

Requirements gathering and specification

PSU CS 300

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Notes

- **Responsible for both course text and lectures**
- **Sadly, not enough time for everything**
- **We'll try to do more **practice** in class**

User requirements

- **“What”, not “how”**
- **Basis for**
 - **clean design**
 - **user validation**
 - **system test**
- **Connect domain to SW**

Function vs hard stuff

- **Function is easy**
 - The input/output model
- **State is hard**
 - Breaks the model
- ***Ilities* are hard**
 - Outside the model

Work product: Numbered pars

- Reqs / spec / arch split varies by dev org
- All produce *SRS*-type doc
 - Hierarchically numbered English pars with succinct, careful statements
 - Some formal language: “may”/“should”/“shall”

Modes: User-visible state

- **Modes are bad, but often are unavoidable**
- **Much SRS complexity is tracking modal behavior**
 - **Magic notation helps**
 - ***e.g.* Leveson TCAS work**

Prototypes

- **To *gain knowledge***
 - of user reqs
 - of design properties
- **Reusable vs discardable**
- **vs Increment/Iterate dev**
 - **Spiral model**
 - **Open source**

The open source way

- **No SRS or formal process**
- **Highly incremental / spiral**
- **Relies on**
 - **developer-customers**
 - **comms infrastructure**
- **Code as SRS**

Good reqs checklist

- **User-friendly**
- **“What” not “how”**
- **Valid**
- **Sound & complete**
- **Brief**
- **Precise**
- **Traceable**
- **Modifiable**
- **Testable**
- **Feasible**

Top concerns

- **V&V**
 - **Test oracle**
 - **Inspection target**
 - **Formal methods assertions**
- **If you don't know what you're building, your process is doomed**

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