



Software Requirements (3rd Edition) (Developer Best Practices)

By Karl Wiegers, Joy Beatty

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Software Requirements (3rd Edition) (Developer Best Practices) By Karl Wiegers, Joy Beatty

Now in its third edition, this classic guide to software requirements engineering has been fully updated with new topics, examples, and guidance. Two leaders in the requirements community have teamed up to deliver a contemporary set of practices covering the full range of requirements development and management activities on software projects.

- Describes practical, effective, field-tested techniques for managing the requirements engineering process from end to end.
- Provides examples demonstrating how requirements "good practices" can lead to fewer change requests, higher customer satisfaction, and lower development costs.
- Fully updated with contemporary examples and many new practices and techniques.
- Describes how to apply effective requirements practices to agile projects and numerous other special project situations.
- Targeted to business analysts, developers, project managers, and other software project stakeholders who have a general understanding of the software development process.
- Shares the insights gleaned from the authors' extensive experience delivering hundreds of software-requirements training courses, presentations, and webinars.

New chapters are included on specifying data requirements, writing high-quality functional requirements, and requirements reuse. Considerable depth has been added on business requirements, elicitation techniques, and nonfunctional requirements. In addition, new chapters recommend effective requirements practices for various special project situations, including enhancement and replacement, packaged solutions, outsourced, business process automation, analytics and reporting, and embedded and other real-time systems projects.

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Editorial Review

Review

"From the first edition in 1999 through each successive edition, the guidance that *Software Requirements* provides has been the foundation of my requirements consulting practice. To beginning and experienced practitioners alike, I cannot recommend this book highly enough."

--Roxanne Miller, President, Requirements Quest

"This new edition keeps pace with the speed of business, both in deepening the foundation of the second edition and in bringing analysts down-to-earth how-to's for addressing the surge in agile development, using features to control scope, improving elicitation techniques, and expanding modeling."

--Keith Ellis, President and CEO, Enfocus Solutions Inc.

"I especially like the latest topic on how to apply effective requirements practices to agile projects. The practical guide and real examples of the many different requirement practices are invaluable."

--Doreen Evans, Robbins Gioia Inc.

"The best book on requirements just got better! The third edition's range of new topics expands the project circumstances it covers. Using requirements in agile environments is perhaps the most significant, because everyone involved still needs to understand what a new system must do--and agile developers are now an audience who ought to have a good grasp of what's in this book."

--Stephen Withall, author of Software Requirement Patterns

"The third edition of *Software Requirements* is finally available--and it was worth waiting so long. Full of practical guidance, it helps readers identify many useful practices for their work. I particularly enjoy the examples and many hands-on solutions that can be easily implemented in real-life scenarios. A must-read, not only for requirements engineers and analysts but also for project managers."

--Dr. Christof Ebert, Managing Director, Vector Consulting Services

"Karl and Joy have updated one of the seminal works on software requirements. Irrespective of the technology, business domain, methodology, or project type you are working in, this book will help you deliver better outcomes for your customers."

--Shane Hastie, Chief Knowledge Engineer, Software Education

"This usable and readable text walks you through exactly how to approach common requirements-related scenarios. The incorporation of multiple stories, case studies, anecdotes, and examples keeps it engaging to read."

--Laura Brandenburg, Host at Bridging the Gap

From the Back Cover

Improve the way your teams:

- * Identify and collaborate with key stakeholders
- * Elicit and analyze requirements, with a focus on business objectives
- * Document, prioritize, validate, and reuse requirements
- * Prototype and create visual models of requirements
- * Manage change requests, scope creep, and other project risks

* Understand and specify customer quality expectations

About You:

This book's primary audience is business analysts and requirements engineers, along with software architects, developers, project managers, and other stakeholders.

About the Author

Joy Beatty, a leader in the software requirements community, has trained thousands of business analysts and helped major organizations build business-analysis centers of excellence. She is coauthor of *Visual Models for Software Requirements*.

Users Review

From reader reviews:

Diana Elliott:

What do you concentrate on book? It is just for students since they're still students or this for all people in the world, the particular best subject for that? Simply you can be answered for that issue above. Every person has various personality and hobby for each and every other. Don't to be obligated someone or something that they don't desire do that. You must know how great in addition to important the book Software Requirements (3rd Edition) (Developer Best Practices). All type of book is it possible to see on many methods. You can look for the internet sources or other social media.

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