Part I: Fundamentals

Part II: Requirements Engineering Practices

Part III: Enablers and Stumbling Blocks

Conclusions

References

14 Requirements tools

What can be supported by a RE tool?

- Elicitation
- Documentation
- Modeling
- Management (Store and retrieve, prioritize, trace,...)
- Validation (simulators, model checkers,...)

Support levels for RE tools

- General purpose
  - Word processors
  - Spreadsheet tools
  - General purpose graphic drawing tools
- Database-level
  - Requirements management tools for organizing, storing, retrieving and tracing requirements
- Language&Method-based
  - Tools supporting specific requirements languages, e.g. drawing state machine diagrams
  - Tools for supporting specific methods, e.g. validation with model-checking

Which RE tool should I use / buy?

- No general recommendation possible
- Depends on what the tool(s) shall support
- An up-to-date list of requirements tools is maintained at the VOLERE website:

  http://www.volere.co.uk/tools.htm

15 RE under time pressure

- Risk-oriented specification
  - The risk determines the needed effort, not the available time frame!
- Don't specify in uniform depth
  - Only the risky stuff in full detail
  - The rest coarsely or not at all
- Employ incremental processes
- Don't strive for perfection; good enough suffices

What is indispensable?

- Know and involve the critical stakeholders
- Know the problem
- Identify the key goals
- Define the key terms (of the domain and the system) in a glossary
- Identify and document the system's main functions and use cases
- Identify and document critical quality requirements, constraints and risks
- Identify critical domain assumptions and domain constraints

What makes it harder? (implies higher effort)

- High complexity of the domain
- Team is not familiar with the domain
- Many stakeholders
- Distributed development and/or stakeholders
- Long cycle time
- Safety-critical requirements
- High project risks

What do you reply to your boss?

Requirements Engineering in a nutshell

- Stakeholders are key
- Validate your requirements early and frequently
- Work value-oriented:
  - Cost and benefit of requirements need to be in balance
  - Concentrate on the essential – don't just collect tons of detailed requirements
- Work risk-driven: the more risk, the more extensive and precise the requirements must be specified
- Intertwining of requirements and design is natural – you'll need to live with it

Requirements Engineering in a nutshell – 2

- Situate your system in its context
  - Value is only created when using systems in their real world context – so you need to know this context
  - Elicit and document domain assumptions and constraints
- Strive for innovation: just automating what we have today is not enough
- Control requirements evolution – otherwise requirements evolution will control you

Requirements Engineering in a nutshell – 3

- No universal language or method: You'll need to use a variety of practices and languages
- No discovery: Requirements must be elicited with serious endeavor, they can't be just discovered
- Specifying is not programming: Skip all technical details which are not part of the problem
- Finally: make it fun. Nobody likes boring tasks. Make RE a *fascinating expedition* into the *unknown*, to places where *the desirable and the doable meet* and eventually merge into *exciting new opportunities*.

Conclusions

Follow the principles.

Practice the practices.

Be guided by the risk.

Strive for value.

Requirements Engineering – doing things right ...

...from the very beginning