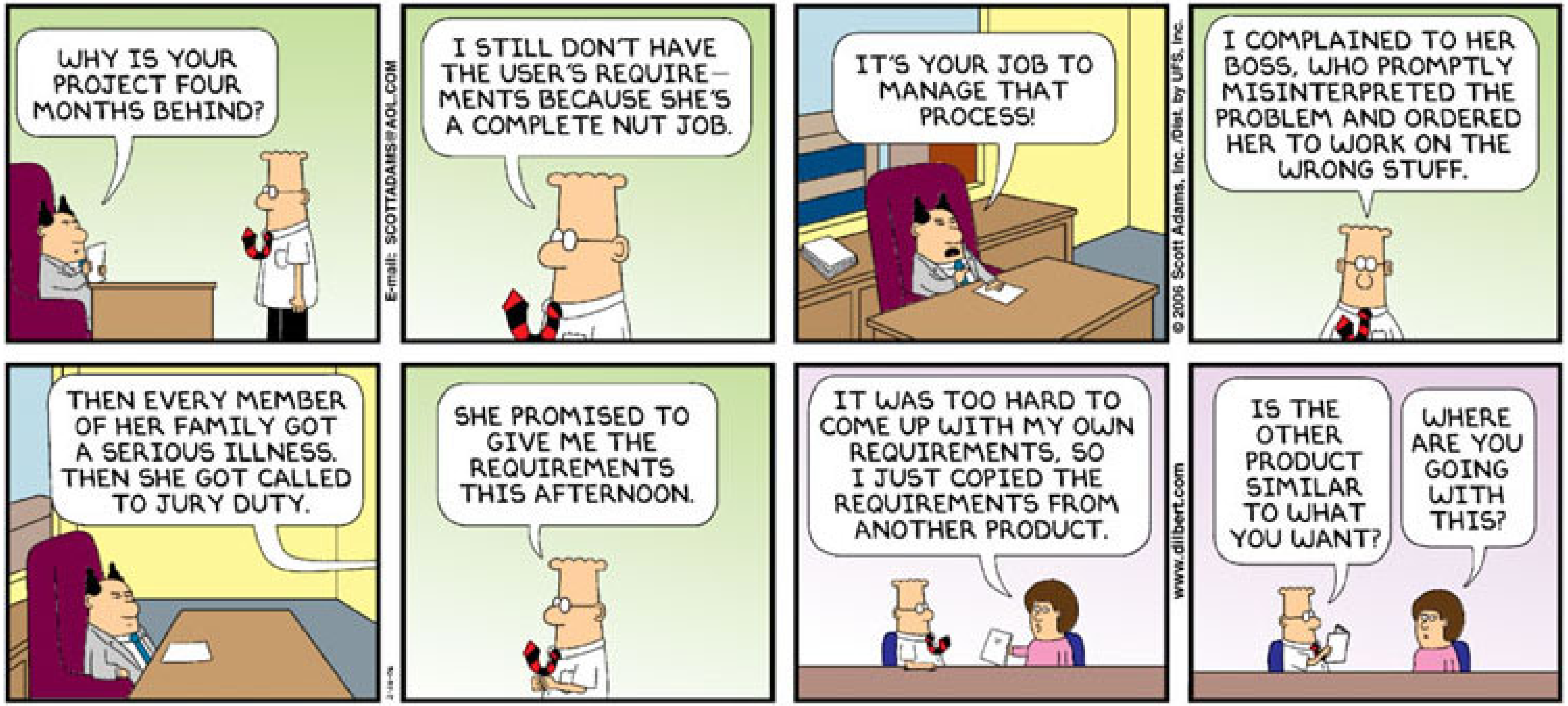
Dilbert on Requirements Again


WHY IS YOUR PROJECT FOUR MONTHS BEHIND?
I STILL DON'T HAVE THE USER'S REQUIREMENTS BECAUSE SHE'S A COMPLETE NUT JOB.
IT'S YOUR JOB TO MANAGE THAT PROCESS!
I COMPLAINED TO HER BOSS, WHO PROMPTLY MISINTERPRETED THE PROBLEM AND ORDERED HER TO WORK ON THE WRONG STUFF.
THEN EVERY MEMBER OF HER FAMILY GOT A SERIOUS ILLNESS. THEN SHE GOT CALLED TO JURY DUTY.
SHE PROMISED TO GIVE ME THE REQUIREMENTS THIS AFTERNOON.
IT WAS TOO HARD TO COME UP WITH MY OWN REQUIREMENTS, SO I JUST COPIED THE REQUIREMENTS FROM ANOTHER PRODUCT.
IS THE OTHER PRODUCT SIMILAR TO WHAT YOU WANT?
WHERE ARE YOU GOING WITH THIS?
E-mail: SCOTTADAMS@AOL.COM
© 2006 Scott Adams, Inc./Dist. by UFS, Inc.
www.dilbert.com

Requirements & Their Models

- What are the two domains? Why is it useful to distinguish between them? What is software engineering relative to these two domains
- What are the main facets of this enterprise?
  - What are the critical elements in each of these facets?
  - What are their limitations?
  - How do they relate to each other?
- Requirements -> specifications -> programs
  - What differentiates each of these from the others
  - What is critical for each of these transformations?
- What is critical in the relationship between programs and the world?

Requirements & Their Models

- Why is the problem so critical in SE?
  - Is design of the problem a critical issue? Why? What essential problems do we find here? What techniques do we have at our disposal to manage these essential problems
  - What is Jackson's advice in the relationship between the problem and the solution?
- What kinds of justification do we use for focusing more on the machine than the problem? What are the advantages and problems of each?
- What are the four principles of descriptions?
  - How do they help us in understanding the problem and providing a solution
  - What are their limitations, or their implications?

Evaluating Requirements

- What is the critical question we need to answer about requirements? What are the problems in addressing this question with documents?
- What are the benefits of prototyping?
- What characteristics to prototypes need to have to be effective?
- What are the two major approaches? Which does Brooks support? What do we gain from each?
- What are different kinds of techniques used?
  - What are their individual advantages and disadvantages?
  - Under what conditions do they best apply?
- Can we use prototyping beyond evaluations? If so how and what benefits do we gain thereby?