

# Requirements Engineering I

## Chapter 10

# Requirements Management

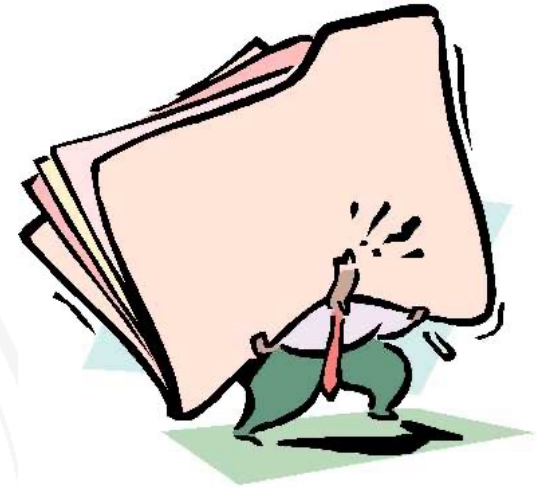
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# Tasks of requirements management

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- Organize
  - Store and retrieve
  - Record metadata (author, status,...)
- Prioritize
- Keep track: dependencies, traceability
- Manage change



# 10.1 Organizing requirements

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Every requirement needs

- a **unique identifier** as a reference in acceptance tests, review findings, change requests, traces to other artifacts, etc.
- some **metadata**, e.g.
  - Author
  - Date created
  - Date last modified
  - Source (stakeholder(s), document, minutes, observation...)
  - Status (created, ready, released, rejected, postponed...)
  - Necessity (critical, major, minor)

# Storing, retrieving and querying

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## Storage

- Paper and folders
- Files and electronic folders
- A requirements management tool

## Retrieving support

- Keywords
- Cross referencing
- Search machine technology

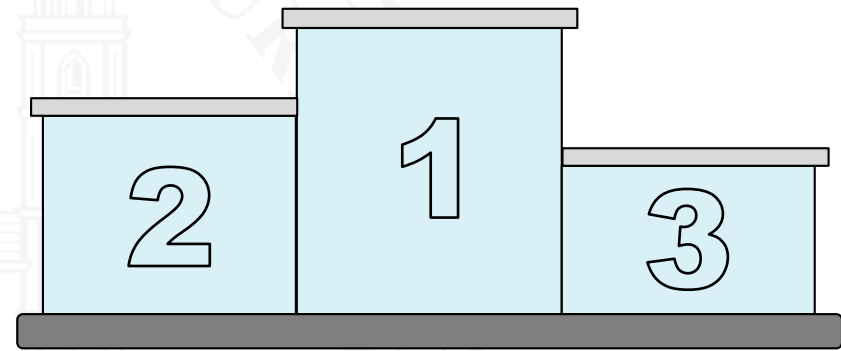
## Querying

- Selective views (all requirements matching the query)
- Condensed views (for example, statistics)

# 10.2 Prioritizing requirements

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- Requirements may be **prioritized** with respect to various criteria, for example
  - Necessity
  - Cost of implementation
  - Time to implement
  - Risk
  - Volatility
- Prioritization is done by the **stakeholders**
- Only a **subset** of all requirements may be prioritized
- Requirements to be prioritized should be on the **same level of abstraction**



# Simple prioritization (by necessity)

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Ranks all requirements in three categories with respect to **necessity**, i.e., their **importance for the success** of the system

- **Critical** (also called essential, or mandatory)  
The system will **not be accepted** if such a requirement is not met
- **Major** (also called conditional, desirable, important, or optional)  
The system **should meet** these requirements, but not meeting them is **no showstopper**
- **Minor** (also called nice-to-have, or optional)  
Implementing these requirements is **nice**, but **not needed**

# Selected prioritization techniques

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## Single criterion prioritization

- **Simple ranking**

Stakeholders rank a set of requirements according to a given criterion

- **Assigning points**

Stakeholders receive a total of  $n$  points that they distribute among  $m$  requirements

- Prioritization by multiple stakeholders may be **consolidated** using weighted averages. The weight of the stakeholders depends on their importance

# Selected prioritization techniques – 2

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## Multiple criterion prioritization

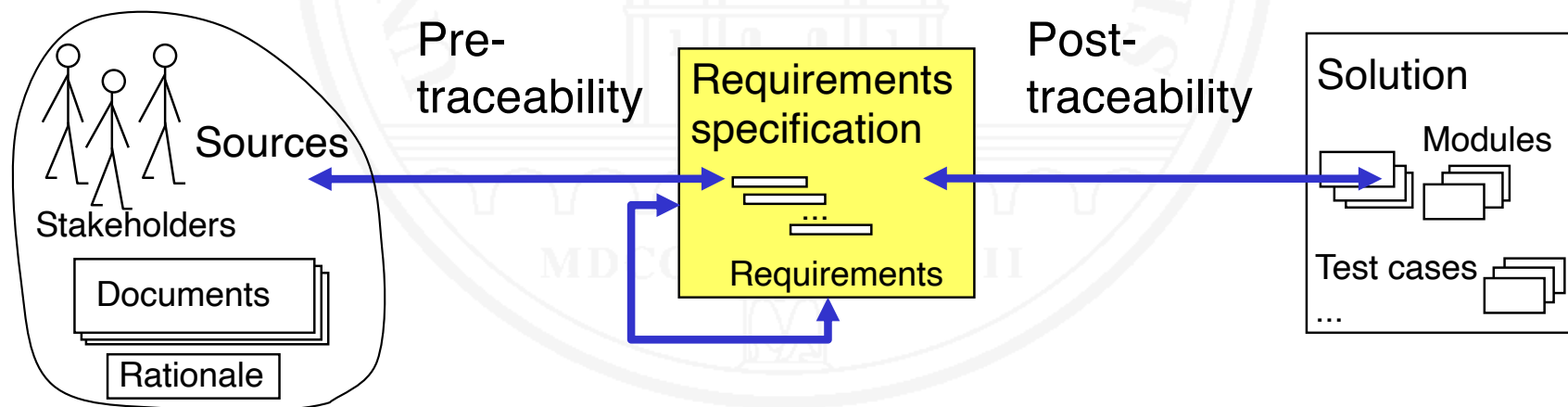
- **Wiegiers' matrix [Wiegiers 1999]**
  - Estimates relative benefit, detriment, cost, and risk for each requirement
  - Uses these values to calculate a weighted priority
  - Ranks according to calculated priority values
- **AHP (Analytic Hierarchy Process) [Saaty 1980]**
  - An algorithmic multi-criterion decision making process
  - Applicable for prioritization by a group of stakeholders
  - Application is expensive



# 10.3 Traceability

[Gotel and Finkelstein 1994]

DEFINITION. **Traceability** – The ability to trace a requirement  
(1) back to its origins,  
(2) forward to its implementation in design and code,  
(3) to requirements it depends on (and vice-versa).  
Origins may be stakeholders, documents, rationale, etc.



# Establishing and maintaining traces

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## ○ Manually

- Requirements engineers explicitly create traces when creating artifacts to be traced
- Tool support required for maintaining and exploring traces
- Every requirements change requires updating the traces
- High manual effort; cost and benefit need to be balanced

## ○ Automatic

- Automatically create candidate trace links between two artifacts (for example, a requirements specification and a set of acceptance test cases)
- Uses information retrieval technology
- Requires manual post processing of candidate links

# 10.4 Requirements evolution

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The **problem** (see Principle 7 in Chapter 2):

Keeping requirements **stable**...

... while permitting requirements to **change**

Potential **solutions**

- Agile / iterative development with short development cycles (1-6 weeks)
- Explicit requirements change management

Every solution to this problem further needs **requirements configuration management**

# Requirements configuration management

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## Keeping track of changed requirements

- **Versioning** of requirements
- Ability to create requirements **configurations**, **baselines** and **releases**
- **Tracing** the reasons for a change, for example
  - Stakeholder demand
  - Bug reports / improvement suggestions
  - Market demand
  - Changed regulations

# Classic requirements change management

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## Adhering to a strict **change process**

- (1) Submit change request
- (2) Triage. Result: [OK | NO | Later (add to backlog)]
- (3) If OK: Perform impact analysis
- (4) Submit result and recommendation to Change Control Board
- (5) Decision by Change Control Board
- (6) If positive: make the change, create new baseline/release,  
(maybe) adapt the contract between client and supplier

**Change control board** – A committee of **customer** and **supplier** representatives that **decides** on **change requests**.

# Requirements change in agile development

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In agile and iterative development processes, a **requirements change request** ...

- ... never affects the current sprint / iteration, thus ensuring stability
- ... is added to the **product backlog**

**Decisions** about change requests are made when prioritizing and selecting the requirements for the subsequent sprints / iterations

# Mini-Exercise

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Discuss the importance of requirements management

(a) In comparison to requirements elicitation and validation

(a) As an element of the RE process:

- Can an RE process without requirements management be successful?
- How could missing requirements management lead to failure?