Product Life-Cycle: Requirements

Dewayne E Perry ACE 5.124 Office Hours: M/W 11:00-12:00 perry @ ece.utexas.edu www.ece.utexas.edu/~perry/education/

Dilbert on Requirements



⇒ We (SEs) took responsibility for both

The problem and solution spaces
The world and the machine

⇒ Requirements Engineering:

Selicitation

> Record desired behavior of the system from the user

> Help users (if needed) in understanding the problem

bescription

> Document critical aspects

> Provide user friendly feedback on the elicitation process

✓ Mock-ups

 \checkmark Prototypes

✓ Examples

Analysis

> Consistency

- > Adequacy
- > Completeness
- > Solving the right problem

Sector and the sector of th

Scustomer needs

> What customer is willing to pay for

> What problems the customer wants to solve

Business needs

Strategic/marketing vision

> To minimize cost and interval

Sproject needs

> Resources

Solution Solution Solution

Internal drivers

Cost
Interval
System characteristics Functional properties
Non-functional properties

⇒ Basic problem: how to elicit needs of the customer Shay be computer illiterate SMay not know what they want SMay not know what they need Shay not be able to tell us what they know Various bases for requirements & Customer-based > Customer written descriptions of what they want & Market-based > Set of opportunities and goals Sentrepreneurial-based \succ A great idea that willing to bet on ⇒ Basic problems: ♥Vague, ambiguous, incomplete, inconsistent, . . . Severything subject to change

Documenting Requirements

- Second intent
 - > Record of desired behavior as described by the user
 - ✓ Can be reviewed
 - > User decisions about the desired behaviors
 - ✓Not programmers/developers
- **Characteristics**
 - > Reference document
 - > Implementation independent
 - > Complete, except where incompleteness explicitly noted
 - > Avoid duplication and inconsistency
- Uses
 - > Basis for work estimation
 - > Insurance against loss of knowledge
 - ✓ Resulting from churn, turnover
 - Basis for test plan development
 - > Constraints on future changes
 - > Arbiter among conflicts