

Project types	End user	Customer - orderer (\$ and reqts)	Supplier (Development)
Product development			
In-house development			
Tender			
Contract development, Time-and-material			
Sub-contracting			
COTS purchase			
COTS development == Product development			

Project types	Example	End user	Customer - orderer (\$ and reqts)	Supplier (Development)
Product development	iPhone	Consumers	Apple – marketing dep.	Apple's R&D dep.
In-house development	Testing tool - customised	Apple's testers	Apple's R&D departm	Apple's IT department
Tender				
Contract development, Time-and-material				
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COTS purchase	Testing tool - standard	Apple's testers	Apple's R&D departm	HP (ALM)
COTS development == Product development	Commercial testing tool – HP ALM	Any tester	HP – marketing dep.	HPs R&D department

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Contract development, Time-and-material	Testing tool - customised	Apple's testers	Apple's R&D departm	Softhouse Consulting
Sub-contracting	Al algorithm in testing tool	Apple's testers	Softhouse Consulting	3 <sup>rd</sup> party developers
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Project types	Example	End user	Customer - orderer (\$ and reqts)	Supplier (Development)
Product development				
In-house development				
Tender	New LMS for LU	LU's teachers, students	LU	SW suppliers
Contract development, Time-and-material				
Sub-contracting				
COTS purchase				
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### Requirements levels [Lau 1.5-1.6, p 20]

Goal level – business domain – "smell of money"

The system shall increase Ving's booking rate by 10%.

Domain level – inner domain

The travel agent can book rooms for travellers from booking.com and set up payment with PayPal.

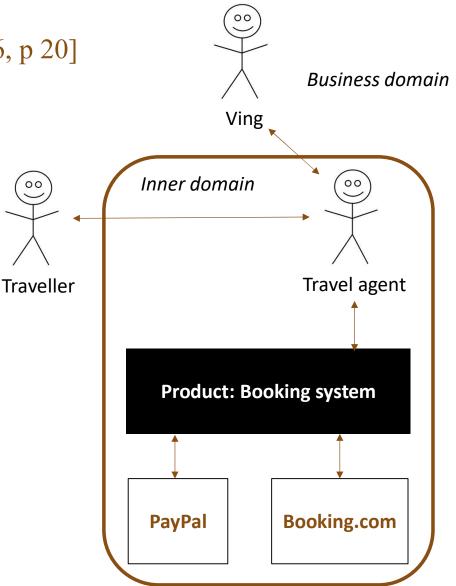
Product level

The booking system shall support booking blocks of hotel rooms

Design level

The booking system shall be implemented as a clientserver solution.

A booking screen shall be implemented as shown in fig X

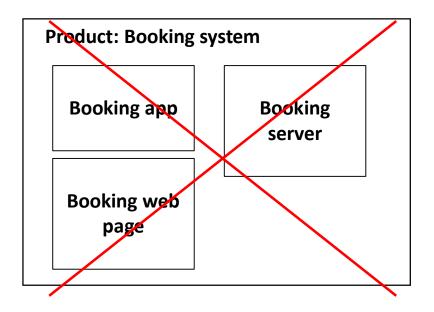


### Product level

#### Implementation in-dependant – BLACK BOX

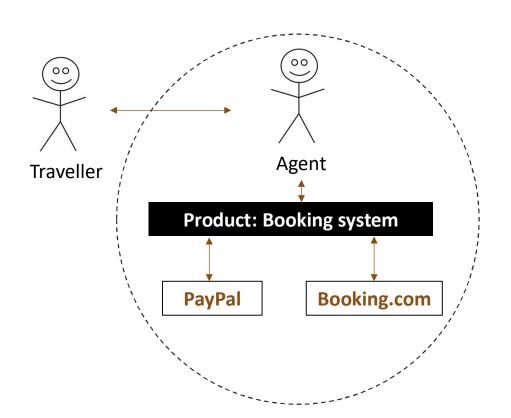
**Product: Booking system** 

#### **NOT WHITE BOX!**

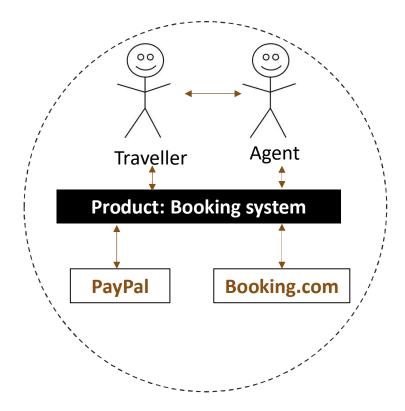


## Context diagram

- Shows product, actors, interacting systems, stakeholders
- Useful for discussing system and domain boundaries
- Domain boundary affects what and how of requirements



With self-booking feature



### Project models [Lau 1.7, p 31]

The requirements levels used in a project.

**Traditional approach –** product-level requirements

Fast approach – domain-level requirements

**Two-step approach** – domain-level + design-level requirements

### Requirements Types [Lau 1.3, p 12]

The types of requirements, e.g. found a specification.

**Functional requirements** 

**Quality requirements (non-functional requirements)** 

**Data requirements** 

A specification can also contain

**Managerial requirements** 

Help for the reader

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### Dagens termer

- Project types project set-up, roles (customer, supplier, user), \$, reqts sources
- Requirements levels goal, domain, product, design
- Context diagram system boundaries, primary actors and interacting systems (inner domain), other stakeholders (business domain)
- Project models traditional, fast, two-step approach
- Requirements types functional, quality, data

# Dagens upplägg

Jobba projektgruppsvis

- Orientering (20-30 min): övningar 1-4, 6
- Erat projekt: övning 5 kontextdiagram o kravnivåer

**Hojta** om ni har frågor eller vill diskutera/redovisa någon del! Jag cirkulerar oxå och "sticker in huvudet" för att höra vad ni pratar om.

