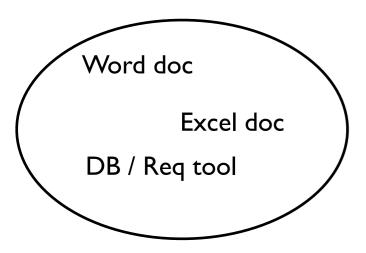
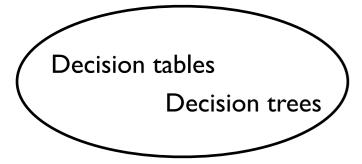
Quality Requirements

Lectures 5, DAT230, Requirements Engineering Robert Feldt, 2012-09-13

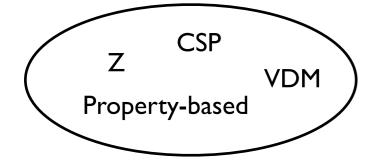
Specification Techniques



Text



Decision-based



Formal

Scenario
Use case
Storyboard
Stimulus-response
sequence

Interaction- / Sequence-based

PLanguage
Volere
Probabilistic
Quality Patterns

Quality Requirements State transition
diagram

UML state diagram

State-based

Ul standards Text
Prototype
Sketches
Look'n'feel
samples

User Interfaces

Non-functional reqs - customer importance?

NFR type	Avg. weight (of 100)	Std.dev.
Usability	23.21	+/- 13.7
Reliability / security	22.79	+/- 10.6
Performance	22.44	+/- 9.4
Stability / Robustness	19.87	+/- 11.5
Maintainability	11.69	+/- 7.1

149 answers from Swedish industry, Spring 2009

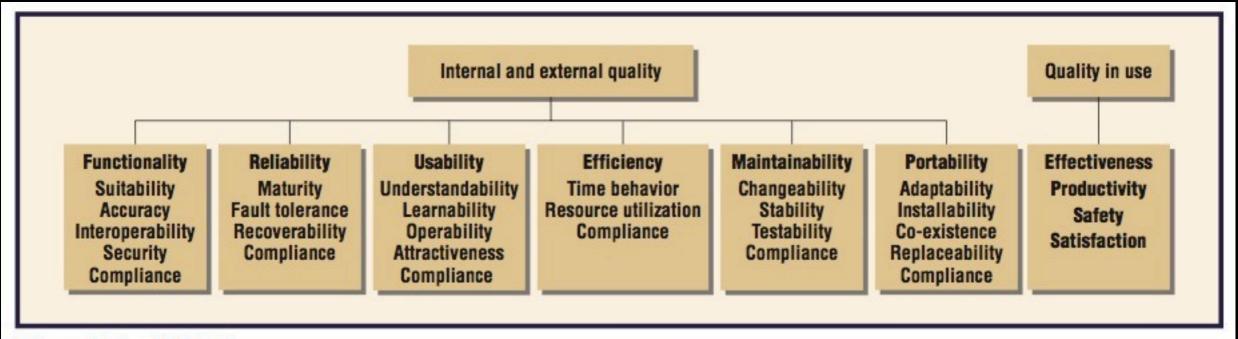
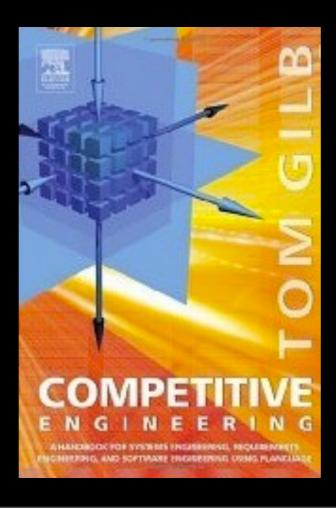


Figure 1. The ISO/IEC 9126 quality model.

model systems that comprise communicating com- quirements. The obvious choice was the ISO 9126

PLanguage

- Keyword-based specification language for requirements
- Developed by Tom Gilb, famous SE consultant
- Used in many large corporations
- Often for Quality Requirements: focus on quantification



PLanguage Keywords

TAG	A unique, persistent identifier
GIST	A short, simple description of the concept contained in the Planguage statement
STAKEHOLDER	A party materially affected by the requirement
SCALE	The scale of measure used to quantify the statement
METER	The process or device used to establish location on a SCALE
MUST	The minimum level required to avoid failure
PLAN	The level at which good success can be claimed
STRETCH	A stretch goal if everything goes perfectly
WISH	A desirable level of achievement that may not be attainable through available means
PAST	An expression of previous results for comparison
TREND	An historical range or extrapolation of data
RECORD	The best-known achievement
DEFINED	The official definition of a term
AUTHORITY	The person, group, or level of authorization

Table 2: Sub-keywords for the METER Keyword

METHOD	The method for measuring to determine a point on the Scale
FREQUENCY	The frequency at which measurements will be taken
SOURCE	The people or department responsible for making the measurement
REPORT	Where and when the measurement is to be reported

PLanguage - Additionals

- Fuzzy: <fuzzy concepts>
- Qualifiers/Modifiers: Keyword [Qualifier1, Qualifier2, ...]
- Collections: {item I, item 2, ...}
- Source for statement: Statement <- source

PLanguage example

NatLang: "The system must be easy to learn"



StructEnglish: "The system must be used successfully to place an order in under 10 minutes without assistance by at least 80% of test subjects with no previous system experience."

PLanguage example

NatLang: "The system must be easy to learn"



Tag: Learnable

Gist: Ease of learning to use system

Scale: Time for Novice to complete a 1-item order using only onlie help system

Meter: Measurements on 100 novices during UI testing

Must: <7 minutes 80% of the time

Plan: <5 minutes 80% of the time

Wish: <3 minutes 100% of the time

Past [old system]: II minutes <- recent site statistics

Novice: **Defined**: A person with <6 months experience with Web applications

and no prior exposure to our web application

Don't mix Scale & Meter!



NFRs in Volere



Volere (Voh-lair-ray) the Italian verb to want, or to wish.

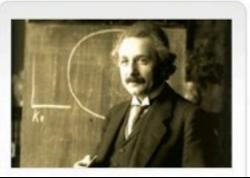
This is the home of the Volere Requirements Specification Template and other requirements and business analysis resources. Volere is the umbrella that covers the collection of requirements templates, processes, books, consulting and training. Since its inception, Volere has been used by thousands of organizations around the world. Read what some of them have to say.

We offer courses including the flagship Mastering the Requirements Process, specification and requirements reviews, requirements process design, and consulting to make you better at requirements and business analysis.

Available downloads are the Volere Requirements Specification Template, Stakeholder Analysis, Prioritisation Analysis and the Atomic Requirement Template, or as it is more popularly known, the Snow Card. Most content is free with registration.

The Volere process provides a well-defined structure and guides as to which requirements content is appropriate for you. The process and template work with existing tools (Caliber, DOORS, Requisite, IRqA, etc.) and methods including agile methods. Volere is applicable to modeling techniques such as UML, business process, data and state models. The process is based on experience from worldwide business analysis projects, and is continually improved with input from our users.







has been posted.

Volere Events

Brussels, September 13,14.
Suzanne Robertson teaches the advanced Mastering the Requirements Process part 2. Please contact IT Works for details. Sorry, this course is now full.

Brussels, October 3-5. James Robertson teaches Mastering the Requirements Process. Please contact IT Works for details.

Bonn, October 10-12. The Atlantic Systems Guild presents the Guild Way towards Great Projects. Registrations at SIGS-DATACOM.

Robertson teaches Mastering the Requirements Process. For more information on this popular course, contact IRM UK.

The Netherlands, October 24-26.

James Robertson teaches

Mastering the Requirements Process. For details and registration, please contact Array Seminars.

Volere

Requirements Specification Template

Edition 15—March 2010

by James & Suzanne Robertson principals of the Atlantic Systems Guild

The Volere Requirements Specification Template is intended for use as a basis for your requirements specifications. The template provides sections for each of the requirements types appropriate to today's software systems. You may download the template from the Volere site and adapt it to your requirements gathering process and requirements tool. The template can be used with Requisite, DOORS, Caliber RM, IRqA and other popular tools see http://www.volere.co.uk/tools.htm

Contents

Project Drivers

- 1. The Purpose of the Project
- 2. The Stakeholders

Project Constraints

- 3. Mandated Constraints
- 4. Naming Conventions and Terminology
- 5. Relevant Facts and Assumptions

Functional Requirements

- 6. The Scope of the Work
- 7. Business Data Model & Data Dictionary
- 8. The Scope of the Product
- 9. Functional Requirements

Non-functional Requirements

- 10. Look and Feel Requirements
- 11. Usability and Humanity Requirements
- 12. Performance Requirements
- 13. Operational and Environmental Requirements
- 14. Maintainability and Support Requirements
- 15. Security Requirements
- 16. Cultural and Political Requirements
- 17. Legal Requirements

Project Issues

- 18. Open Issues
- 19. Off-the-Shelf Solutions
- 20. New Problems
- 21. Tasks
- 22. Migration to the New Product
- 23. Risks
- 24. Costs
- 25. User Documentation and Training
- 26. Waiting Room
- 27. Ideas for Solutions

Functional requirements are the fundamental or essential subject matter of the product. They describe what the product has to do or what processing actions it must take.

Non-functional requirements are the properties that the functions must have, such as performance and usability. Do not be deterred by the unfortunate name for this kind of requirements, they are as important as the functional requirements for the product's success.

Project constraints are restrictions on the product due to the budget or the time available to build the product.

Design constraints impose restrictions on how the product must be designed. For example, it might have to be implemented in the handheld device being given to major customers, or it might have to use the existing servers and desktop computers, or any other hardware, software, or business practice.

Project drivers are the business-related forces. For example, the purpose of the project is a project driver, as are all of the stakeholders—each for different reasons.

Project issues define the conditions under which the project will be done. Our reason for including them as part of the requirements is to present a coherent picture of all factors that contribute to the success or failure of the project and to illustrate how managers can use requirements as input when managing a project.

Volere NFRs

- Look & Feel Appearance, Style
- Usability Ease of Use, Personalization/ Internationalization, Learning, Understandability, Accessibility
- Performance Speed & Latency, Safety, Precision/
 Accuracy, Reliability, Robustness, Capacity, Scalability, Longevity
- Operational Environment, Adjacent systems, Productization, Release
- Maintainability Maintenance, Supportability, Adaptability
- Security Accessability, Integrity, Privacy, Audit, Immunity
- Cultural & Legal