



Assignment 4

Modeling in RE

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I. Task

Individual Tasks

- Read the mandatory items in the reading list
- Prepare two questions about each paper to ask your classmates. These questions can, for example, be about aspects of the paper that are not clear to you, or about your classmate's opinion on interesting aspects.
- Be prepared to give a short summary of each paper in class. This summary should address the following questions:
 - What is the main message of the paper?
 - What are the expected benefits of the proposed method or the paper in general?
 - What are weaknesses of the paper in your opinion?
- Be prepared to answer the questions given below in class

Group Tasks

- Prepare a 20 minutes presentation and discussion on the theme assigned to your course group and choose two persons from your group to present it.
 - At the beginning of your presentation, relate your topic to the session's topic (as represented by the mandatory reading)
 - Browse/read additional papers and/or web pages where necessary.
 - Send your presentation to Norbert and Irina after the session to share it with others.
- Make yourself familiar with FlexiSketch, a lightweight, sketch-based modeling approach which focuses on early models in Software- and Requirements Engineering. Apart from the paper on FlexiSketch, which you can find in the mandatory readings section, you should also have watched the FlexiSketch intro (<http://www.youtube.com/watch?v=D06t0K5Otzw>). On the 25th of November we will try FlexiSketch live. However, you could already have a look and download FlexiSketch to your Android device.

II. Reading List

Mandatory reading

[Ludewig 2003] explains the role of models in Software Engineering, while [Machado 2005] discusses various techniques for modeling requirements. [Wüest 2013] provides an overview on FLEXISKETCH.

Theme-specific reading

[Glinz 2002], [Reinhard 2008]: Modeling Systems with ADORA

[Chung 2000], [Gross 2001]: Modeling Non-Functional Requirements Using Soft Goals

[Lindland 1994], [Moody 2003]: Quality of Models. Optionally, [Moody 2005] could be interesting for a broader introduction, more recent conclusions, and future research directions.

III. Questions

- How are models used in Requirements Engineering?
- What are the differences between modeling and specifying?
- What is a “good” specification process?
- What are the basic principles of ADORA?
- What are the main differences between ADORA and UML?

IV. Themes for Presentation

Themes will be assigned by the assistant who tutors this course; your group can apply for a theme.

A. Modeling Systems with ADORA

Present an overview of the key features of the ADORA modeling language. How are these features supported by the tool? What are the challenges related to the implementation of this tool? Why is it a challenge to navigate in graphical models?

B. Modeling Non-Functional Requirements Using Soft Goals

What are soft goals? How are they related to quality requirements? How can NFRs guide the application of patterns during the design of a system?

C. Quality of Models

What are the three components of semiotics? How can they be used to evaluate the quality of models? Is such an evaluation effective?

References

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- Gross, D., E. Yu (2001). From Non-Functional Requirements to Design through Patterns. *Requirements Engineering* **6**, 1 (Feb. 2001). 18-36.
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Moody, D. (2005). Theoretical and practical issues in evaluating the quality of conceptual models: current state and future directions. *Data Knowledge Engineering* **55**, 3, (Dec. 2005). 243-276.

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Seybold, C., Meier, S. (2005). Simulation-based Validation and Defect Localization for Evolving, Semi-Formal Requirements Models. *12th Asia-Pacific Software Engineering Conference (APSEC 2005)*, Taipei, Taiwan. 408-420

Wüst, D., Seyff, N., Glinz, M. (2012). FlexiSketch: A Mobile Sketching Tool for Software Modeling, *4th International Conference on Mobile Computing, Applications and Services (MobiCASE 2012)*.