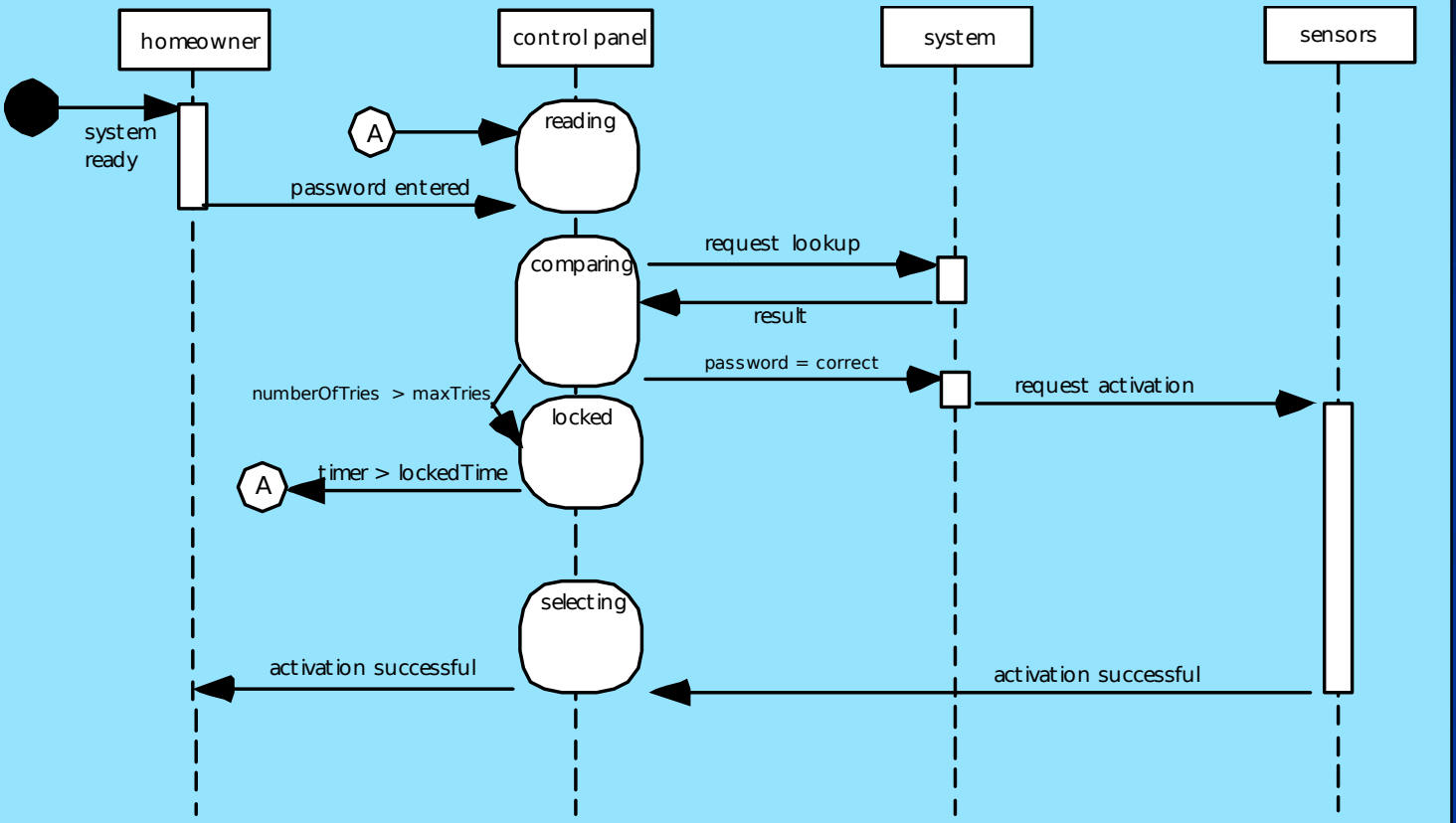
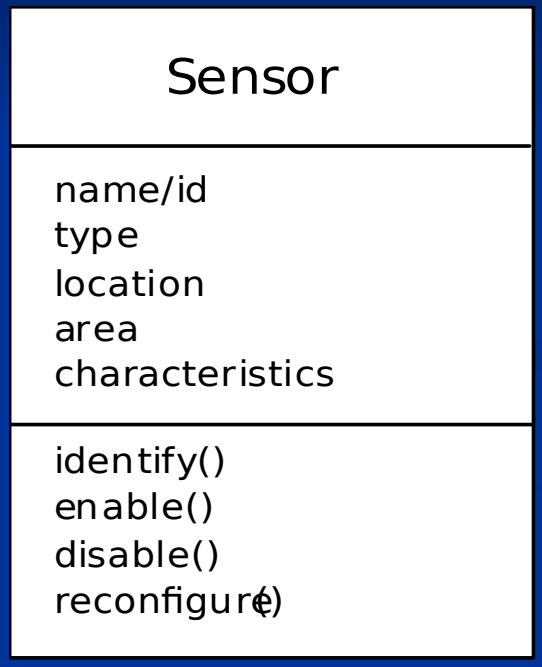


Figure 8.27 Sequence diagram (partial) for *SafeHome* security function

Writing the Software Specification

Class Diagram

From the *SafeHome* system ...



State Diagram

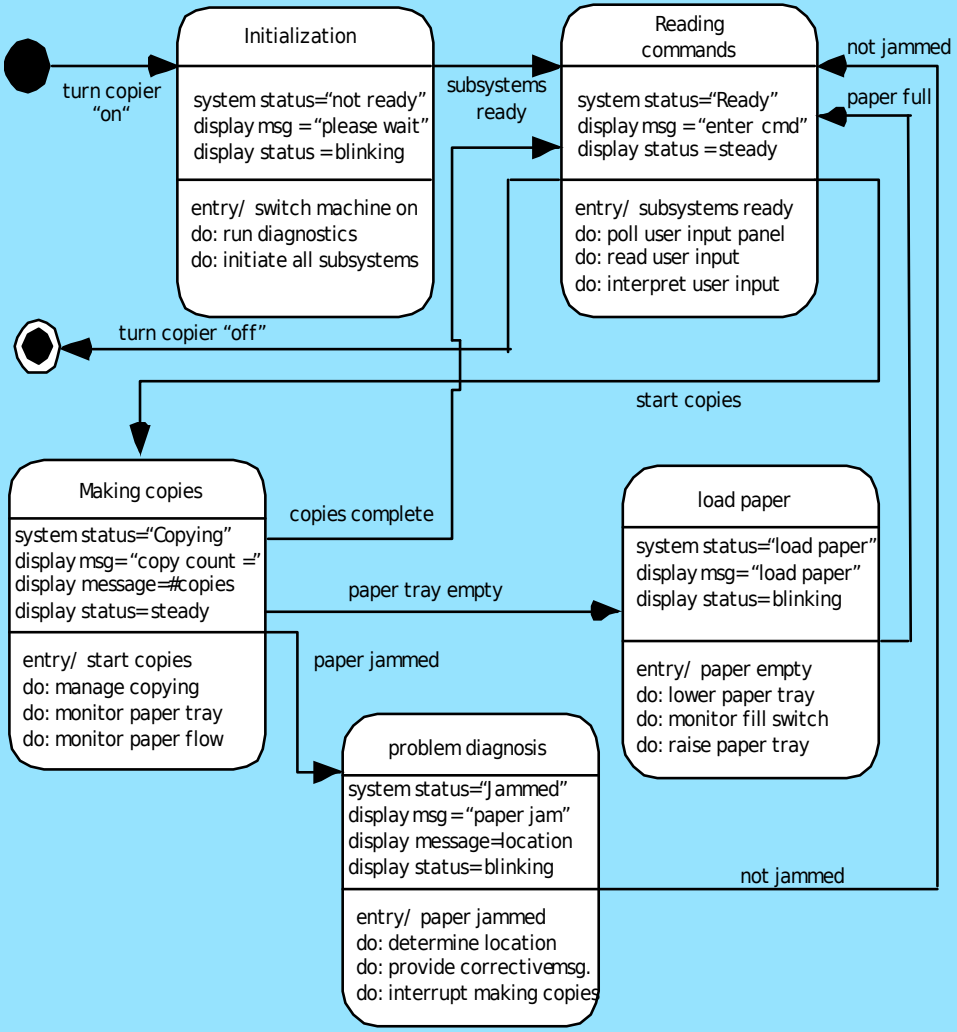


Figure 7.6 Preliminary UML state diagram for a photocopier

Analysis Patterns

Pattern name: A descriptor that captures the essence of the pattern.

Intent: Describes what the pattern accomplishes or represents

Motivation: A scenario that illustrates how the pattern can be used to address the problem.

Forces and context: A description of external issues (forces) that can affect how the pattern is used and also the external issues that will be resolved when the pattern is applied.

Solution: A description of how the pattern is applied to solve the problem with an emphasis on structural and behavioral issues.

Consequences: Addresses what happens when the pattern is applied and what trade-offs exist during its application.

Design: Discusses how the analysis pattern can be achieved through the use of known design patterns.

Known uses: Examples of uses within actual systems.

Related patterns: On e or more analysis patterns that are related to the named pattern because (1) it is commonly used with the named pattern; (2) it is structurally similar to the named pattern; (3) it is a variation of the named pattern.

Negotiating Requirements

- Identify the key stakeholders
  - These are the people who will be involved in the negotiation
- Determine each of the stakeholders "win conditions"
  - Win conditions are not always obvious
- Negotiate
  - Work toward a set of requirements that lead to "win-win"

Validating Requirements-I

- Is each requirement consistent with the overall objective for the system/product?
- Have all requirements been specified at the proper level of abstraction? That is, do some requirements provide a level of technical detail that is inappropriate at this stage?
- Is the requirement really necessary or does it represent an add-on feature that may not be essential to the objective of the system?
- Is each requirement bounded and unambiguous?
- Does each requirement have attribution? That is, is a source (generally, a specific individual) noted for each requirement?
- Do any requirements conflict with other requirements?

Validating Requirements-II

- Is each requirement achievable in the technical environment that will house the system or product?
- Is each requirement testable, once implemented?
- Does the requirements model properly reflect the information, function and behavior of the system to be built.
- Has the requirements model been "partitioned" in a way that exposes progressively more detailed information about the system.
- Have requirements patterns been used to simplify the requirements model. Have all patterns been properly validated? Are all patterns consistent with customer requirements?