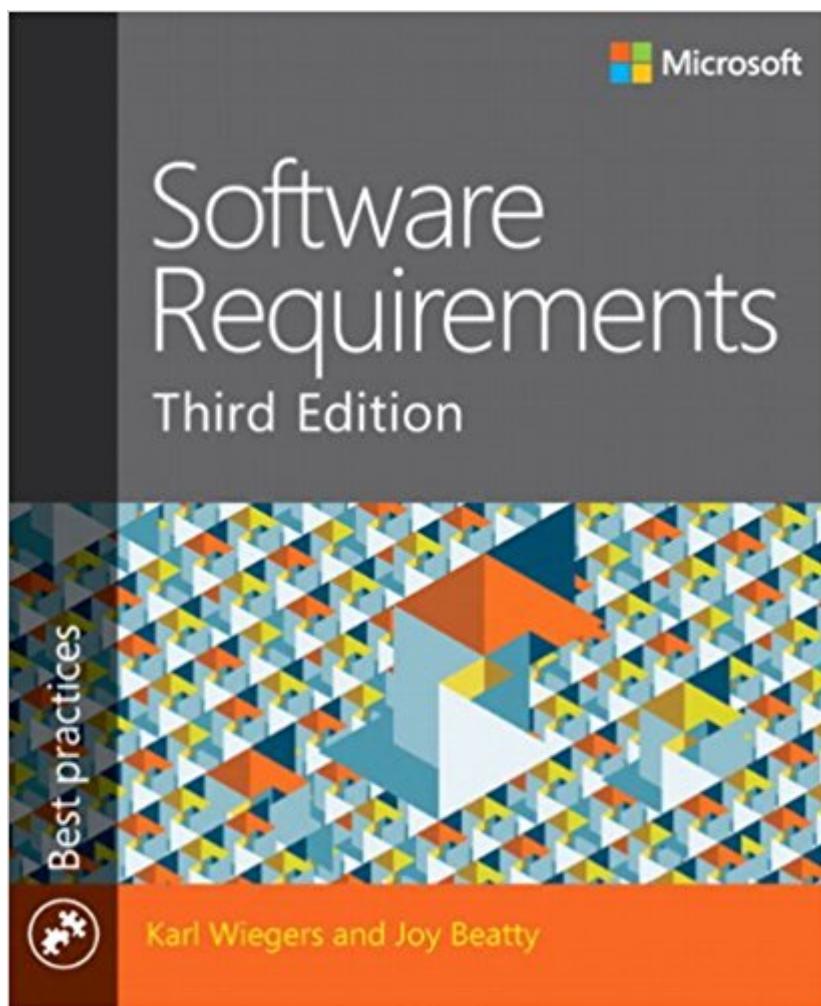**The book was found**

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

Synopsis

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 authorsÃ¢â¬â„¢ 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.

Book Information

Series: Developer Best Practices

Paperback: 672 pages

Publisher: Microsoft Press; 3 edition (August 25, 2013)

Language: English

ISBN-10: 0735679665

ISBN-13: 978-0735679665

Product Dimensions: 7.3 x 1.5 x 8.8 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars   71 customer reviews

Best Sellers Rank: #48,939 in Books (See Top 100 in Books)   #30 inÃ Â Books > Computers & Technology > Computer Science > Systems Analysis & Design   #45 inÃ Â Books > Textbooks > Computer Science > Software Design & Engineering   #104 inÃ Â Books > Computers &

Customer Reviews

"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

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

Although The Business Analysis Body of Knowledge (a.k.a BABoK) is now considered the bible of the business analysis worldwide, I can argue that Karl WiegersÃƒÂ¢Ã¢ ¬Ã â„¢ ÃƒÂ¢Ã¢ ¬Ã Å"Software Requirements v3ÃƒÂ¢Ã¢ ¬Ã Â• should be dubbed as the survival guide for earnest IT Business Analysts. The BABoK has been written by different authors to be a comprehensive and horizontal framework on the subject, and I can say that its third version is much handy than the older one in terms of the logical soundness of the BA practice. However, WiegersÃƒÂ¢Ã¢ ¬Ã â„¢ ÃƒÂ¢Ã¢ ¬Ã Å"Software RequirementsÃƒÂ¢Ã¢ ¬Ã Â• is the real practical and actionable book on ÃƒÂ¢Ã¢ ¬Ã Å"The Art of Requirements EngineeringÃƒÂ¢Ã¢ ¬Ã Â•. It is not a UML course or how-to, but rather a notation-agnostic complete trove of tips and advice that we need ÃƒÂ¢Ã¢ ¬Ã â œas business analysts- to master in order to promote the BA profession beyond the mere current activities of hasty requirements collection and -then- mindless superficial dull documentation. Karl brought back deliberation and profoundness into this craft.

This review is for the digital version of the book. I found this to be a very informative book. Coupled with a great instructor, the material was accessible and well-presented. Of particular note are the appendices, which contain sample documents and other helpful objects.Some of the perks I enjoy from digital books are found here: ability to highlight and search different parts of the text are two I use frequently. The tradeoff is that the digital version lacks page numbers (which was sometimes difficult for assignments). To be clear, however, I prefer the digital version and the perks that come with this format over a version that retains the page numbers - you cannot highlight across pages in paginated digital books.The material seemed pertinent and current as I compared it with other information found online or through other resources. I would recommend it if you are learning about the world of software requirements.

The book content is great, 5 stars for that.However, the Kindle edition is flawed for the following reasons:* No table of content is available from the standard menu. This severely hampers navigation within the book.* It is not visible which chapter you are currently reading.* No reconciliation to page numbers from the printed book.This is a text book, not a novel, so the lack of

these features makes me sorry I did not buy the print edition.

What I love about this book is that it is so easy to pick this up, get several great ideas on how to fix whatever kind of problem you are facing in software development, and then use those ideas to implement something today that is really going to make a difference in what you can deliver to your customers. Wiegers and Beatty give pragmatic examples and "oops" stories on everything from Agile and analytics through real-time embedded systems that demonstrate the key points you need to know to make your project successful. The book also includes templates, tips, and project-specific details to help you use what you learn.I have used the second edition of this book to help me work with software teams on problems ranging from reducing defects and increasing consulting revenue through implementing industry-standard requirements such as PCI. The third edition of the book builds on the second by increasing its coverage on topics such as dashboard reporting, data requirements, and data modeling. The book is meant to be read cover-to-cover but you can still get a lot out of it by reading what you need, as you need it.My favorite section in this third edition is the expanded discussion on quality attributes. This is an area that is so often overlooked in software development because we tend to assume the best and forget to plan for the worst. This section explains the different types of quality controls and how to know which ones to use based on the type of project you are working on. The authors do a great job throughout the book in explaining how to gracefully handle software errors to keep your data, users, and possibly your customers safe from harm.

A nice book for someone that is new to the IT business analysis. It is quite comprehensive, and it provides a lot of guidance and nice real life examples. All in all, I recommend this book as a starting point for someone who wants to learn IT business analysis.However, it is definitely not a ÃƒÂ¢Ã â ¬Ã Å"BibleÃƒÂ¢Ã â ¬Ã Â• of Business Analysis. Sometimes, reading the book, I had a feeling that authors lack "the big pictureÃƒÂ¢Ã â ¬Ã Â•; and quite often, that they are trying to impose as a dogma their own approach to the process of gathering and presenting software requirements.

There are many very good books about requirements. This book is in a hurry. It wastes no time. It is on a mission to bring you information you can immediately use. I have struggled with requirements, in writing them, and in improving them across the organization. This book gives the reader practical advice on finding, writing, and managing requirements for software projects. Other books I read,

glean what I can, and put them away. This book I keep on hand, not as a prescriptive source, but as a guide, a mentor's view. This book will get the reader past thinking about requirements to managing them.

Although it's called "Software Requirements", this book is more pertinent for project managers and business analysts as opposed to software architects and programmers. It's still a good read, and is full of practices that you and your team should probably consider implementing to improve you software design efficacy.

This book is a great read. It describes quite sophisticated theory, and illustrates the theory with fun anecdotes and real life stories you can relate to.A perfect follow up to the IEEE SWEBOK Software Requirements :-)

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