

# Requirements and Specifications (Part 1/2)

Martin Kellogg

# Requirements and Specifications (Part 1)

Today's agenda:

- **Reading Quiz**
- What are specifications, and why do we care?
- In-class exercise

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Q2: **TRUE** or **FALSE**: In the author’s opinion, the number one mistake made by many companies is “having the manager of the programmers writing the specs and designing the product.”

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## Announcements:

- all IP1 submissions should be graded (let me know if yours wasn't)
- team formation survey out (link [here](#) or on CampusWire)
- IP2 autograder is open (many students struggled on IP1 because they waited until the last minute)

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# Specifications tell you **what** to do (but not **how** to do it)

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- **A perfect implementation is no good if it solves the wrong problem**
- **It's difficult to create a specification that is**
  - complete
  - consistent
  - precise
  - concise

# Bundestag Sound System, 1992

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- **No sound from speakers in new building**
  - system requirement: no feedback
  - new all-glass room
- **"This glass does not absorb the sound. The computers, detecting feedback, turn down the volume. A steady state is only achieved when the microphones are turned off."**

Dr. Debora Weber-Wulff

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Ariane 5 launch vehicle, 1996

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- **Went off course during launch**
  - Ariane 4 guidance software reused in Ariane 5
  - Ariane 5 accelerated much faster
  - velocity variable overflowed, computer crashed
- **"The failure of the Ariane 501 was caused by the complete loss of guidance and attitude information... due to specification and design errors in the software."**

ESA Inquiry Board

# Mars Polar Lander, 1999

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- **Crashed while landing on Mars**
  - sensor transient when legs deployed
  - software thought vehicle had landed
  - engine shut down during descent
- **"There was no software requirement to clear spurious signals prior to using the sensor information to determine that landing had occurred."**

Mars program independent assessment team

# Specifications matter

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- **A specification:**
  - connects customer and engineer
  - ensures parts of implementation work together
  - defines correctness of implementation
- **Therefore everyone must understand specs**
  - Designers, implementers, testers, managers, marketing, technical support, ... users!
- **Good specifications are essential**

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

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# **Groupthink Specification Exercise**

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[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Groupthink game

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**As a group, specify behavior of a desktop telephone**

**Individually, answer questions about its behavior**

**Goal: all group members give same answer**

- No defaults based on the game  
(e.g., “always A”)

**The winning group receives a prize**

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]



# Desktop telephone

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**Handset (speaker and microphone)**

**Keypad**

talk

redial

ansmachine

end

**24-character display**

**Answering machine**

**Phone jack**

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Requirements

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## **Display indicates current functionality**

- caller ID
- number being called
- "Answering machine"
- "Ready"

**Answering machine picks up after 2 rings**

**You decide other aspects of system behavior**

# Definitions

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**Lineidle: phone is on-hook ("hung up")**

- sent from phone to phoneline

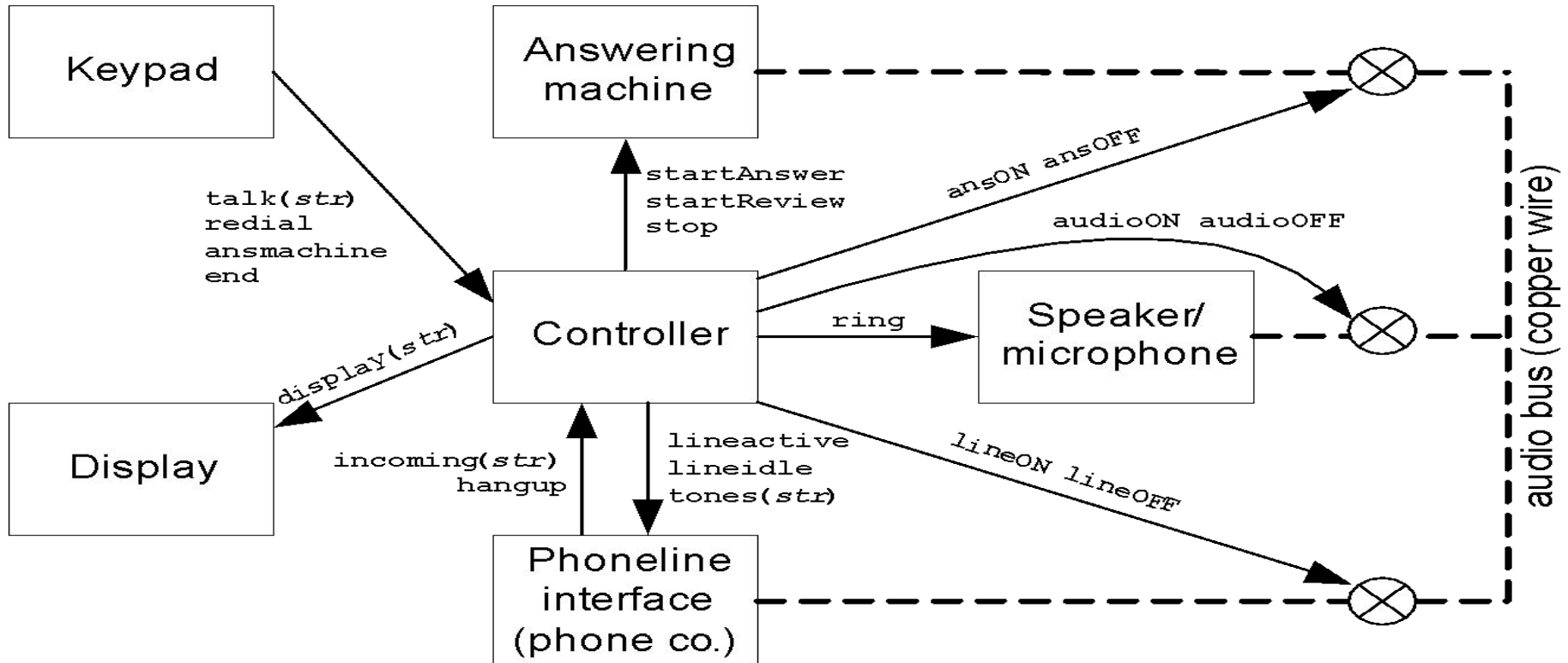
**Lineactive: phone is off-hook ("picked up")**

- sent from phone to phoneline

**Ring signal: causes phone to ring once**

- sent from phoneline to phone

# System architecture



[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Sample question

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**The user is connected to an outside party.  
The outside party hangs up. What state  
is the phonenumber in?**

- A. Lineactive (the user hears dialtone)
- B. Lineidle (the user does not hear dialtone)