

Software Architecture and Engineering *Requirements Elicitation*

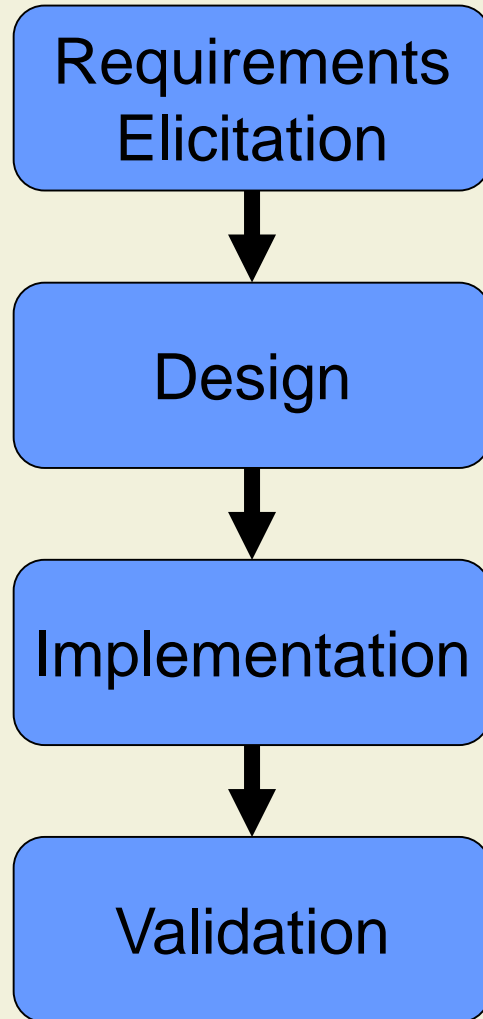
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Chair of Programming Methodology

Spring Semester 2016

ETH zürich

Main Activities of Software Development



These activities may overlap and are typically executed iteratively



How the customer explained it



How the Project Leader understood it



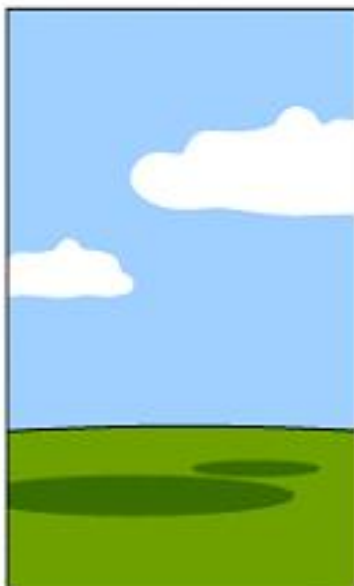
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



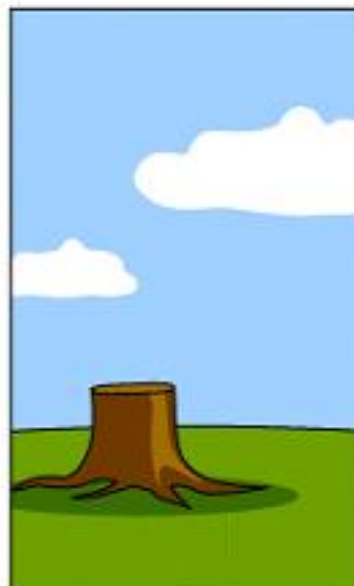
How the project was documented



What operations installed



How the customer was billed



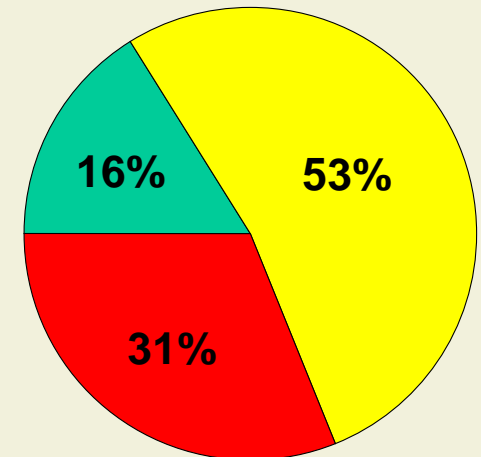
How it was supported



What the customer really needed

Software – a Poor Track Record

- Software bugs cost the U.S. economy an estimated \$59.5 billion annually, or about 0.6 percent of the gross domestic product
- 84% of all software projects are unsuccessful
 - Late, over budget, less features than specified, cancelled
- The average unsuccessful project
 - 222% longer than planned
 - 189% over budget
 - 61% of originally specified features



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- Top 5 reasons measured by frequency of responses by IT executive management

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- Failure profiles of yellow projects
 1. Lack of User Input 12.80%
 2. Incomplete Requirements 12.30%
 3. Changing Requirements 11.80%
 4. Lack of Executive Support 7.50%
 5. Technology Incompetence 7%

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- Failure profiles of red projects
 - 1. Incomplete Requirements 13.10%
 - 2. Lack of User Involvement 12.40%
 - 3. Lack of Resources 10.60%
 - 4. Unrealistic Expectations 9.90%
 - 5. Lack of Executive Support 9%

2. Requirements Elicitation

2.1 Requirements

2.2 Activities

Requirements

- Definition:
A feature that the system must have or a constraint it must satisfy to be accepted by the client
[Brügge, Dutoit]
- Requirements engineering defines the requirements of the system under construction

Requirements

- Describe the **user's view** of the system
- Identify the **what** of the system, not the **how**

▪ Part of requirements

- Functionality
- User interaction
- Error handling
- Environmental conditions (interfaces)

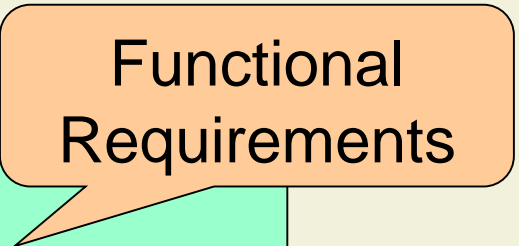
▪ Not part of requirements

- System structure
- Implementation technology
- System design
- Development methodology

Types of Requirements

- **Functionality**
 - What is the software supposed to do?
 - **External interfaces**
 - Interaction with people, hardware, other software
-
- **Performance**
 - Speed, availability, response time, recovery time
 - **Attributes (quality requirements)**
 - Portability, correctness, maintainability, security
 - **Design constraints**
 - Required standards, operating environment, etc.

Types of Requirements



Functional Requirements

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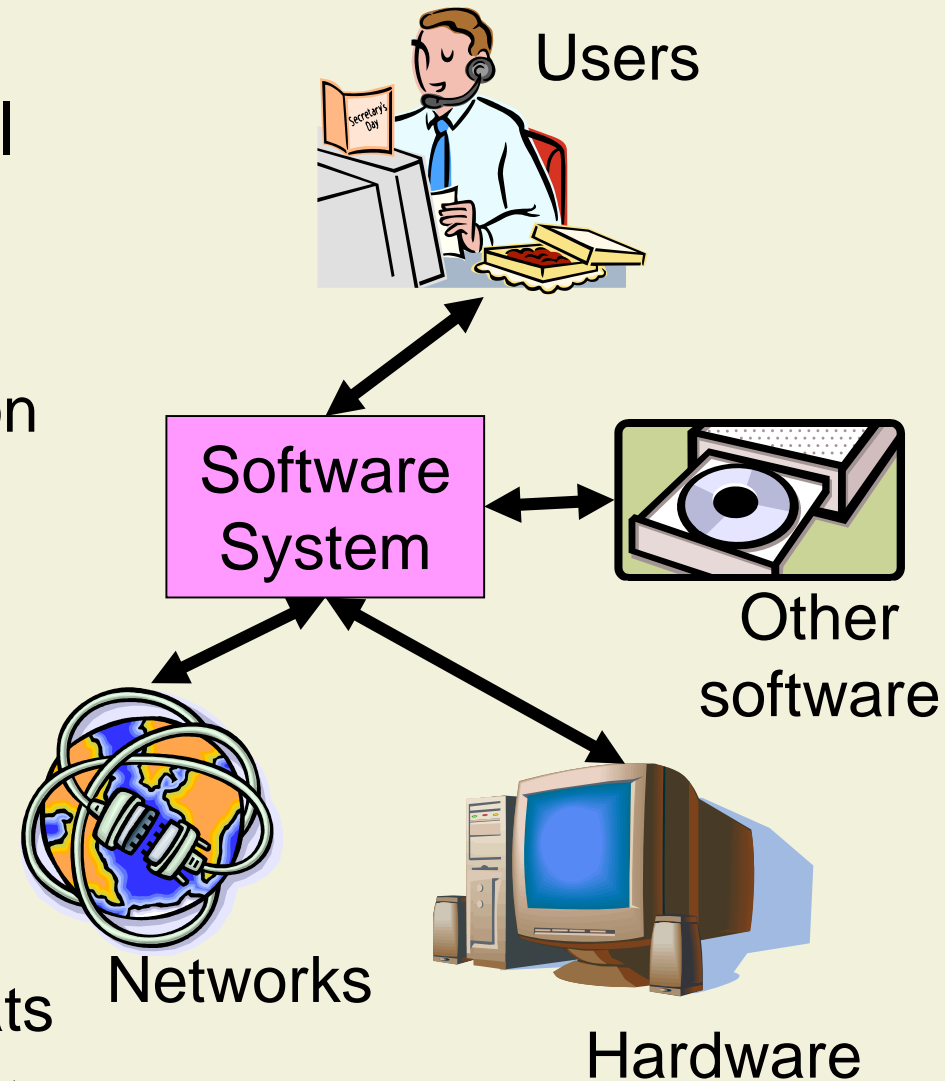
Nonfunctional
Requirements

Functionality includes

- Relationship of **outputs** to **inputs**
- Response to **abnormal situations**
- **Exact sequence** of operations
- **Validity checks** on the inputs
- Effect of **parameters**

External Interfaces

- Detailed description of all inputs and outputs
 - Description of purpose
 - Source of input, destination of output
 - Valid range, accuracy, tolerance
 - Units of measure
 - Relationships to other inputs/outputs
 - Screen and window formats
 - Data and command formats



Performance

- Static numerical requirements
 - Number of terminals supported
 - Number of simultaneous users supported
 - Amount of information handled

- Dynamic numerical requirements
 - Number of transactions processed within certain time periods (average and peak workload)
 - Example: 95% of the transactions shall be processed in less than 1 second

Constraints (Pseudo Requirements)

- Standard compliance
 - Report format, audit tracing, etc.
- Implementation requirements
 - Tools, programming languages, etc.
 - Development technology and methodology should not be constrained by the client. Fight for it!
- Operations requirements
 - Administration and management of the system
- Legal requirements
 - Licensing, regulation, certification

Quality Criteria for Requirements

Correctness

Requirements represent the client's view

Completeness

All possible scenarios are described, including exceptional behavior



Consistency

Requirements do not contradict each other

Clarity

(Un-ambiguity)

Requirements can be interpreted in only one way

Quality Criteria for Requirements (cont'd)

Realism

Requirements can be implemented and delivered

Verifiability

Repeatable tests can be designed to show that the system fulfills the requirements



Traceability

Each feature can be traced to a set of functional requirements

Quality Criteria: Examples

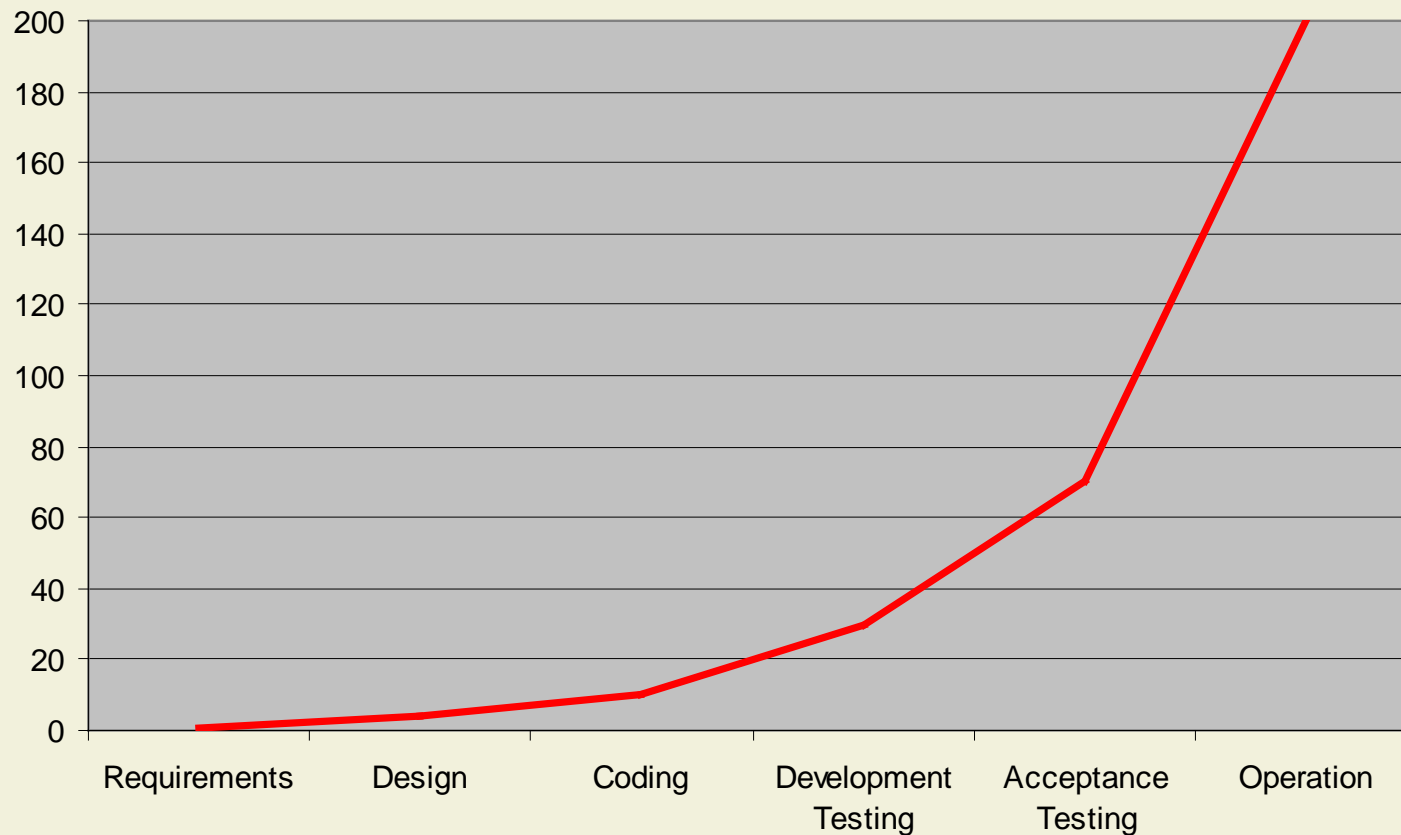
- *“System shall be usable by elderly people”*
 - Not verifiable, unclear
 - Solution: *“Text shall appear in letters at least 1cm high”*

- *“The product shall be error-free”*
 - Not verifiable (in practice), not realistic
 - Solution: Specify test criteria

- *“The system shall provide real-time response”*
 - Unclear
 - Solution: *“The system shall respond in less than 2s”*

Relative Cost to Fix an Error

- The sooner a defect is found, the cheaper it is to fix



[Boehm 1981]

Requirements Validation

- A quality assurance step, usually after requirements elicitation or analysis
- **Reviews** by clients and developers
 - Check all quality criteria
 - Future validations (testing)
- **Prototyping**
 - Throw-away or evolutionary prototypes
 - Study feasibility
 - Give clients an impression of the future system
 - Typical example: user interfaces

2. Requirements Elicitation

2.1 Requirements

2.2 Activities

Requirements Elicitation Activities

Identifying Actors

Identifying Scenarios

Identifying Use Cases

Identifying Nonfunctional
Requirements

Identifying Actors

- Actors represent **roles**
 - Kind of user
 - External system
 - Physical environment
- **Questions** to ask
 - Which user groups are supported by the system?
 - Which user groups execute the system's main functions?
 - Which user groups perform secondary functions (maintenance, administration)?
 - With what external hardware and software will the system interact?

Scenarios and Use Cases

- Document the behavior of the system from the **users' point of view**
- Can be **understood by customer and users**

Scenario

- Describes **common cases**
- Focus on **understandability**

Use Case

- Generalizes scenarios to describe **all possible cases**
- Focus on **completeness**

- A scenario is an instance of a use case

Scenarios

- Definition:

A narrative description of what people do and experience as they try to make use of computer systems and applications

[M. Carroll, 1995]

- Different Applications during the software lifecycle
 - Requirements Elicitation
 - Client Acceptance Test
 - System Deployment

Scenario Example

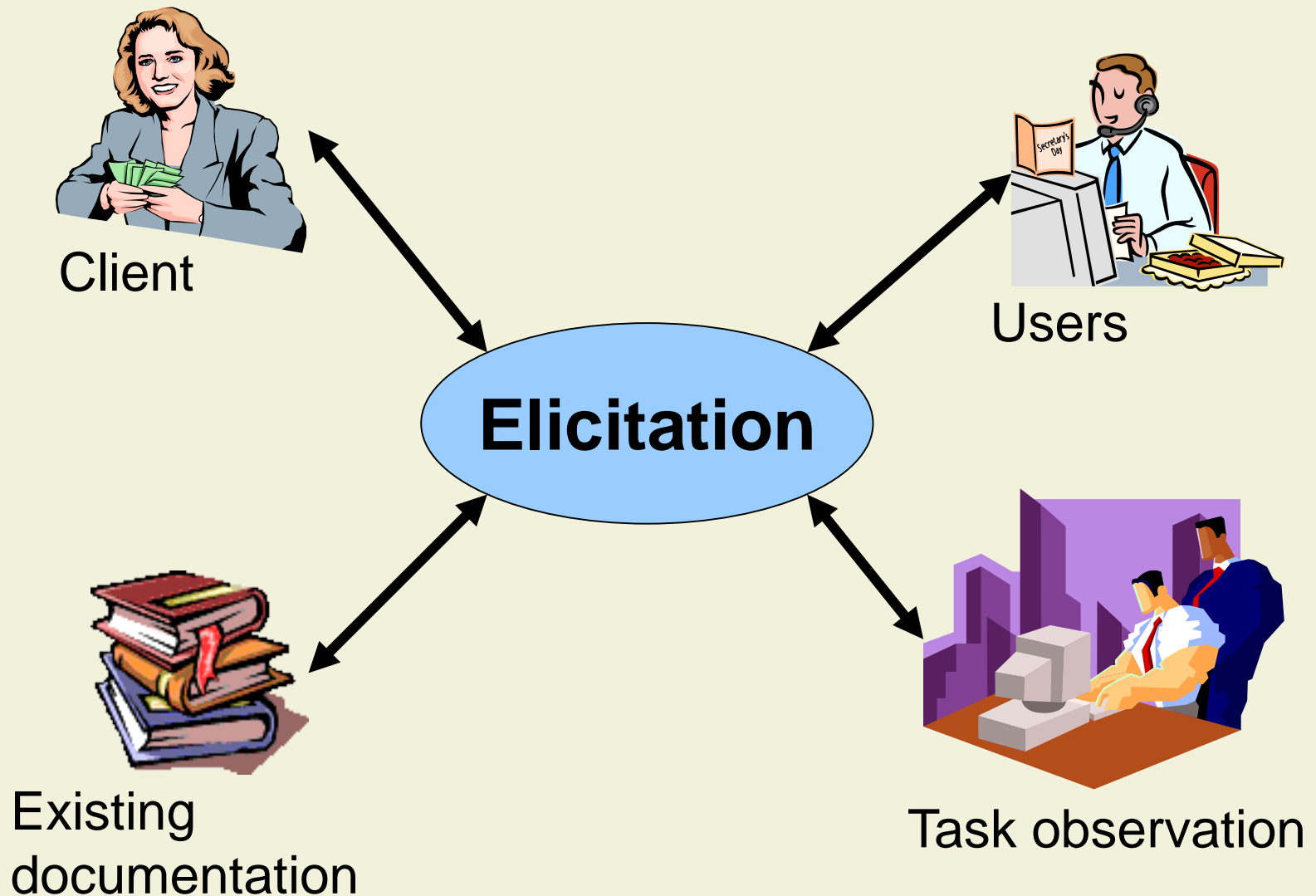
When Alice wants to borrow a book, she takes it to the checkout station. There she first scans her personal library card. Then she scans the barcode label of the book. If she has no borrowed books that are overdue and the book is not reserved for another person, the system registers the book as being borrowed by her and turns off the electronic safety device of that book. Several books can be checked out together. The checkout procedure is terminated by pressing a 'Finished' key. The system produces a loan slip for the books that have been borrowed.

[Adapted from Glinz 2000]

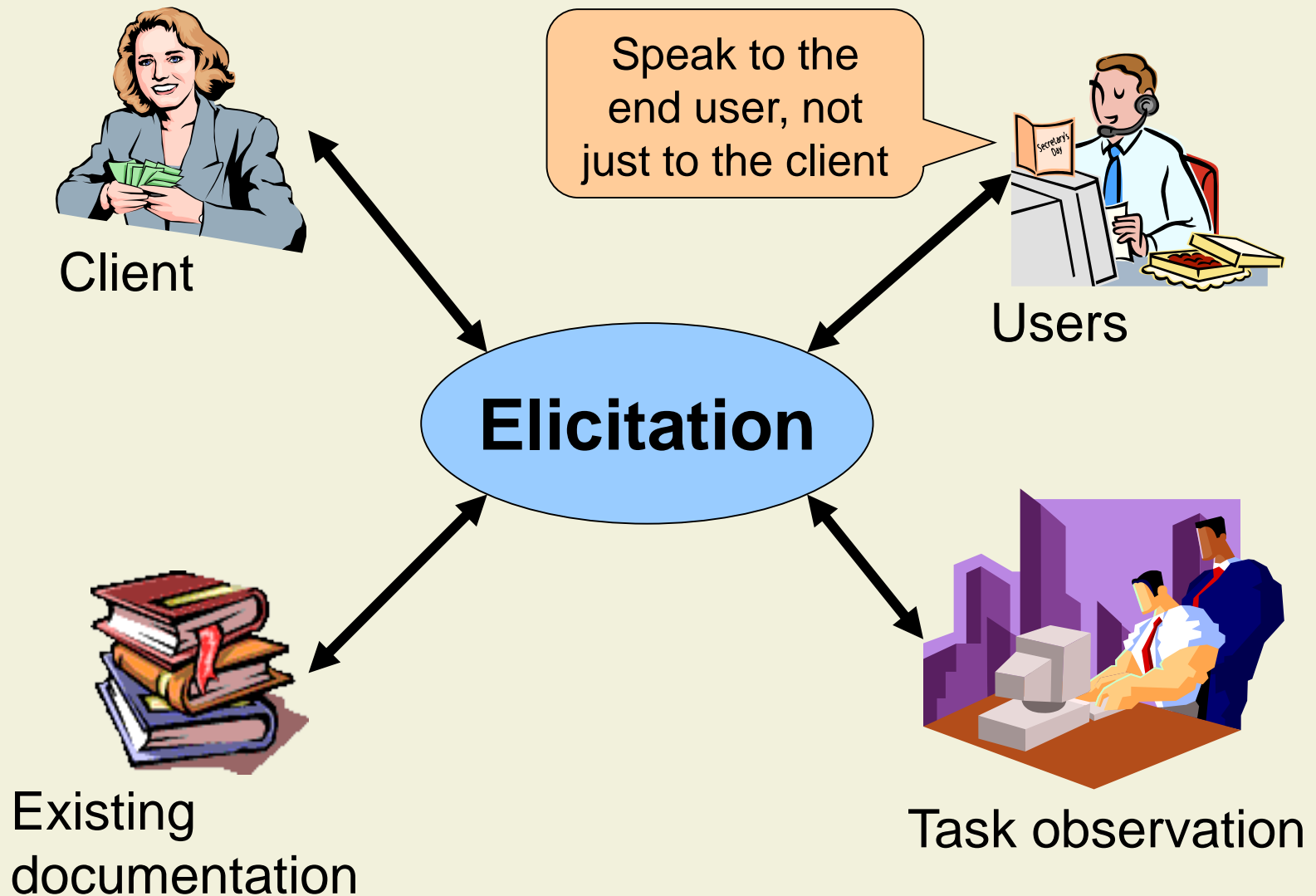
Identifying Scenarios: Questions to Ask

- What are the tasks the actor wants the system to perform?
- What information does the actor access?
- Which external changes does the actor need to inform the system about?
- Which events does the system need to inform the actor about?

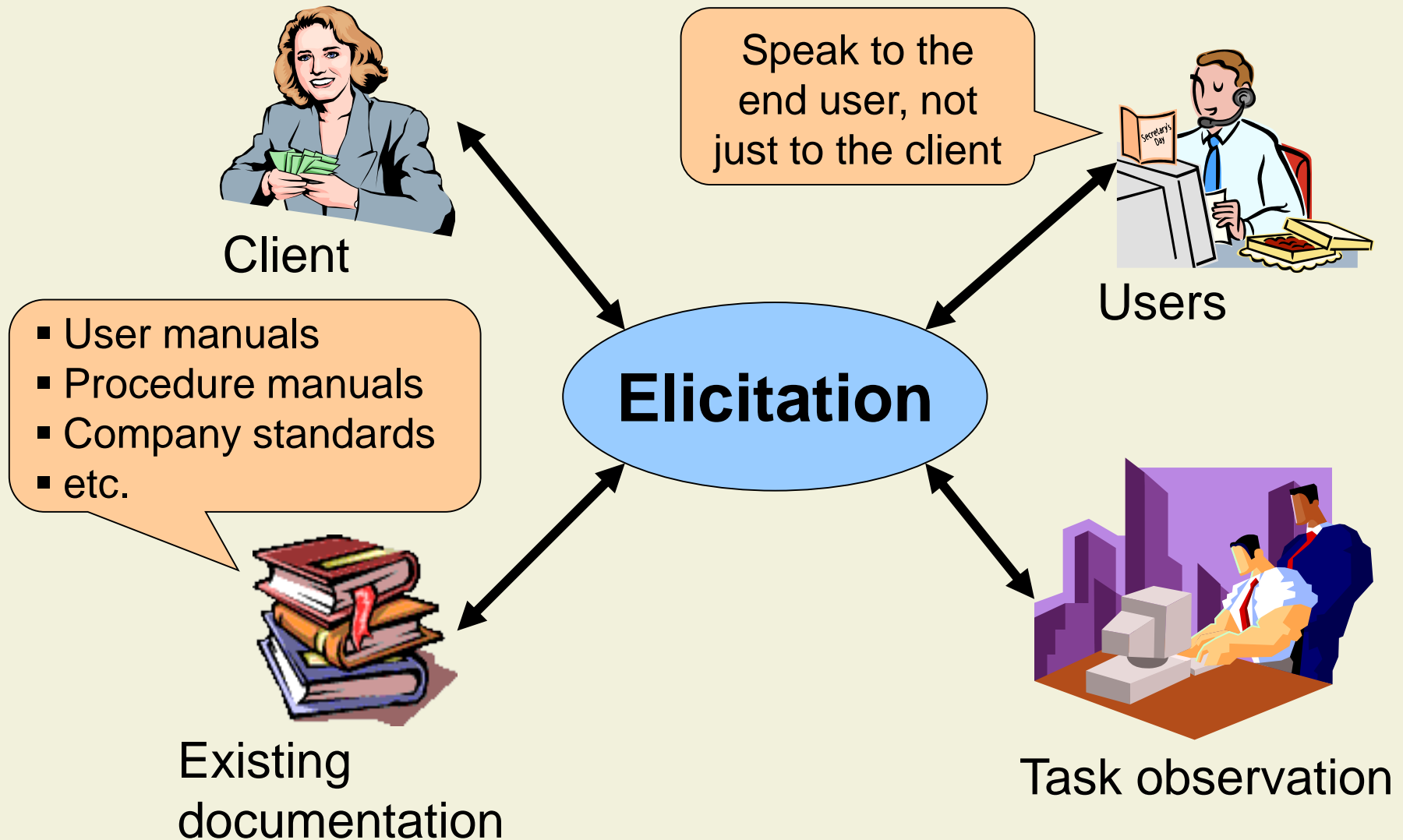
Sources of Information



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Use Cases

- A list of steps describing the interaction between an actor and the system, to achieve a goal

- A use case consists of
 - Unique name
 - Initiating and participating actors
 - Flow of events
 - Entry conditions
 - Exit conditions
 - Exceptions
 - Special requirements

Use Case Example: Event Flow

Actor steps

1. Scans library card
3. selects 'Borrow' function
5. scans label of book to be borrowed
7. presses 'Finish' key

System Steps

2. validates the card; returns the card; displays user data; displays 'Select function' dialog
4. displays 'Borrow' dialog
6. identifies book; records book as borrowed, unlocks safety label; displays book data
8. prints loan slip; displays 'Finished' message

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Also specify alternative flows and exceptional cases

Identifying Nonfunctional Requirements

- **Nonfunctional** requirements are defined **together with functional** requirements because of dependencies
 - Example: Support for novice users requires help functionality
- Elicitation is typically done with **check lists**
- Resulting set of nonfunctional requirements typically contains **conflicts**
 - Real-time requirement suggests C or Assembler implementation
 - Maintainability suggests OO-implementation