

Model-Based Requirements Engineering

Tutorial 2012-04-12 by Kristian Sandahl





Planned topics

- Modelling requirements in UML
- Requirement model traceability
- Non-functional software requirements
- Short introduction to requirements in SysML

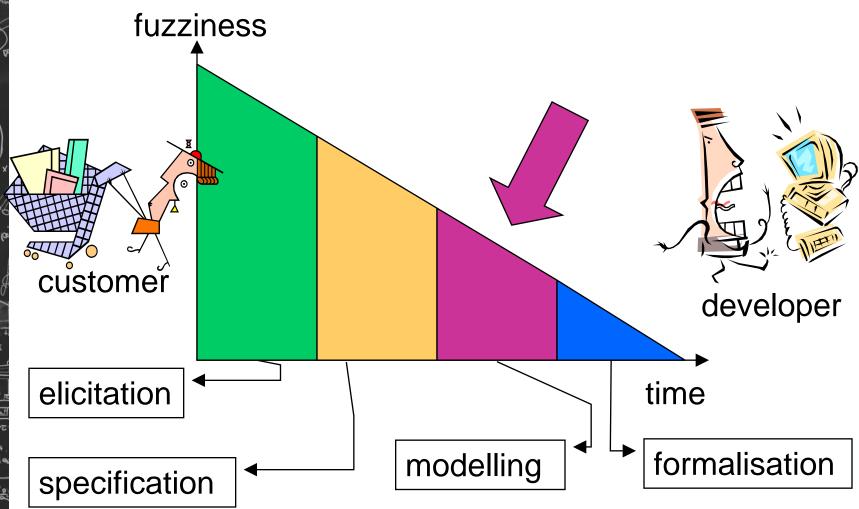


Analysis: Conceptual Modelling

- Representation in semi-formal notation
- Often diagrammatic representation
- Examples:
 - Object-orientation, use-cases, state-machines
 - Activity diagrams
 - Data flow diagrams
 - Entity-relationship models

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Requirement representation process





Introduction

- Models supplement natural language
- Models support both elicitation and design
- The boundaries between specification and design have to be decided
- There are high transition costs from functional to objectoriented models
- UML is becoming the standard notation



Develop complementary system models

Benefits:

- Forces analysis from different views
- Different readers take different views

Implementation:

- The UML 4+1 model
- Combination of other diagrams

Drawbacks:

- Different readers make different interpretation
- Normally weak exception handling
- Hard to model nonfunctional requirements



UML 4+1 Model

Views:

- Logical view: which parts belong together?
- Process view: what threads of control are there?
- Development view: what is developed by whom? reuse issues
- Physical view: which part will execute where?

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 Use-case model: required system from the user's point of view. static and dynamic



Use-case modelling

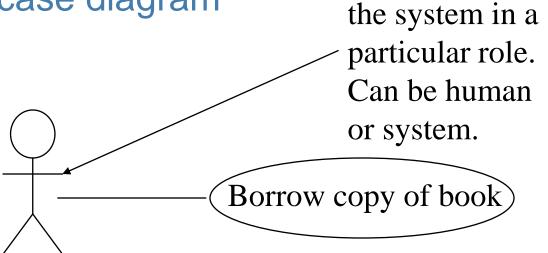
A use-case is:

"... a particular form or pattern or exemplar of usage, a scenario that begins with some user of the system initiating some transaction of sequence of interrelated events."

(Jacobson, m fl 1992)



Use-case diagram



BookBorrower

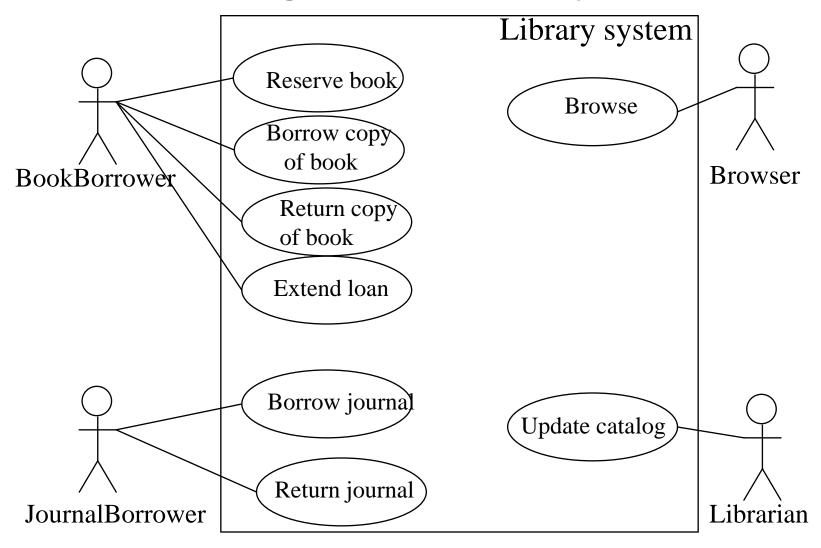
A BookBorrower presents a book. The system checks that the potential borrower is a member of the library, and that he/she doesn't already have the maximum permitted book on loan.

Actor: a user of

Detail of use-case → This maximum is 6 unless the member is a staff member, in which case it is 12. If both checks succeed, the system records that this library member has this copy of the book on loan. Otherwise it refuses the loan.

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Use-case diagram for the library

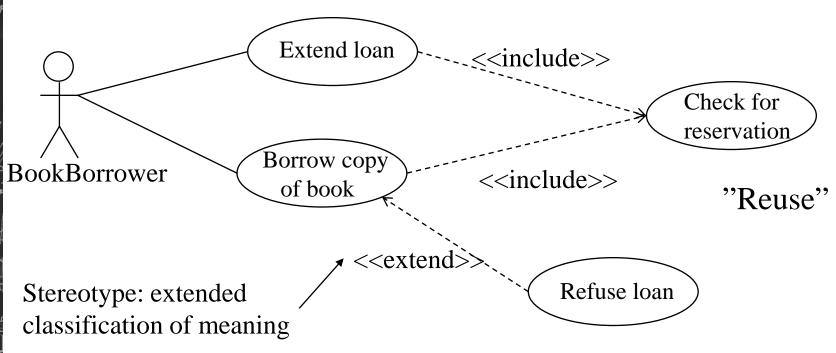




Please, keep as simple as possible.

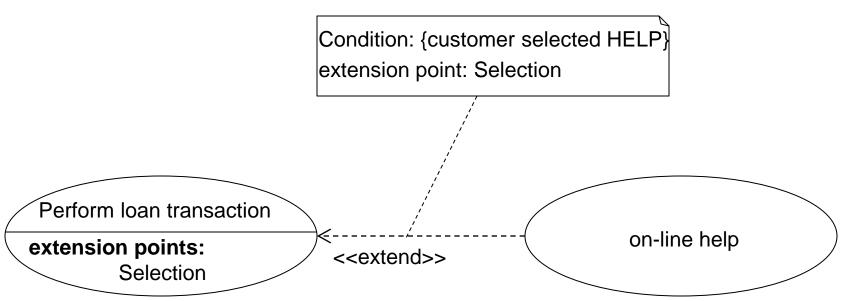
"Separating scenarious"

Relations between use-cases





Extension points





Identifying classes: noun analysis

A BookBorrower presents a book.

The system checks that the potential borrower is a member of the library, and that he/she doesn't already have the maximum permitted book on loan. This maximum is six unless the member is a staff member, in which case it is 12. If both checks succeed, the system records that this library member has this copy of the book on loan. Otherwise it refuses the loan.

- book real noun handled by the system
- system meta-language
- borrower already actor
- •library member handled by the system
- •staff member handled by the system
- •checks event
- copy of book handled by the system



The single class model

Book

title: String

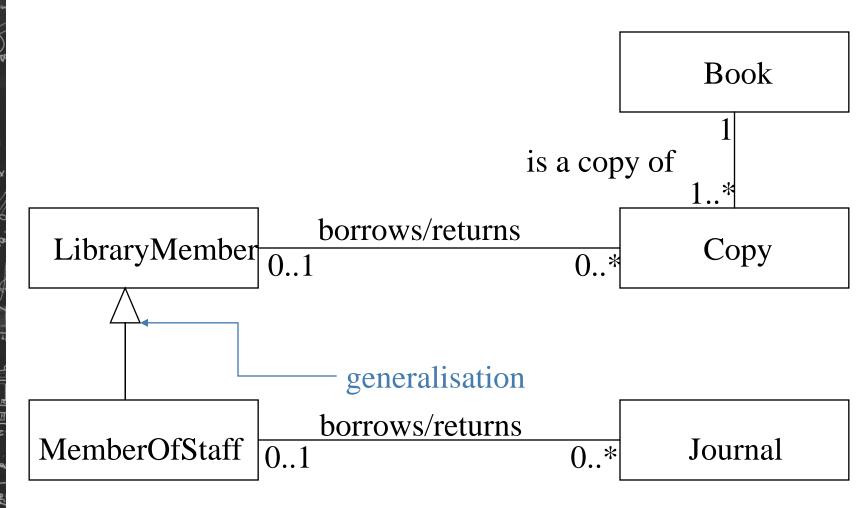
copiesOnShelf() : Integer borrow(c:Copy) name

attribute

operations

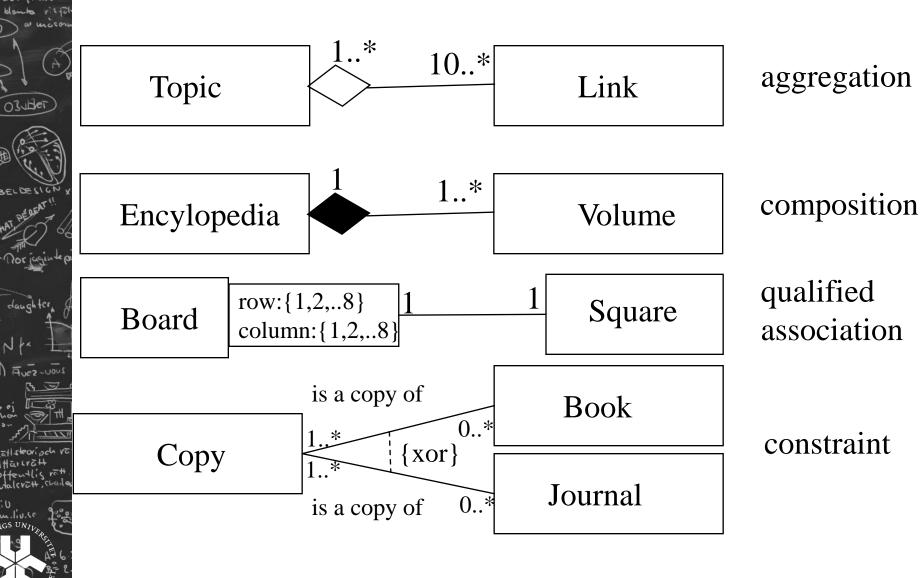
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The library class model



More relations between classes

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Where to go now?

- 1. Continue with a traditional specification
- 2. Writing a detailed use-case specification
- Continue modelling

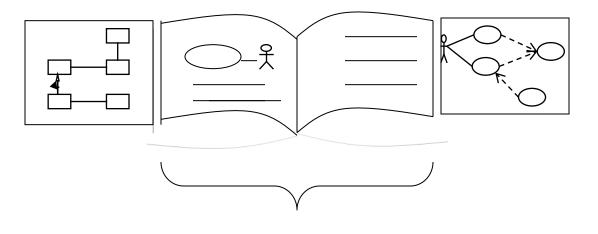


Writing a detailed use-case specification

- Name
- Brief Description
- Flow of Events: Write the description so that the customer can understand it. The flows can include a basic flow, alternative flows, and sub flows.
- (Key scenarios)
- Special Requirements
- Preconditions
- Post-conditions
- Extension points

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"Classical" use-case specification



max 40 pages



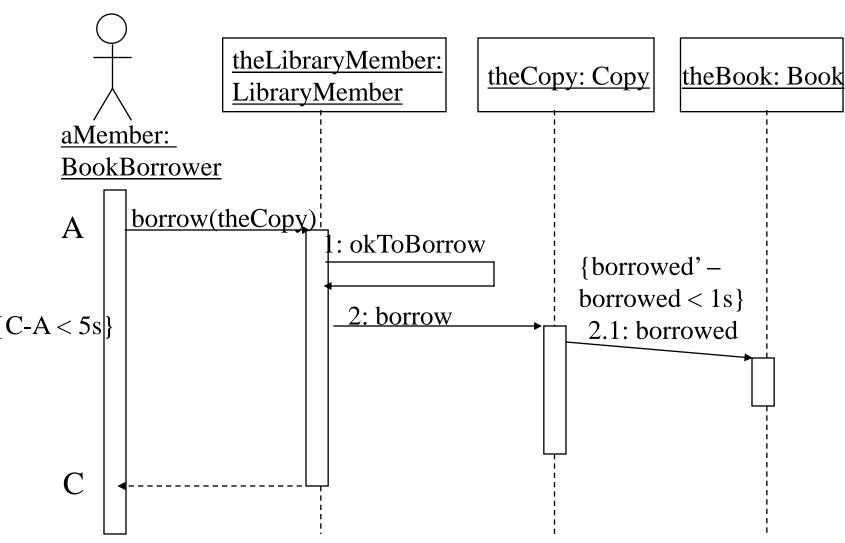
Use-cases need System-wide requirements

- 1. Introduction
- 2. System-Wide Functional Requirements
- 3. System Qualities
 - 3.1 Usability
 - 3.2 Reliability
 - 3.3 Performance
 - 3.4 Supportability
- 4. System Interfaces
- 4.1 User Interfaces
 - 4.1.1 Look & Feel
 - 4.1.2 Layout and Navigation Requirements
 - 4.1.3 Consistency
 - 4.1.4 User Personalization & Customization Requirements

- 4.2 Interfaces to External Systems or Devices
- 4.2.1 Software Interfaces
- 4.2.2 Hardware Interfaces
- 4.2.3 Communications Interfaces
- 5. Business Rules
- 6. System Constraints
- 7. System Compliance
 - 7.1 Licensing Requirements
 - 7.2 Legal, Copyright, and Other Notices
 - 7.3 Applicable Standards
- 8. System Documentation

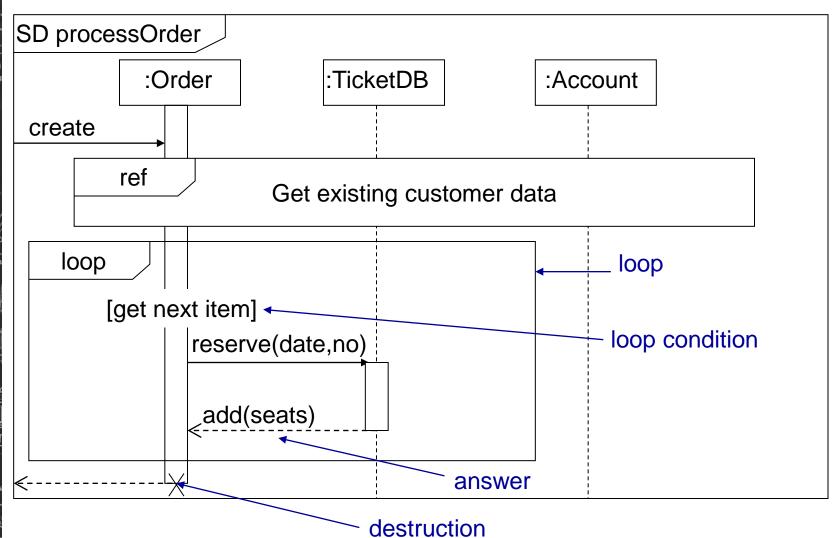
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Continue modelling: Sequence diagram



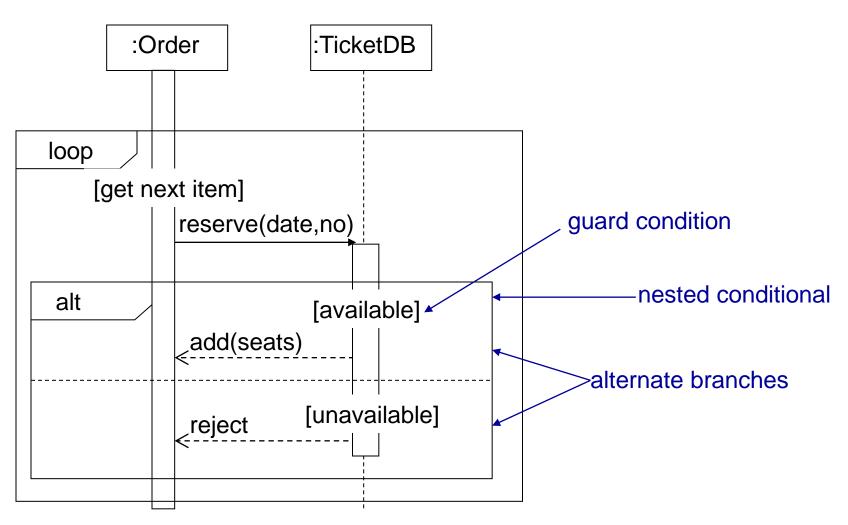
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Combining fragments of sequence diagrams

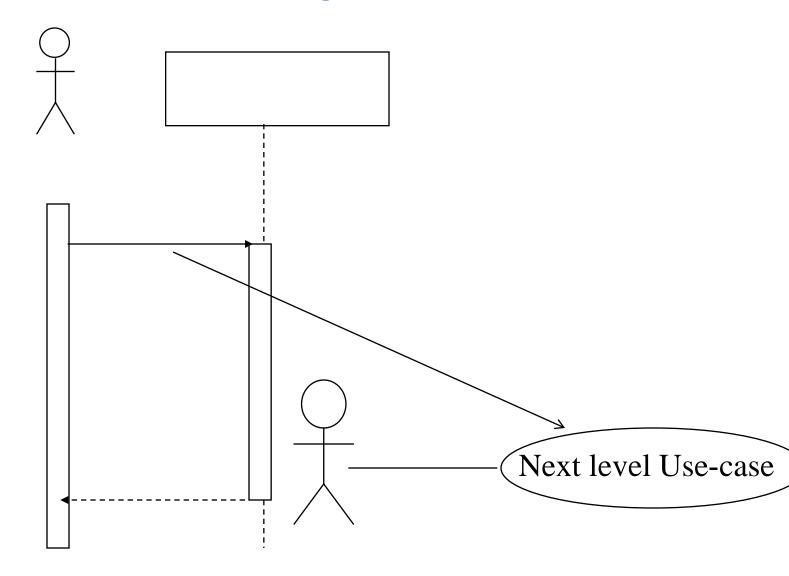


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More fragments of sequence diagrams

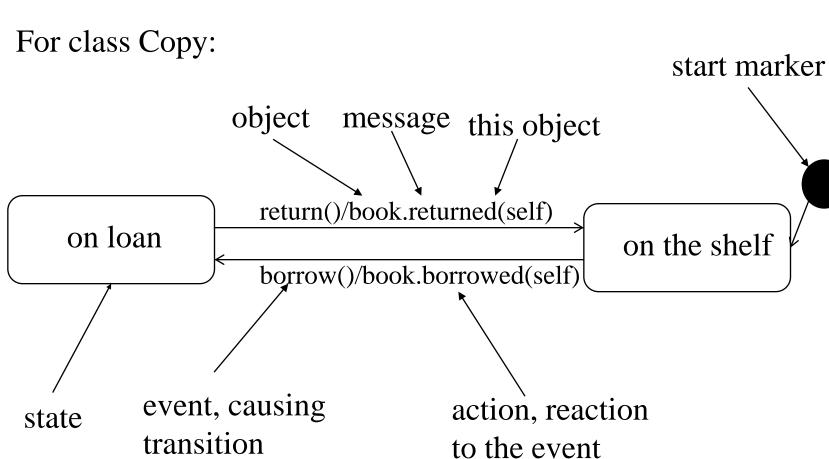


Continue modelling: next level





State diagram

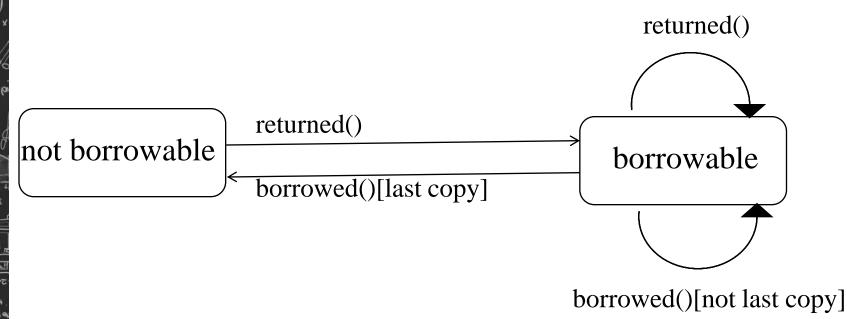




State diagram with guards

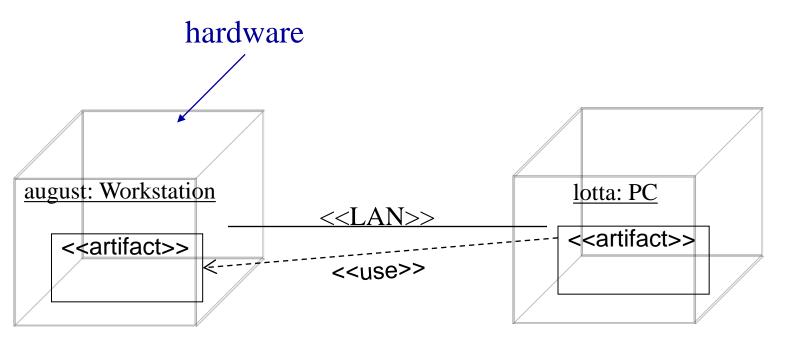
Wiht OCL, Object Constraint Language, this becomes very powerful

For class Book:



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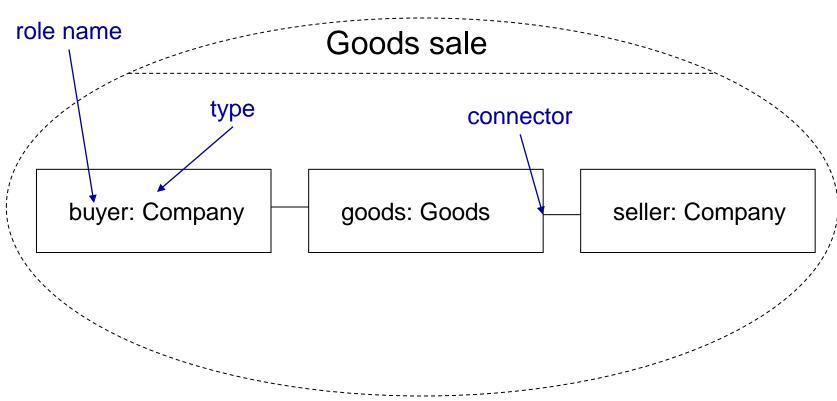
Deployment diagram



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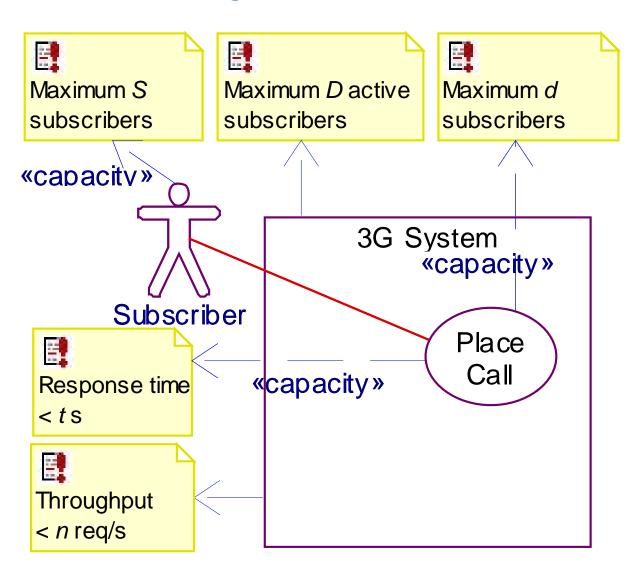
Collaboration

Provides a focused view of how instances of classes may collaborate to achieve something, for example, a use-case



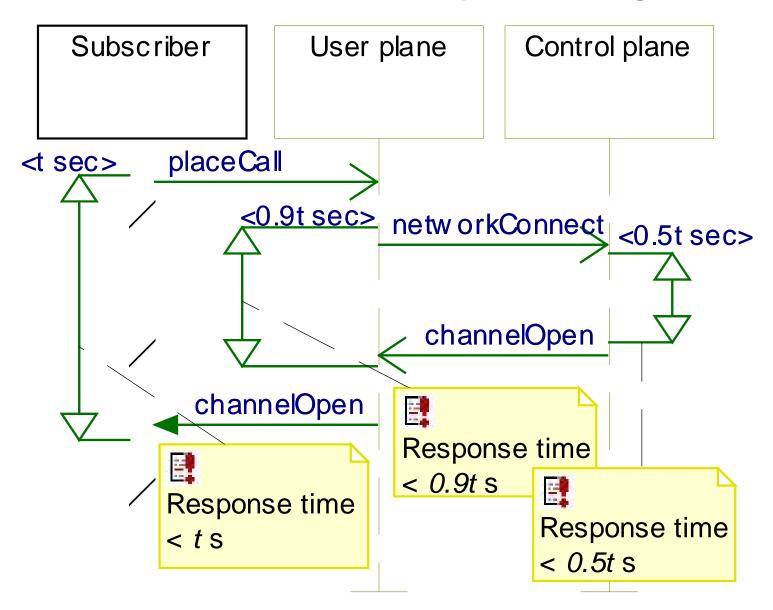
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Annotating UML models



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Time constraints in a sequence diagram





Requirements in SysML

text="The system shall do" Id="62j32."

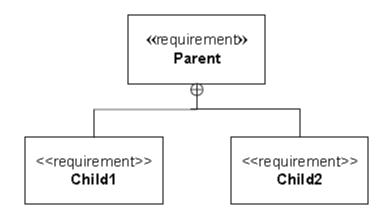




Table representation

table [requirement] Performance [Decomposition of Performance Requirement]

id	name	text
		The Hybrid SUV shall have the braking, acceleration, and off-
		road capability of a typical SUV, but have dramatically better
2	Performance	fuel economy.
		The Hybrid SUV shall have the braking capability of a typical
2.1	Braking	SUV.
		The Hybrid SUV shall have dramatically better fuel economy
2.2	FuelEconomy	than a typical SUV.
		The Hybrid SUV shall have the off-road capability of a
2.3	OffRoadCapability	typical SUV.
		The Hybrid SUV shall have the acceleration of a typical
2.4	Acceleration	SUV.

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