FDA136 Requirements Engineering (CIS)

Lectures:

24 h.

Recommended for

All graduate students with basic courses in Software engineering and Software development projects and/or working experience.

The course was last given:

New course.

Goals

The students will acquire theoretical insights and practical experience from processes, tools and techniques that are used in requirements engineering activities in large-scale software development and applied research.

Prerequisites

Undergraduate course TDDB61 PUM, or TDDB62 PUM-I and/or working experience.

Organization

- A seminar series of 12x2 hours
- A role-game exercise
- A lab series with tools for requirements prioritation and management
- A possibility to submitt and present term papers

Contents

- Requirements elicitation
- Requirements specification
- Inspection of requirements
- Formal specification of requirements
- Semi-formal notations of requirements
- Software quality requirments
- Requirements prioritation
- Attribute-driven requirements engineering
- Software release planning
- Research issues

Literature

Ian Sommerville and Peter Sawyer: Requirements Engineering: A Good Practice Guide, Wiley, 1997, ISBN 0-471-97444-7.

Selected articles

Teachers

Kristian Sandahl, Simin Nadjm-Therani, Pär Carlshamre, Joachim Karlsson, Andreas Borg ("course assistant").

Examiner

Kristian Sandahl.

Schedule

Fall 2002.

Examination

- A written, open-book exam on Sommerville and Sawyer.
- Short, written reflections from the labs.
- Term paper and presentation (optional)

Credit

4 credits (approved term papers will add 1-3 credits).