

## User and System Requirements for Successful Software Development - 4 Days

### *Course 218 Overview*

#### **You Will Learn How To**

- Develop requirements for software-intensive systems using proven methodologies
- Apply use cases to software development initiatives
- Build a use case-based requirements model
- Write user stories and brief, casual, fully developed use cases
- Model user interface using mock-ups and develop a data model
- Validate requirements, manage the changes and keep traceability

#### **Course Benefits**

Requirements gathering is the cornerstone of any software development project. In this course, you gain the knowledge and skills needed to capture software requirements using clearly defined processes. You learn to specify user and system requirements, match the process to the size of your project, and apply quality and consistency tests to the requirements model.

#### **Who Should Attend**

Those developing, leading, designing, testing or managing a requirements initiative for a software system. UML experience is not required. Those responsible for identifying user requirements in a nonsoftware development environment should take Course 315, "Developing User Requirements."

#### **RealityPlus™**

Extensive PC-based activities throughout the course immerse you in a realistic user requirements environment, providing practical experience in constructing a software requirements model. Activities include:

- Capturing stakeholder input from video scenarios that put you at the meeting table
- Modeling requirements with UML diagrams using a leading CASE tool
- Capturing, structuring and refining use cases in a realistic simulated environment
- Developing screen mock-ups with an interface simulation
- Producing a UML requirements data model
- Validating requirements using IEEE standard checklists
- Performing inspections on real-world use case documents

# User and System Requirements for Successful Software Development - 4 Days

## Course 218 Outline

### The Importance of Software Requirements

#### The software development life cycle

- Defining and differentiating between requirement types
- Locating requirement sources
- Development approaches

#### Presenting software requirements

- Structuring the requirements document
- Requirements components: text, diagrams, data

### Structuring Your Project

#### Tuning your methodology to your project size

- Matching the process to small, medium and complex systems
- Differentiating agile from standard techniques

#### Analyzing stakeholder input

- Identifying and prioritizing stakeholders
- Eliciting initial requirements from input documents
- Iterating requirements collaboratively

#### Applying the requirements process

- Elicitation
- Analysis
- Specification
- Validation
- IEEE
- SWEBOK
- The Unified Process

### Capturing and Refining Use Cases

#### Writing user stories

- Scripting user stories and brief versions of use cases
- Iteration and progressive elaboration of use cases

#### Creating structured use cases

- Use cases as behavioral requirements
- Identifying stakeholders and actors
- Naming and scoping use cases
- Writing scenarios: main and alternatives
- Adding preconditions and guarantees

#### Iterating use cases

- Refining use cases with stakeholders
- Factoring common steps

- Discovering extension scenarios
- Verifying use case completeness

#### Organizing use cases

- Diagramming scenarios with UML
- Choosing between free text and formal use case notation

### Generating Interface Requirements

#### Integrating interface requirements

- Supporting use cases with user interface mock-ups
- Comparing types of interface

#### Producing interface models

- Storyboarding and prototyping
- Modeling interfaces with UML state diagrams and navigation maps

### Data Requirements

#### Analyzing data requirements

- Exploring the use cases and the interface
- Determining data business rules

#### Creating a requirements data model

- Representing data models with UML class diagrams
- Entities
- Attributes
- Associations
- Adding associations' multiplicity
- Maintaining the glossary

### Nonfunctional Requirements

#### Gathering nonfunctional requirements

- Obtaining volumetrics
- Classifying nonfunctional requirements using FURPS

#### Documenting nonfunctional requirements

- System reliability: Availability, Accuracy and Failures
- Addressing the "-ilities"

### Validating Requirements and Producing Test Scenarios

#### Performing requirements validation

- Achieving well-formed requirements through validation
- Reviewing requirements with walkthroughs
- Verifying requirements with inspections

#### Generating use case tests from requirements

- Ensuring testability of requirements
- Extrapolating test scripts and test scenarios from requirements
- Relating requirements to system and UA testing

### Managing Changing Requirements

- Developing a process for managing requirements
- Negotiating changes using a Change Control Board (CCB)
- Confirming requirements through a traceability matrix