Course Name	SOFTWARE REQUIREMENTS ENGINEERING	Course Code	COMP 474		
Credit Hours	3	Contact Hours	Theory	Lab	Total
			2	2	4
Offered as	☐ University Requirement ☐ College Requirement ☒ Program Requirement ☐ Core ☒ Elective ☐ ITEC ☒ COMP ☐ CNET				
Level	8	Prerequisite	NIL		

Course Description:

The course covers how to capture software requirements and handle difficult situations in gathering data to build systems. Special emphasis is given to working with stakeholders and to learning about the needs of users who interact with a system. The course addresses elicitation, specification, and management of software system requirements. Additionally, the course examines iterative prototyping user interactions for a system along with basics of quality assurance techniques

Course objectives:

- To introduce the fundamental concepts and techniques of Requirements analysis
- Compare multiple techniques to elicit requirements from stakeholders, choosing from among alternative methods as appropriate for different situations
- Know the strengths and weaknesses of methods used to elicit requirements functional and non-functional requirements to meet the industry standard
- To introduce the ways to negotiate with the client and other stakeholders regarding priorities and scope
- Know how to create requirements, as these change over time (e.g., over different domains and multiple releases)
- To provide basics of quality assurance techniques.

Grading	☒ Exam 1	10%	☒ Exam 2	10%	☒ Assignment(s)	20%
	☒ Final	40%	☒ Lab	20%	☐ Mini Project	

Text Book:

- Software & Systems Requirements Engineering in Practice, by Brian Berenbach, et al (ISBN 978-0-07-160547)

References:

- Karl Wiegers and Joy Beatty: Software Requirements (3rd Edition)ISBN-9 78-0-7356-7966-5 (Developer Best Practices). Microsoft Press, 2013.
- Bernd Bruegge and Allen H. Dutoit. Object-Oriented Software Engineering Using UML, Patterns, and Java. 3rd Edition, ISBN- 978-0136061250, Prentice Hall, 2010.