



Software Requirement Patterns (Developer Best Practices)

By Stephen Withall



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Learn proven, real-world techniques for specifying software requirements with this practical reference. It details 30 requirement “patterns” offering realistic examples for situation-specific guidance for building effective software requirements. Each pattern explains what a requirement needs to convey, offers potential questions to ask, points out potential pitfalls, suggests extra requirements, and other advice. This book also provides guidance on how to write other kinds of information that belong in a requirements specification, such as assumptions, a glossary, and document history and references, and how to structure a requirements specification.

A disturbing proportion of computer systems are judged to be inadequate; many are not even delivered; more are late or over budget. Studies consistently show one of the single biggest causes is poorly defined requirements: not properly defining what a system is for and what it’s supposed to do. Even a modest contribution to improving requirements offers the prospect of saving businesses part of a large sum of wasted investment. This guide emphasizes this important requirement need—determining what a software system needs to do before spending time on development. Expertly written, this book details solutions that have worked in the past, with guidance for modifying patterns to fit individual needs—giving developers the valuable advice they need for building effective software requirements



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Editorial Review

From the Publisher

Key Book Benefits:

- Provides a reference to solutions that have worked in the past, with guidance about how to modify patterns to fit individual needs

- Features an emphasis on determining what a software system needs to do--the necessary precursor to development

About the Author

Stephen J. Withall has been developing and specifying software systems for more than 26 years in a variety of roles: programmer, analyst/programmer, team leader, systems analyst, business analyst, project manager, systems architect, and chief technical officer. He has worked in diverse environments in companies big and small, in 17 countries across four continents. He has used object-oriented design approaches and technology for more than 16 years, and actively maintains his hands-on software development skills.

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