



# What are Requirements?

## Lecture Objectives:

- 1) Explain the steps of the Volere Requirements Process
- 2) Explain what happens during Project Blastoff
- 3) Explain the concept of a context diagram
- 4) Explain the concept of requirements trawling
- 5) Explain how prototypes can be used in the requirements trawling process.
- 6) Define rationale
- 7) Define fit criterion

- What is a requirement?

# What is a requirement

## Formal Definition

- "A condition or capability that must be met or possessed ~~by a system or system component~~ to satisfy a contract, standard, specification or other formally imposed document. The set of all requirements forms the basis for subsequent development of the system or system component." [IEEE std.]

# What is a requirement?

- Requirements are specifications of what a system must do
  - Tells you WHAT the system must do, not HOW to do it

*Do not overprescribe.*

# Requirements Engineering

## Process

Interview / QA with customer.

Constructing Final req. document.

Requirement statements checked

for accuracy and prioritized

Requirements formally written.

Review to check Reqs for accuracy/correctness. Customer signs off.

Requirements elicitation

Requirements analysis

Requirements definition

Requirements prototyping

Requirements specification

Requirements review

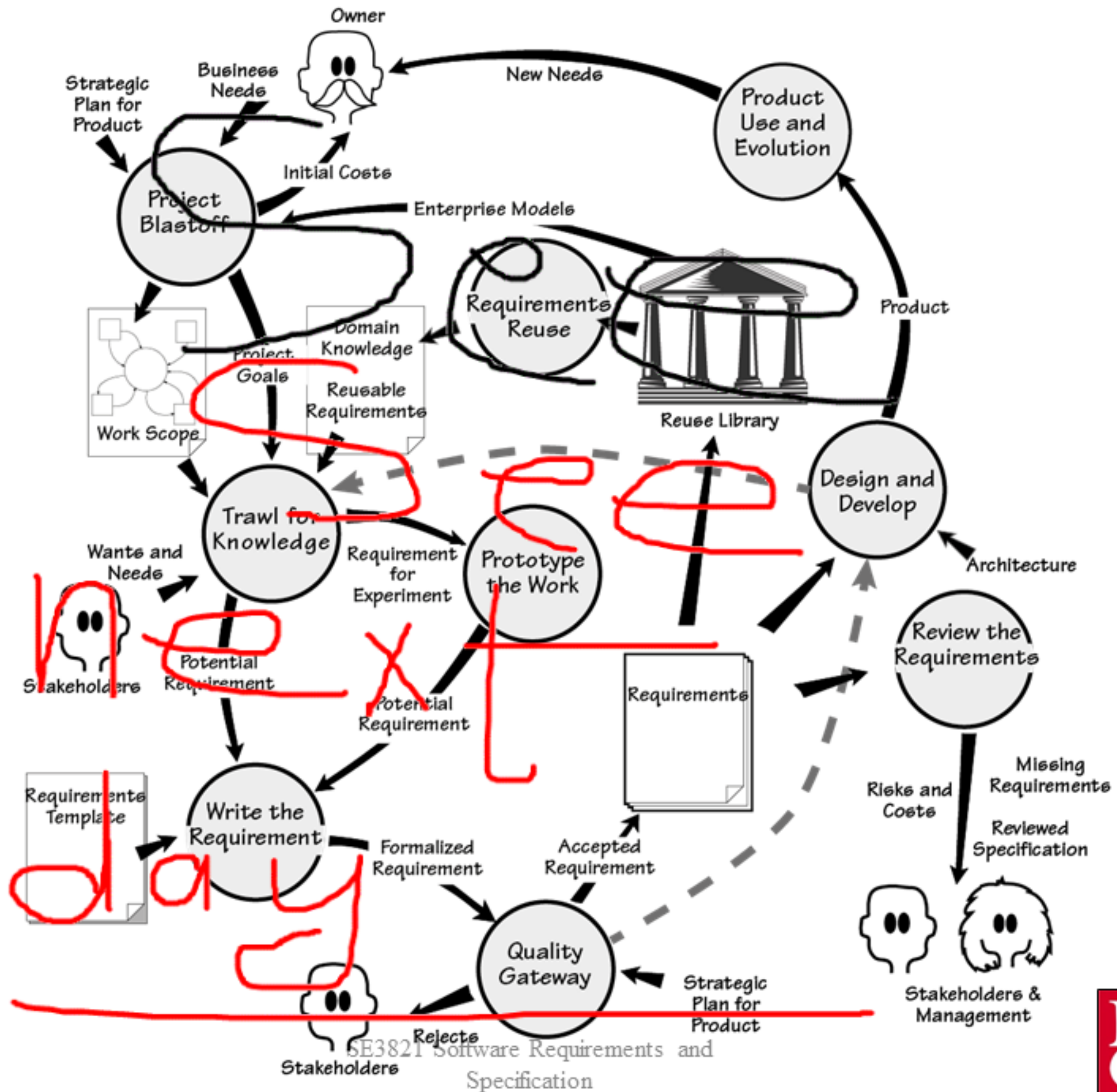
Requirements agreement

# Requirements Engineering

- Elicitation
  - Interviews and QA with the customer to determine what they want in their system
- Requirements Analysis
  - The requirement statements are checked for accuracy
  - requirements are categorized and prioritized
- Requirements definition
  - Requirements are formally written up
- Requirements prototyping
  - Construction of prototype systems to demonstrate to users
  - Typically done for UI portions of a system
- Requirements Review
  - Requirements are shared with the user for their input.
- Requirements specification
  - Final documentation of the requirements is delivered
- Requirements agreement
  - Customer signs off on the requirements document

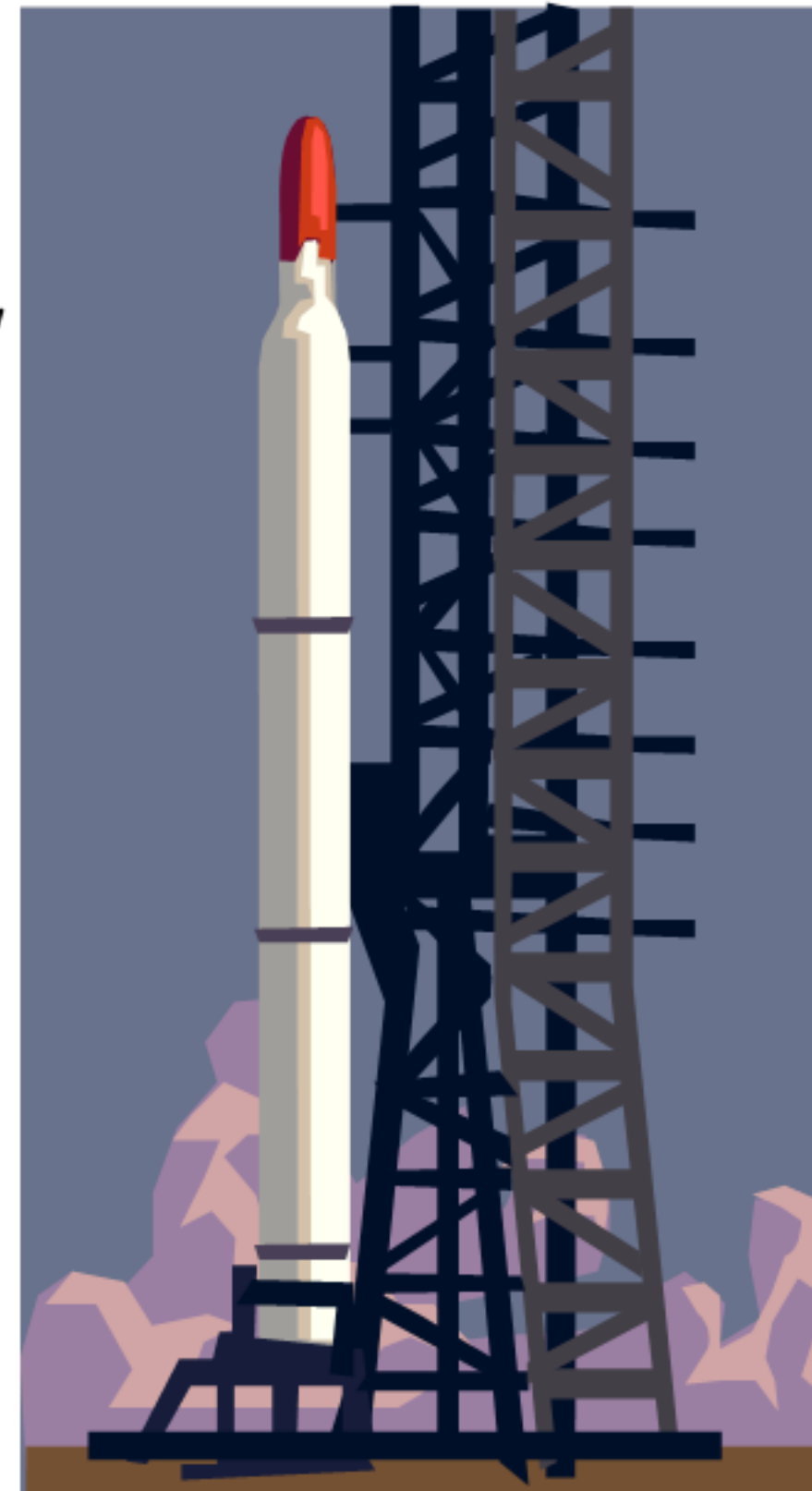


# Volere Requirements Process



# Project Blastoff

- Constructs a foundation for the requirements discovery that is to follow
  - Scope of the business problem
  - Construct a context diagram of the system
  - Identify the stakeholders
  - Confirm the goals of the project
  - Preliminary estimate of cost

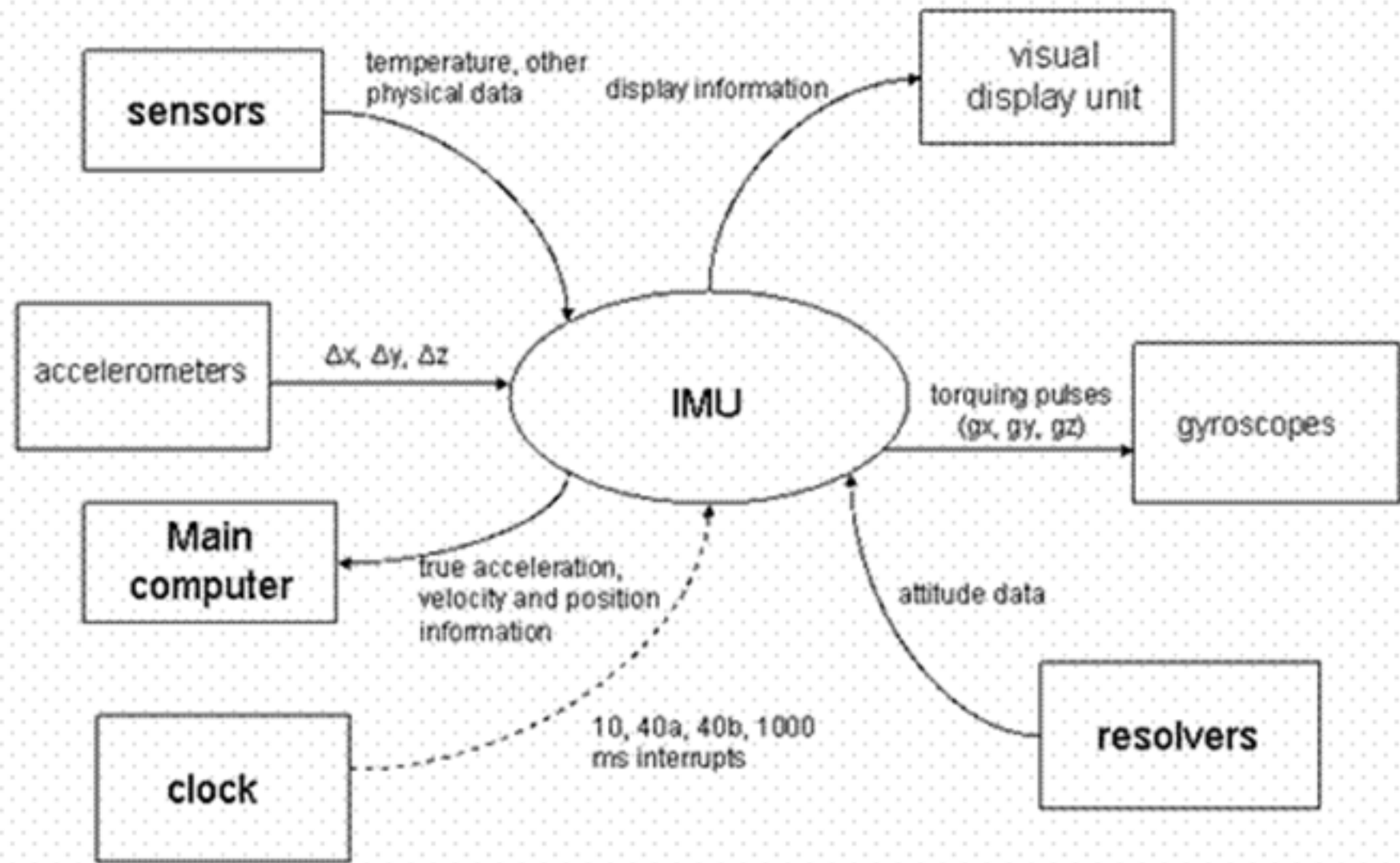




# Context Diagram

- A context diagram is a data flow diagram
  - one central process that subsumes everything inside the scope of the system.
  - Shows how the system will receive and send data flows to the external entities involved.
  - DFD that summarizes all processing activity for the system or subsystem
- Other attributes
  - Highest level (most abstract) view of system
  - Shows system boundaries

# Context Diagram Example



## Partner exercise

- Draw a context diagram for an automated toll collection system which uses a toll transponder mounted in a vehicle.



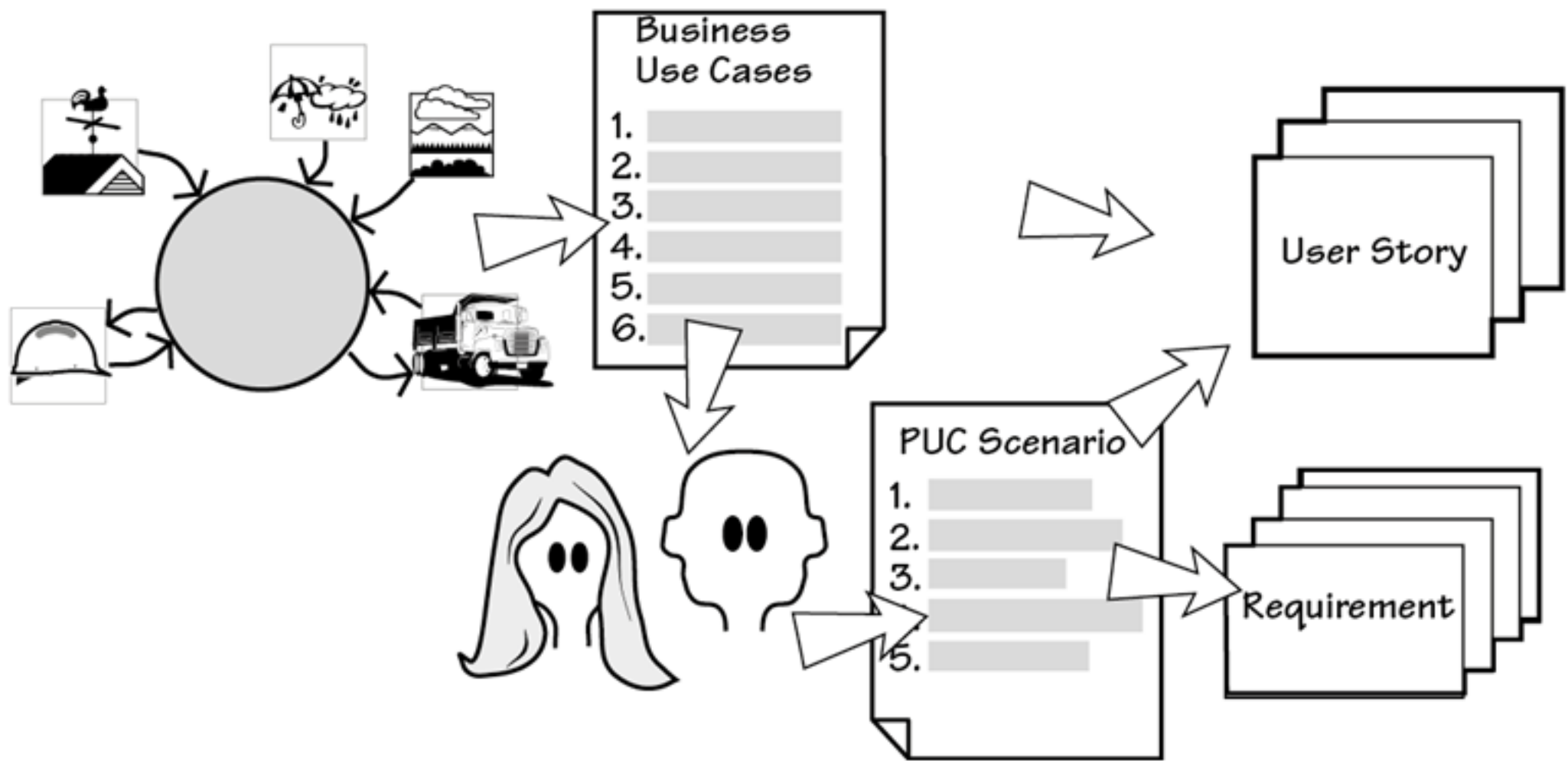
## Trawling for requirements

- Business analyst learns the details of the work
  - Business use case – a piece of functionality needed to respond to a business event
- Involves discussion with stakeholders
  - Need to be careful about stakeholder input

Need to find the essence of the system  
Stakeholders inevitably talk about their perceived solution to the problem.

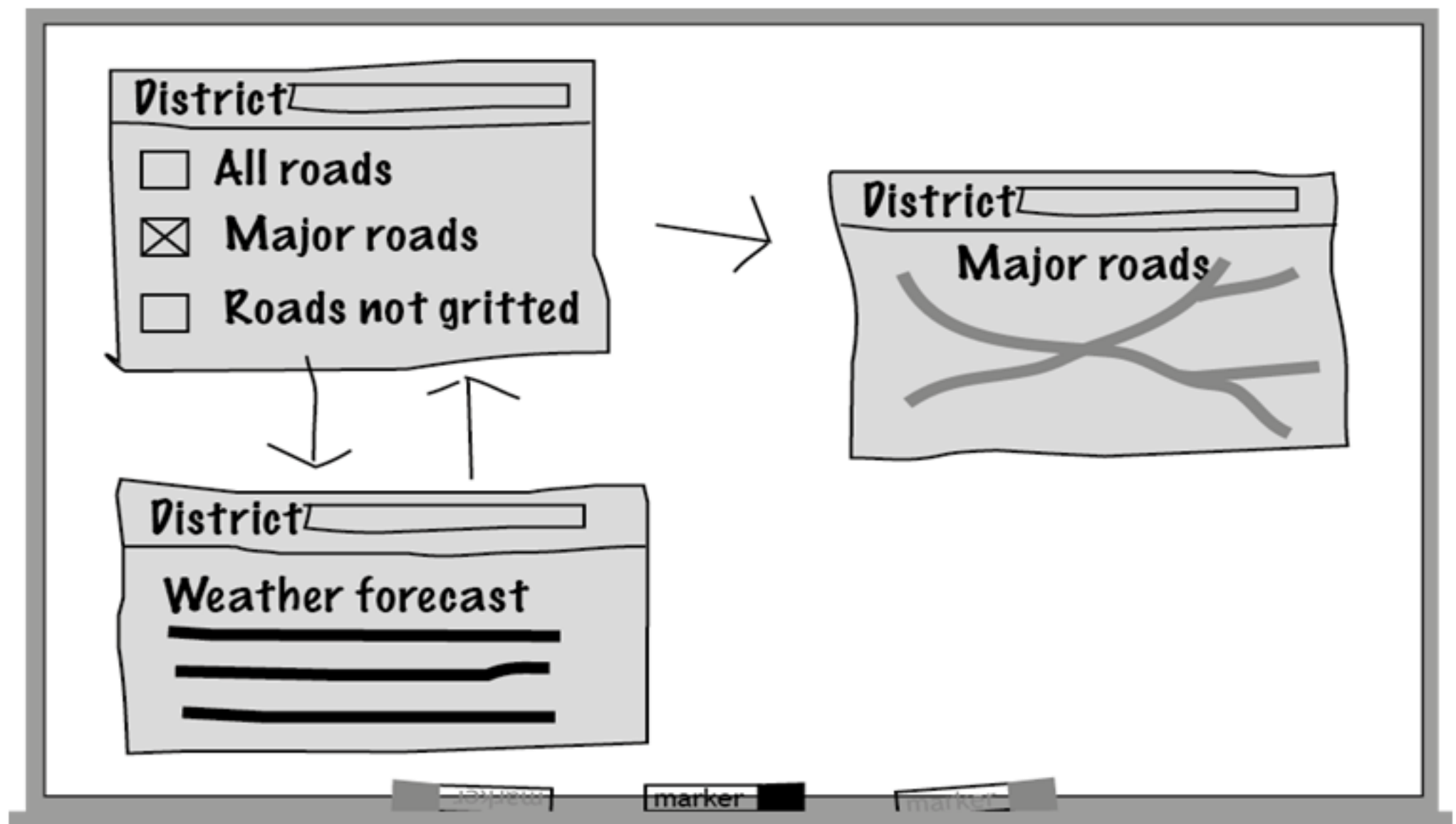


# Blastoff versus other activities





# Prototyping the work



- Quick sketches to model the work being investigated
  - Post it notes, etc.
  - Not necessarily formal

# Writing Requirements

- Translate the concepts discovered during requirements trawling into an unambitious specification
- Requirements specification template
  - An outline or guide for the requirements document
- Snow card
  - A convenient, card layout used to ensure that the analyst asks the right questions

# Snow Card

Requirement #: **Unique id**      Requirement Type: **The type from the template**      Event/use case #: **List of events / use cases that need this requirement**

Description: **A one sentence statement of the intention of the requirement**

Rationale: **A justification of the requirement**

Source: **Who raised this requirement?**

Fit Criterion: **A measurement of the requirement such that it is possible to test if the solution matches the original requirement**

Customer Satisfaction: **Degree of stakeholder happiness if this requirement is successfully implemented. Scale from 1 = uninterested to 5 = extremely pleased.**

Customer Dissatisfaction: **Measure of stakeholder unhappiness if this requirement is not part of the final product. Scale from 1 = hardly matters to 5 = extremely displeased.**

Dependencies: **A list of other requirements that have some dependency on this one**

Conflicts: **Other requirements that cannot be implemented if this one is**

Supporting Materials: **Pointer to documents that illustrate and explain this requirement**

History: **Creation, changes, deletions, etc.**

**Volere**  
Copyright © Atlantic Systems Guild

- Rationale
  - The background supporting reason for including a requirement in a project
- Fit criterion
  - A quantification, or measurement, of the requirement, which makes it testable
  - Fit criterion allows testers to determine if an implementation meets the requirement

# Examples

- Requirement
  - The product must be user friendly.
- Why? (Rationale)



# Examples

- Requirement
  - The product must be user friendly.
- How would we measure this (Fit criteria)