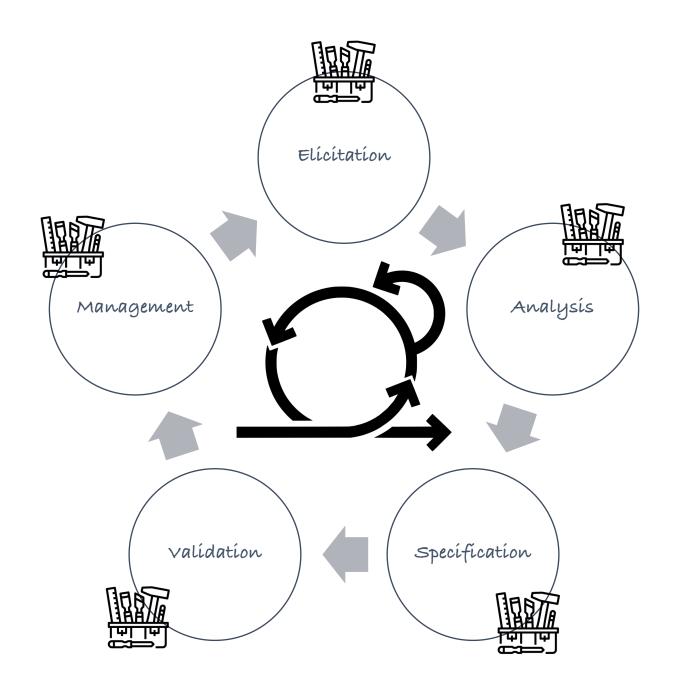


UNIVERSITÄT BERN

Moldable Requirements

Nitish Patkar Software Composition Group

Ph.D. Research Proposal



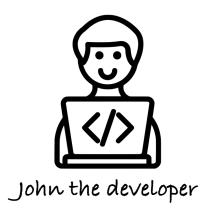


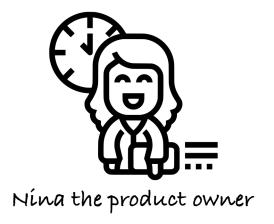


Issues

Tedious collaboration

Broken traceability





Use an IDE for requirements engineering as a solution

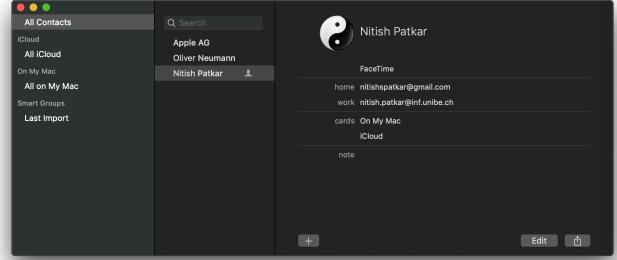
How to make an IDE usable for distinct stakeholders?

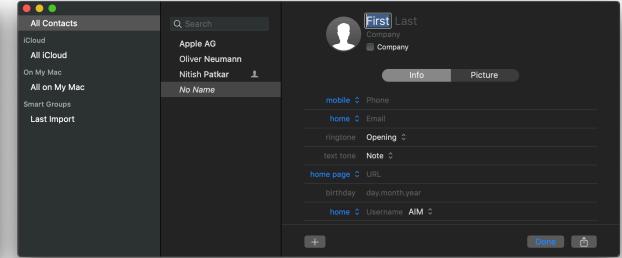
Numerous requirements formats and artifacts are used

Moldable Requirements

Create requirements (i.e., formats, artifacts) as first-class entities in an IDE

Mold (i.e., adapt) requirements hierarchies, as well as their representations





- Add contact
- Edit contact
- Delete contact

* Merge contacts

-

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- * Manage address book
 - Add contact
 - Edit contact
 - Delete contact
- * Search address book

-

* Merge contacts

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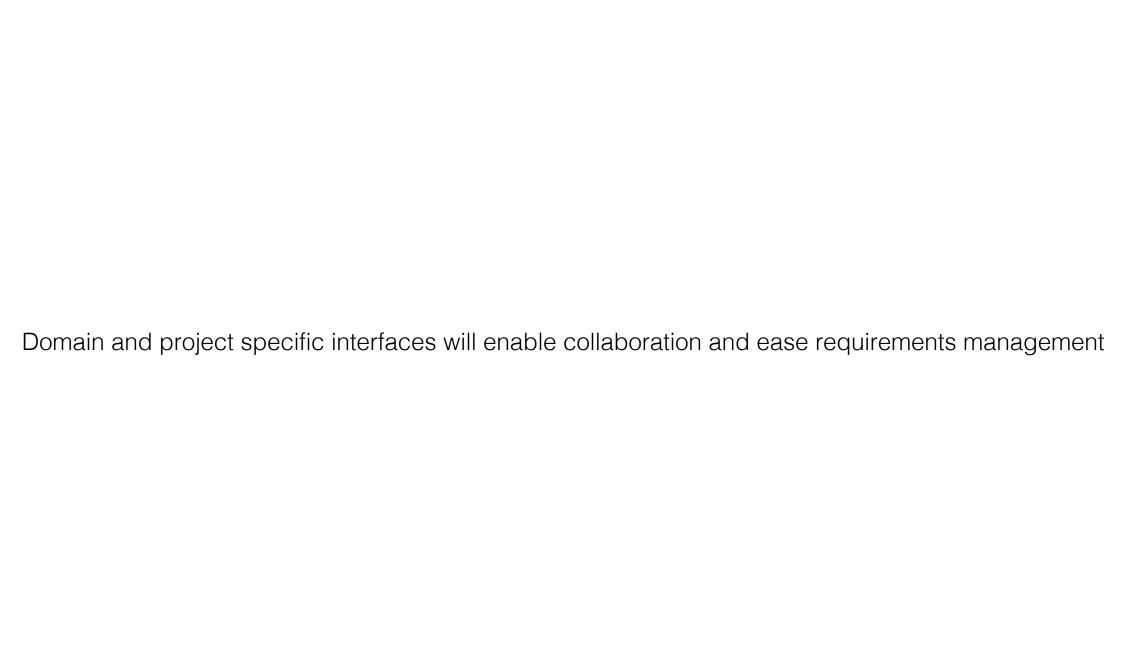
. .

* Manage address book

- Add contact
- Edit contact
- Delete contact
 - Contact
- * Search address book

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Demo



Moldable Scenarios

A review of 14 popular BDD tools, proposes an approach and an advanced prototype implementation to improve the BDD process

Glue Code Survey of BDD Tools

A study that takes a closer look at the glue code characteristics of the projects that use BDD tools

Graphical Actor Modeling

Study the characteristics of graphical modeling tools and their IDE support. We will present an advanced prototype to graphically create actors of a domain

RE tools survey

An SLR of 112 RE tools proposed at top SE venues between 2015-2019

Moldable Artifacts

A comprehensive overview of 62 artifacts, and an advanced prototype implementation to model a selection of artifacts

Living User Stories

Review a selection of user stories management tools. A prototype implementation of a model of a user story wall built in an IDE.





