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## A Method for Tailoring the Information Content of a Software Process Model

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### ABSTRACT

This paper will define the framework of a general method for selecting a necessary and sufficient subset of a general software life cycle's information products, to support new software development projects. Procedures for characterizing problem domains in general and mapping to a tailored set of life cycle processes and products will be given. An overview of the method is shown using the following steps:

1. During the problem concept definition phase, perform standardized interviews and dialogs between developer and user, and between developer and customer.
2. Generate a quality needs profile of the software to be developed, based on information gathered in step 1.
3. Translate the quality needs profile into a profile of quality criteria that must be met by the software to satisfy the quality needs.
4. Map the quality criteria to a set of accepted processes and products for achieving each criterion.
5. Select the information products which match or support the accepted processes and product of step 4.
6. Select the design methodology which produces the information products selected in step 5.

This paper will address every step, but will not attempt to generate a full-up methodology. A few of the more popular process models and design methodologies known today will be examined for their information content.

### TERMINOLOGY NOTES

The terms "software process model" and "life cycle" will be used interchangeably. The term "user" will always mean "customer and user".

### INTRODUCTION

The complete set of information products defined for common software process models and development methodologies is often too large for certain development efforts. In many cases, a subset of information products and the activities that produce them will suffice to administer the development of a software product. The act of selecting appropriate information products and activities to support the development effort is called "tailoring" the life cycle or development methodology. This tailoring process is currently an ad hoc method performed by managers and developers, in early meetings with the customer and user, as they begin to define some sort of Software Management or Development Plan. This paper explores a more formalized tailoring method to assist in the definition of such plans. It is hoped that such a formalization will both speed the process and help ensure the selection of a necessary and sufficient subset of information products (and by implication, the activities which produce them).

The cornerstone of this tailoring method uses Software Quality Assurance (SQA) techniques. Traditionally, SQA has dealt with the detection and prevention of defective software. New ideas in the field of SQA are concentrating on beginning the function much earlier in the life cycle, as early as problem concept and initial requirements definition. It is hoped that SQA principles will assist the user and developer in creating complete, consistent and testable requirements. This assistance offers guidelines up front when we're scrambling to put some sensible words on paper.

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I believe that two quotes [5], [21] can illustrate the idea of "engineering in" quality to a software product.

You can't achieve Quality...  
unless you specify it!

Quality must be defined as conformance  
to requirements, not as "goodness"

## USING SQA TECHNIQUES TO SPECIFY QUALITY

### Quality Factors

This is a common SQA term. Quality Factors are characteristics which a software product exhibits that reflect the degree of acceptability of the product to the user. Since we're moving SQA up front, we'll restate this: Quality Factors are characteristics which the user *requires* the software to exhibit in order to reflect *the best possible* degree of acceptability.

Table 1 shows a list of Quality Factors which has been coming into general use for some time [21]. It was first proposed at the Rome Air Development Center (RADC) in 1977. I show a slightly expanded list, as it has evolved somewhat since then [5].

There are more detailed meanings of the quality factors which guide the user & developer in determining how important each factor is for their application.

Not every project requires all quality factors, which is good, because some quality factors are at conflicting purpose. Shown below is a list of factors whose characteristics cause conflicts of definition.

| <u>Quality Factor Conflict</u>  | <u>Explanation of conflict</u>   |
|---------------------------------|--|
| Efficiency vs. Integrity        | Overhead required to control access negates efficiency.  |
| Efficiency vs. Usability        | Overhead required to ease operations negates efficiency.   |
| Efficiency vs. Maintainability  | Optimized code negates maintainability. Modularization, instrumentation and well commented high-level code increases overhead. |
| Efficiency vs. Testability      | Optimized code negates testability.  |
| Efficiency vs. Portability      | Optimized code is dependent on host processor services.  |
| Efficiency vs. Flexibility      | Overhead required to support flexibility negates efficiency.   |
| Efficiency vs. Reusability      | Overhead required to support reusability negates efficiency.   |
| Efficiency vs. Interoperability | Overhead required to support interoperability negates efficiency.  |
| Integrity vs. Flexibility       | Flexibility requires general and flexible data structures, increasing data security problems.                                  |
| Integrity vs. Reusability       | Generality required by reusable software introduces protection problems.   |
| Integrity vs. Interoperability  | Coupled systems allow more avenues of access.  |
| Reusability vs. Reliability     | Generality required by reusable software increases difficulty of providing error tolerance (anomaly management) and accuracy.  |

The conflicts shown do not mean that the two factors are in strict mutual exclusion — extra effort may be expended to address the difficulties of specifying factors in conflict. Note that efficiency tends to conflict with many other factors. This is due to the tradeoff with the additional overhead required to satisfy other quality factors that does not necessarily apply to the algorithm's basic function. Efficiency issues may also be resolved by judicious hardware

| <u>Quality Factor</u>       | <u>Meaning of factor in context of user needs for software product</u>  |
|-----------------------------|---|
| Correctness                 | Conformance of software design and implementation to stated requirements.   |
| Efficiency                  | Economy of resources needed to provide the required functionality.  |
| Expandability               | Ease of maintaining the software to meet new functional or performance requirements.                                |
| Flexibility                 | Ease of maintaining the software to work in environments other than originally required.                            |
| Integrity                   | Security against unauthorized access to programs and data.  |
| Interoperability            | Ease of coupling the software with software in other systems or applications.                                       |
| Maintainability             | Ease of finding and fixing errors.  |
| Manageability               | Ease of administrating development, maintenance and operation of the software.                                      |
| Portability                 | Ease of maintaining the software to execute on a processor or operating system other than that originally required. |
| Usability                   | Ease of learning & using the software, and of preparing input & interpreting output.                                |
| Reliability                 | The rate of failures in the software that render it unusable.   |
| Reusability                 | Suitability of software modules for use in other applications.  |
| Safety                      | Protection against loss of life or liability or damage to property.   |
| Survivability               | Continuity of reliable execution in the presence of a system failure.   |
| Verifiability (testability) | Ease of verification of functionality against requirements.   |

Table 1 - Quality Factors

selection. Note that there is also a reverse-matrix of quality factors (not shown) that tend to support one another, such as testability and maintainability -- similar sets of criteria support both factors.

So you get the idea of defining quality needs for specific applications. As this process of definition continues, a *profile* begins to emerge that describes the proposed software in terms of weighted quality factors.

### The Quality Profile

I introduce this term to describe the prioritized, weighted list of quality factors that the user & developer define for their software development effort. The Quality Profile is a "signature" or "fingerprint" of a project's quality needs. Humphrey [10] offers a common-sense example of what kinds of factors are important for different applications, based upon the "primary concern" of the application.

| <u>Primary Concern</u>    | <u>High Priority Quality Factors</u>      |
|---------------------------|---|
| a. Effect on human lives  | Reliability, Correctness, Testability     |
| b. Long life Cycle        | Maintainability, Flexibility, Portability |
| c. Real time application  | Efficiency, Reliability, Correctness      |
| d. In-house tool          | Efficiency, Reliability, Correctness      |
| e. Classified Information | Integrity                                 |
| f. Communicating systems  | Interoperability                          |

The High Priority Quality Factors shown for each type of application begin to define that application's quality profile. The profile of an application of type "a" is given by high degrees of reliability, correctness and testability, and lower

degrees of the remaining factors. In practice, we define a more precise scale of degrees and assign a particular weight to each factor. The resultant set of quality factor weights defines the quality profile for the proposed software.

Another example, more generic, is given by Deutsch [5] to suggest an initial prioritization of Quality Factors by "software category".

| <u>Software Category</u> | <u>High Priority Quality Factors</u>   |
|--------------------------|--|
| a. Critical              | Safety, Survivability, Correctness, Maintainability, Efficiency  |
| b. Support               | Maintainability, Verifiability, Interoperability, Portability, Usability, Correctness                          |
| c. I/O                   | Correctness, Interoperability, Maintainability   |
| d. Data                  | Interoperability, Portability, Reusability   |
| e. Computational         | Correctness, Maintainability   |
| f. Environment           | Maintainability, Verifiability, Correctness, Interoperability, Portability, Reusability, Efficiency, Integrity |
| g. MMI                   | Integrity, Usability   |
| h. Documentation         | Correctness, Maintainability   |
| i. Design                | Expandability, Flexibility, Interoperability, Maintainability, Portability, Reusability, Verifiability         |

These two examples offer starting points for the development of a Quality Profile. Many applications will exhibit multiple concerns or cover several categories. It is the job of the user & developer to define the Quality Profile for the specific application.

### Defining the Quality Profile

Deutsch [5] suggests a metric for ranking or weighting quality factors.

| <u>Level of quality required</u> | <u>What techniques should be used to ensure a quality factor of this rank</u> |
|----------------------------------|---|
| E Excellent                      | Exceptional techniques  |
| G Good                           | Better than average techniques  |
| A Average                        | Normal corporate practices  |
| NI Not an Issue                  | No special techniques   |

He then extends the metric into the realm of cost and schedule prediction, using Jensen and COCOMO model relative cost and relative schedule analysis factors. Cost and schedule prediction will not be pursued further here.

Latter day SQA is also developing standardized means by which the user and developer discuss and come to an agreement of these factors for each application. These means often take the form of questionnaires that prompt the user to evaluate all needs for quality.

### Quality Criteria

This is a common SQA term. Quality Criteria are detailed subcharacteristics which the software exhibits that reflect the degree to which the Quality Factors are present. In other words, the planned presence of high-level quality factors implies the presence of a detailed set of quality criteria.

The Quality Factors are user-oriented; they are designed to map easily to a user's needs for the proposed software. The Quality Criteria are more software-oriented; they are designed to map easily to characteristics that may be evaluated by direct testing of the software. The relationship between quality factors and quality criteria is analogous to that between the two common stages of requirements definition. The analogy does *not* apply to the amount of effort needed to go from the early phase to the later — Quality Factors may be translated immediately to Quality Criteria. Table 2 shows a list of Quality Criteria [5], [21].

### Mapping Quality Factors to Quality Criteria

There is a direct translation from each Quality Factor to a subset of Quality Criteria which support the factor. The sets of criteria that support different factors may be disjoint or may intersect. Some criteria exhibit conflicts similar to

| <i>Quality Criterion</i> | <i>Meaning of criterion in context of software product</i>                 |
|--------------------------|--|
| Accuracy                 | Achievement of required precision in calculations and outputs              |
| Anomaly Mgmt             | Behavior for recovery from failures  |
| Augmentability           | Maintenance effort required to expand upon functions and data              |
| Autonomy                 | Degree of decoupling from execution environment                            |
| Commonality              | Use of standards to match "look and feel" of similar applications          |
| Communicativeness        | Appropriateness of inputs and outputs                                      |
| Completeness             | Degree to which all software is necessary and sufficient                   |
| Conciseness              | Amount of code used to implement algorithm                                 |
| Consistency              | Use of standards to achieve uniformity within software                     |
| Distributivity           | Physical (device) separation of function and data (addresses backup)       |
| Document Quality         | Access to complete, understandable information                             |
| Communication Efficiency | Usage of communication resources   |
| Processing Efficiency    | Usage of processing resources  |
| Storage Efficiency       | Usage of storage resources   |
| Functional Scope         | Range of applicability of software product's functions                     |
| Generality               | Range of applicability of software's internal units                        |
| Independence             | Degree of decoupling from support environment                              |
| Instrumentation          | Amount of code devoted to usage measurement or error identification        |
| Modularity               | Cohesion & Coupling of software's modules (design & code)                  |
| Operability              | Ease of operating the software   |
| Safety Management        | Degree to which the design addresses hazard avoidance                      |
| Self-Descriptiveness     | Understandability of design & code   |
| Simplicity               | Degree to which algorithms map to the problem they solve                   |
| Support                  | Functionality that addresses the administration of maintenance             |
| System Accessibility     | Controlled access to functions, data and instructions                      |
| System Compatibility     | Use of standards to match interfaces with hardware & communications        |
| Traceability             | Ease of finding links between requirements, design and code                |
| Training                 | Provisions to help users learn the operation of the software               |
| Virtuality               | Separation of logical implementation from physical component               |
| Visibility               | Objectivity of evidence of correct functioning — ease of test verification |

Table 2 - Quality Criteria

those examined for quality factors. Table 3 shows a translation between Quality Factors and Quality Criteria that shows how the criteria support and influence the factors, either positively or negatively. The traditional direction of translation is from criteria to factor — the SQA or test team measures the criteria from the software, and reports on what quality factors the software thus exhibits. Our method will begin with the user definition of quality factors, and develop a set of criteria that the software must meet in order to satisfy our quality needs.

This table is merged from two different authors' approach to the factor/criteria map [5], [21]. Their perspectives overlap to a high degree, but each one shows a few more, different criteria than the other. I have included them all here in order to work with the most complete universe of factors and criteria possible. Detailed examination of the authors' text reveals that while some factors and criteria sound very similar, they actually do describe different characteristics of the software.

| Quality Factors          | Correctness      |               | Interoperability |           |                 |               | Reusability |             | Usability |               |               |           |
|--------------------------|------------------|---------------|------------------|-----------|-----------------|---------------|-------------|-------------|-----------|---------------|---------------|-----------|
|                          | Efficiency       | Expandability | Flexibility      | Integrity | Maintainability | Manageability | Portability | Reliability | Safety    | Survivability |               |           |
|                          |                  |               |                  |           |                 |               |             |             |           |               | Verifiability | Usability |
|                          | Quality Criteria |               |                  |           |                 |               |             |             |           |               |               |           |
| Accuracy                 |                  | -             |                  |           |                 |               |             | ++          |           | +             |               | +         |
| Anomaly Mgmt             | +                | -             |                  |           |                 |               |             | ++          |           | +             | +             | +         |
| Augmentability           |                  | --            | ++               | +         |                 |               |             |             | +         |               |               |           |
| Autonomy                 |                  | -             |                  | +         |                 |               | ++          |             | +         |               | +             |           |
| Commonality              |                  |               |                  | -         | ++              |               |             |             | +         |               |               |           |
| Communicativeness        |                  | -             |                  | +         |                 | +             |             |             | +         |               | +             | +         |
| Completeness             | ++               |               |                  |           |                 |               |             | +           |           |               |               | +         |
| Conciseness              | +                | +             |                  |           |                 | ++            |             |             |           |               |               | +         |
| Consistency              | ++               |               |                  | +         |                 | ++            |             | +           | +         |               |               | +         |
| Distributivity           |                  |               |                  |           |                 |               |             |             |           | +             | +             |           |
| Document Quality         |                  |               |                  |           |                 | ++            |             |             | ++        |               |               |           |
| Communication Efficiency |                  | ++            |                  |           |                 |               |             | -           |           |               |               |           |
| Processing Efficiency    |                  | ++            |                  |           |                 |               |             | --          |           |               |               |           |
| Storage Efficiency       |                  | ++            |                  |           |                 |               |             | --          |           |               |               | -         |
| Functional Scope         |                  |               |                  |           | +               |               |             |             | +         |               |               |           |
| Generality               |                  | --            | +                | ++        | -               | +             |             |             | -         | ++            |               |           |
| Independence             |                  | -             |                  | +         |                 | ++            |             | ++          |           | ++            |               |           |
| Instrumentation          |                  | -             |                  |           |                 | +             |             |             |           |               | +             | +         |
| Modularity               |                  | -             | +                | ++        |                 | ++            | ++          | ++          |           | ++            | +             | ++        |
| Operability              |                  | -             |                  |           |                 |               |             |             | +         |               | ++            |           |
| Safety Mgmt              |                  |               |                  |           |                 |               |             |             |           | ++            |               |           |
| Self-Descriptiveness     |                  | -             | ++               | ++        |                 | ++            | +           |             | ++        |               |               | ++        |
| Simplicity               | +                | +             | +                | ++        |                 | ++            | +           | ++          | ++        |               |               | ++        |
| Support                  |                  |               |                  |           |                 |               | ++          | +           |           | ++            |               | ++        |
| System Access Control    |                  | -             |                  | -         | ++              | --            |             |             |           | +             |               | +         |
| System Compatibility     |                  | -             |                  |           |                 |               |             |             |           |               |               |           |
| Traceability             | ++               |               |                  | +         |                 | +             |             |             | +         |               |               | ++        |
| Training                 |                  |               |                  |           |                 |               |             |             | +         |               | ++            |           |
| Virtuality               |                  |               | +                |           |                 |               |             |             |           | +             |               |           |
| Visibility               |                  |               |                  |           |                 | +             |             |             |           |               |               | ++        |

Table 3 - Quality Factors <=> Quality Criteria Map

Symbols are used in the cells of the matrix in Table 3 to indicate the influence a criterion has on various factors. Another viewpoint is that they indicate which criteria are necessary to support each factor. A plus under a factor means that the software should be required to exhibit the corresponding criterion, but is subject to trade-off based on any conflicts that arise. A double plus means that the criterion is more important, and less subject to trade-off. A negative under a factor means that it would be wise not to require the software to exhibit the corresponding criterion, but is subject to trade-off based on the influence of other factors. A double negative means that extra effort must be expended to require the software to exhibit the corresponding criterion.

The assignment of pluses and minuses is a subjective process, but the concept has been refined over time by various authors [5], [8], [10], [21].

## SOFTWARE PROCESS MODELS

"The software process is the technical and management framework established for applying tools, methods and people to the software task" [10].

There are a handful of well-defined "process models" or "life-cycles" in the industry today. They each describe a set of activities and products designed to support the successful creation of a software product. The most widely used model is called the Waterfall model. Other models are coming into use that attempt to address the shortcomings of the Waterfall, but they tend to generate very similar information products. Appendix D offers a brief description of other common process models.

The Waterfall model is characterized by a *linear* set of activities and products such that each activity uses the output of previous activities as its input. Here we list general names of the primary technical products of a waterfall model.

| <u>Activity (phase)</u> | <u>Major products generated by activity (phase)</u>  |
|-------------------------|--|
| Concept Definition      | Feasibility Study, Concept document  |
| User Req. Definition    | Level-A Requirements Document, Software Management Plan, System Interface Control Document (ICD) |
| System Req. Definition  | Level-B Requirements Document, Subsystem ICDs  |
| System Design           | System Design Document, System Test Plan   |
| Implementation          | Software, Test Case Document   |
| Testing                 | Test Report  |
| Maintenance             | Upgraded Software, Maintenance Report  |

Note that the waterfall model itself does not really define details of the information products that are to be produced. Most users of the waterfall model recommend a larger set of documentation; these recommendations are usually laid out in a documentation standard.

## SOFTWARE DOCUMENTATION STANDARDS

A Documentation Standard defines all information products that may be generated to support development of the software product. Usually, a documentation standard is packaged with a life-cycle standard. Two common standards are:

- SMAP Information System Life Cycle & Documentation Standards [15]
- DOD-STD-2167A [6]

For this study, we will use the document set defined by NASA's Information System Life Cycle Documentation Standard -- Appendix A shows the complete list. Our tailoring method will address which of these products are most important for a given set of quality factors.

## ANALYSIS & DESIGN METHODOLOGIES

Within the framework of the software process model, some method must be used to define the content of each product. Formalized methodologies address the complex definition of the requirements and design products of the software process. There are many different methodologies to choose from for use within any software process. The information content of the requirements document, then, may vary according to the technique used to produce it.

For example, one may choose to specify system requirements using:

- a simple textual notation developed in an ad hoc manner, or from lessons learned during prototyping.
- a functional decomposition hierarchy of diagrams, capturing the requirements in processes and data flows.
- an information model, capturing the requirements in objects, relations and behavior diagrams.
- a viewpoint/behavior model, capturing requirements in data/action maps and state diagrams.
- a hybrid of the above techniques, or other techniques.

Appendix C gives a brief overview of some of the more popular methodologies in use today, and lists all the specific products they offer. Our tailoring method may eventually be used to select a meaningful subset of these products; the current version of the paper will not explore this.

## TAILORING INFORMATION PRODUCTS

The hierarchy of SMAP-recommended information products for the software development effort is shown in Figure 1.

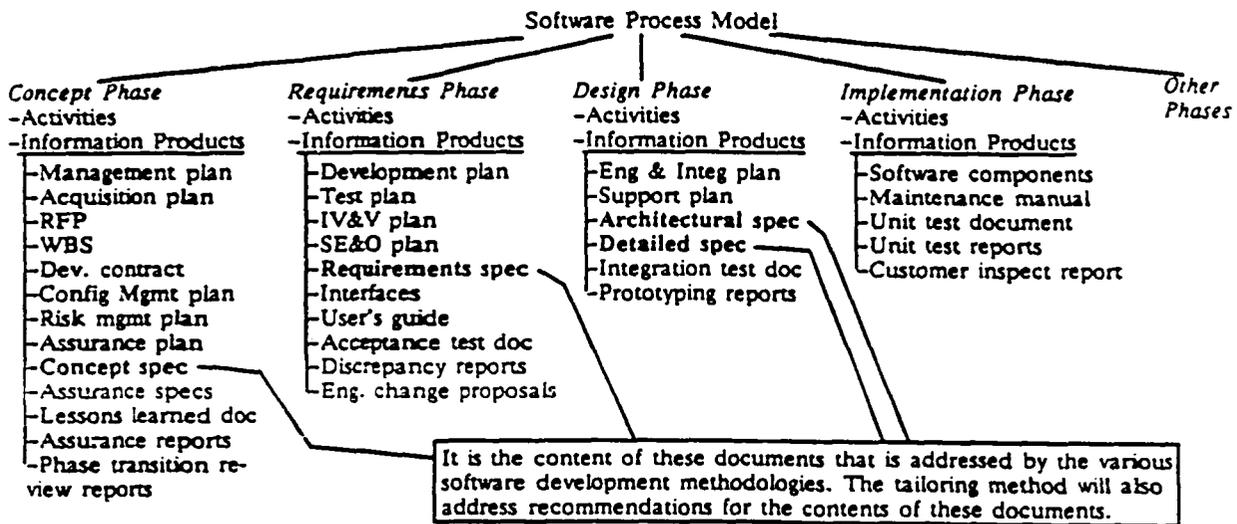


Figure 1 - SMAP Information Product Overview

Each Information Product shown will be analyzed to determine which quality criteria it best supports. The same analysis will be applied to the information products generated by various development methodologies. At this point, we will be ready to translate a set of 15 user defined Quality Factors into a recommended set of information products.

Tailoring will proceed on three levels:

1. A subset of the document universe will be selected for the specific quality profile. Example: recommend producing a Software Requirements Spec, among other documents.
2. For each selected information product, a subset of it's maximum table of contents will be selected. Example: recommend defining a Data Definition section in the Software Requirements Spec, among other sections.
3. For each recommendation from the table of contents, a set of suggestions will be given to characterize the nature of the information that should appear therein. Example: make the following recommendations for the contents of the Data Definition section: minimize the number of different data representations, minimize number of data conversions, use dynamic memory allocation, pack all data items, etc.

The user/developer then examine the lists of recommendations, and decide whether they make sense in the context of the project. There may still be some manual tailoring to do, but the bulk of the job will have been performed by this method.

## FUTURE WORK

The length of this study was not great enough to develop the full translation from Quality Criteria to Information Products. As a starting point, the requirements volume contents in Appendix B have been mapped to quality criteria. Areas that need more work are:

1. Develop the complete translation between Quality Criteria and all information products listed in the Appendices. This will include not only the selection of specific products, but recommendations for the character of that product's content.
2. Extend the tailoring method to include the tailoring of Management and Assurance activity products, as well as technical development products.
3. Define a weighting scheme for ranking Quality Factors that is consistent with Software Process Model and Design Methodology characteristics.
4. Analyze the list of information products generated by the outstanding process models in use today, and annotate with descriptions of the information content of each product. These descriptions should be compatible with the weighting scheme defined in area 3.

## Appendix A LIFE CYCLE PHASES & INFORMATION PRODUCTS: NASA'S SOFTWARE ACQUISITION STANDARD

This appendix lists the life cycle phases and information products for NASA's Software Acquisition Life Cycle as defined by the agency's Software Management and Assurance Program (SMAP). This set of documentation will serve as the universe from which a tailored set will be extracted.

The SMAP plan for volume roll-cut describes a mechanism which allows the manager/developer to create information products as sections of one volume, or as separate individual volumes, or as a combination, depending upon the required complexity and management of the particular information product. The tailoring method will select a subset of these information products by recommending the "complexity" of each information product. It is recognized that there are considerations for tailoring other than the quality profile, especially as apply to the Management Plan. Initial tailoring guidelines will focus on the Product Specification, then the Assurance Specification.

### Life Cycle Phases

Concept Definition Phase (CD)

Requirements Definition Phase (Req): User requirements, System Requirements

Design Phase: Software Architectural Design (SAD), Software Detailed Design (SDD)

Implementation Phase (Impl)

Integration and Test Phase: Integration & Unit Test (I&T), Acceptance Test (AT)

Maintenance, or Sustaining Engineering & Operations (SE&O)

### Information Products: Data Item Descriptions (DID)

#### Management Activity Products: the Management Plan

| <u>Product</u>                | <u>Phase(s) during which product is generated, including updates</u> |     |      |
|-------------------------------|--|-----|------|
| Component Management Plan     | CD   | I&T | SE&O |
| Component Acquisition Plan    | CD   |     |      |
| Request for Proposal          | CD   |     |      |
| Work Breakdown Structure      | CD   |     |      |
| Software Development Contract | CD   |     |      |

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|  |    |     |     |     |      |     |  |  |
|--|----|-----|-----|-----|------|-----|--|--|
| Configuration Management Plan            | CD | Req |     |     |      |     |  |  |
| Risk Management Plan                     | CD |     |     |     |      |     |  |  |
| Assurance Plan                           | CD | Req | SAD |     |      |     |  |  |
| Component Development Plan               |    | Req |     |     |      |     |  |  |
| Test Plan                                |    | Req | SAD |     |      |     |  |  |
| Validation & Verification Plan           |    | Req | SAD |     |      |     |  |  |
| Sustaining Engineering & Operations Plan |    | Req |     |     |      | I&T |  |  |
| Engineering and Integration Plan         |    |     | SAD | SDD | Impl |     |  |  |
| Product Support Plan                     |    |     | SAD |     |      |     |  |  |

**Technical (Development) Activity Products: the Software Product Specification**

| <i>Product</i>                       | <i>Phase(s) during which product is generated, including updates</i> |     |     |     |      |     |    |      |
|--------------------------------------|--|-----|-----|-----|------|-----|----|------|
| Concept Document                     | CD   |     |     |     |      |     |    |      |
| Software Requirements Spec (Level-A) | CD   |     |     |     |      |     |    | SE&O |
| Software Requirements Spec (Level-B) |  | Req |     |     |      |     |    | SE&O |
| External Interface Requirements      |  | Req |     |     |      |     |    | SE&O |
| User's Guide                         |  | Req |     |     | Impl | I&T | AT | SE&O |
| Software Architectural Design Spec   |  |     | SAD |     |      |     |    | SE&O |
| Software Detailed Design Spec        |  |     |     | SDD |      |     |    | SE&O |
| Software Component                   |  |     |     |     | Impl | I&T | AT | SE&O |
| Software Maintenance Manual          |  |     |     |     | Impl |     |    | SE&O |
| Version Description Document         |  |     |     |     |      | I&T | AT | SE&O |

**Assurance Activity Products: the Assurance Specification**

| <i>Product</i>            | <i>Phase(s) during which product is generated, including updates</i> |     |     |     |      |     |    |      |
|---------------------------|--|-----|-----|-----|------|-----|----|------|
| Assurance Specs           | CD   |     |     |     |      |     | AT | SE&O |
| Acceptance Test Document  |  | Req | SAD | SDD | Impl | I&T | AT |      |
| Integration Test Document |  |     | SAD |     | Impl | I&T |    |      |
| Unit Test Document        |  |     |     |     | Impl |     |    |      |

**Management Control & Status Reporting Activity Products**

| <i>Product</i>                  | <i>Phase(s) during which product is generated, including updates</i> |     |     |     |      |     |    |      |
|---------------------------------|--|-----|-----|-----|------|-----|----|------|
| Lessons-Learned Document        | CD   | Req | SAD | SDD | Impl | I&T | AT |      |
| Assurance Reports               | CD   | Req | SAD | SDD | Impl | I&T | AT |      |
| Phase Transition Review Reports | CD   | Req | SAD | SDD | Impl | I&T | AT |      |
| Discrepancy Reports             |  | Req | SAD | SDD | Impl | I&T | AT | SE&O |
| Engineering Change Proposals    |  | Req | SAD | SDD | Impl | I&T | AT | SE&O |
| Prototyping Reports             |  |     | SAD |     |      |     |    |      |
| Unit Test Reports               |  |     |     |     | Impl |     |    |      |
| Customer Inspection Reports     |  |     |     |     | Impl |     |    |      |
| Integration Test Reports        |  |     |     |     |      | I&T |    |      |
| Certification Reports           |  |     |     |     |      |     | AT |      |
| Performance/Metrics Reports     |  |     |     |     |      | I&T | AT | SE&O |

## Appendix B

### INFORMATION CONTENT of the NASA-SMAP STANDARD SOFTWARE PRODUCT SPECIFICATION

This appendix lists the full table of contents for SMAP's Software Product Specification (SMAP-DID-P000-SW). This document package contains a Software Concept Document, a Software Requirements Spec, a Software Architectural Design Spec, a Software Detailed Design Spec, a delivery Version Description, a User's Manual and a Maintenance Manual. (from [15]). The contents have been extended to include a more complete list of information items that may be useful (from [1]). The extended items are italicized.

An initial pass at mapping document sections to quality criteria has been performed for the Requirements Volume -- the map uses abbreviations shown in the key below, and should be read "backwards" for each criterion. In other words, the map is to be used by selecting those document sections that show a reference to each criterion that is specified by the quality profile.

|                       |                              |                          |
|-----------------------|------------------------------|--------------------------|
| Ac: Accuracy          | DQ: Document Quality         | Sf: Safety Management    |
| AM: Anomaly Mgmt      | EC: Communication Efficiency | Sd: Self-descriptiveness |
| Ag: Augmentability    | EP: Processing Efficiency    | Sm: Simplicity           |
| At: Autonomy          | ES: Storage Efficiency       | Sp: Support              |
| Cm: Commonality       | FS: Functional Scope         | SA: System Accessibility |
| Cc: Communicativeness | Gn: Generality               | SC: System Compatibility |
| Cp: Completeness      | Ip: Independence             | Tc: Traceability         |
| Cn: Conciseness       | Is: Instrumentation          | Tr: Training             |
| Cs: Consistency       | Md: Modularity               | Vr: Virtuality           |
| Ds: Distributivity    | Op: Operability              | Vs: Visibility           |

Key: Quality Criteria Abbreviations

The Introduction and Related Documentation sections are recommended in their entirety for every software development effort. Content of the volumes following will be addressed by the tailoring method. (At present, only the Requirements Volume is addressed).

#### Introduction

- Identification of Volume
- Scope of Volume
- Purpose and Objectives of Volume
- Volume Status and Schedule
- Volume Organization and Roll-Out

#### Related Documentation

- Parent Documents
- Applicable Documents
- Information Documents

#### Concept Volume

- Definition of Software
  - Purpose and Scope
  - Goals and Objectives
  - Description
  - Policies
  - Anticipated Uses of System*
  - Optional Configurations*
- User Definition

A Method for Tailoring the Information Content of a Software Process Model

Overview of the User Organization

Logical organization

Physical organization

Temporal organization

reporting cycles

scheduled events

Information flow organization

Capabilities and Characteristics

Sample Operational Scenarios

Anticipated Operational Strategy

System ownership

System administration

operational control

modification policy

change support

User administration

departments

skill levels

Funding strategy

Currently Used Procedures

Requirements Volume

Requirements Approach and Tradeoffs-----DQ, Tc

Design Standards to be used-----Cm, Cs, Md, SC

World Model (Information model) type A-----Ag, Cc, Md, Sd, Vr

Entity-Relation summary (Data Requirements)

Entities: description, attributes, class size

Attributes: description, values, defaults, constraints,  
class size, retention/archive requirements

Relationships: description, size, components, constraints

Individuals (instantiations of entities)

World Model (Information model) type B-----Ag, Cc, Md, Sd, Vr

Objects: description, allowed operations, class size

Allowed Operations: constructors, interrogators,  
iterators, etc.

Messages: sent, received

External Interface Requirements-----Cc, EC, SC

Operational Resources & Resource Limitations-----EC, EP, ES, Vr

Requirements Specification

Process and Data Requirements

Function Input data & Source-----Ac, Ag, AM, Cc, Cm, Gn, SC, Sd, Tc, Vs

Function Transactions and Algorithms-----Ac, Ag, AM, Cp, Cs, EP, FS, Gn, Md

Function Output data & Destination-----Ac, Ag, AM, Cc, Cm, Gn, SC, Sd, Tc, Vs

Function Triggering mechanisms & conditions-----AM, Cm, EP

Function Termination mechanisms & conditions-----AM, Cm, EP

Function Expected demand-----EP

Data Definition-----Ac, Ag, At

Data Relationships-----Ac, Ag, At

Data Protection requirements-----Op

Data Validity check requirements-----Ac, AM, Gn, Ip, Op, SA

Data Parameterization requirements-----Ac, Ag, Gn, Sd, Vr

Data Format or Implementation Restrictions-----Ac, Ag, At

System Behavior Requirements

Phases & Modes-----Ac, Ag, AM, Sf

System Actions-----Ag, AM, Cm, Sf

*A Method for Tailoring the Information Content of a Software Process Model*

**Performance and Quality Engineering Requirements**

- Timing & Sizing requirements-----EC, EP, ES
- Sequencing & event timing requirements-----EC, EP
- Throughput & capacity requirements-----EC, EP
- Error Detection, Isolation, Recovery requirements—Ac, AM, Ds, Is, Sf
- Quality Engineering requirements-----ALL

*Quality factors required*

- Safety Requirements-----AM, Sf, SA

**Security and Privacy Requirements**

- Access requirements
  - to functions-----Cm, Sf, SA
  - to data-----Cm, Sf, SA
  - to code-----Sf, SA
- Legal requirements-----Sf
- Audit requirements-----Vs
- Other policy-based requirements-----

- Implementation Constraints-----Ag, Ds, Ip
- Site Adaptation-----Ag, At, Gn
- Design Goals-----Cn, Cs, Gn, Sm

**Human Factors Requirements**

- User type definition
  - level of computer sophistication-----Op, Cc
  - technical competence required-----Op, Cc
- Physical constraints
  - response time-----Cm, Op
  - special physical limitations/requirements-----Cm, Op
- On-line help requirements-----Op
- Robustness requirements-----AM, Gn, Sf, SA
- Failure message & diagnostic requirements-----AM, Cm, Cc, Gn, Is, Op
- Input/Output convenience requirements-----Cm, Cc, Is, Op
- defaults
  - formats

- Traceability to Parent's Design-----Tc, Sm
- Partitioning for Phased Delivery-----DQ, Tc, Vs

**Design Volume**

- Architectural Design
  - Design Approach and Tradeoffs
  - Architectural Design Description
  - External Interface Design
  - Requirements Allocation and Traceability
  - Partitioning for Incremental Development
- Detailed Design
  - Detailed Design Approach and Tradeoffs
  - Detailed Design Description
  - External Interface Detailed Design
  - Coding and Implementation Notes
  - Firmware Support Manual

**Version Description Volume**

- Product Description
- Inventory and Product
  - Materials Released
  - Product Content
- Change Status
  - Installed Changes

- Waivers
- Possible Problems and Known Errors
- User Documentation Volume
  - User's Guide
    - Overview of Purpose and Function
    - Installation and Initialization
    - Startup and Termination
    - Functions and their Operation
    - Error and Warning Messages
    - Recovery Steps
  - User's Training Materials
- Maintenance Manual Volume
  - Implementation Details
  - Modification Aids
  - Code Adaptation
  - Standards
- Abbreviations and Acronyms
- Glossary
- Notes
- Appendices

## Appendix C DESIGN METHODOLOGIES and their INFORMA- TION PRODUCTS

This appendix lists information products generated by the more popular analysis & design methodologies of the day (compiled from [3], [9]). These products make up a portion of the contents of the Software Product Specs as listed in Appendix A and Appendix B. It is hoped to extend the tailoring method to recommend an appropriate set of design methodology information products based on the quality profile.

### Functional Decomposition

#### Structured Design (SD) — Constantine/Myers/Yourdon

This is the traditional data flow diagram methodology that has been in use since the early seventies. Its main products are a hierarchical set of data flow diagrams, process specifications and a data dictionary. State transition diagrams may also be used when deemed necessary by the analyst.

#### Real Time Structured Analysis & Design (RTSAD)

This methodology is similar to SD, but includes the analysis and design of control flow between processes. State transition diagrams, decision tables and process activation tables are used with more regularity.

### Object Oriented Design (OOD)

#### OOD — Booch

The objects defined in Booch's OOD have associated attributes and allowed operations. They use the concepts of visibility, class and inheritance, and they communicate with each other via message passing. One of Booch's goals in designing this methodology was to be compatible with the Ada language, and the objects map well to Ada constructs.

#### GOOD (General OOD) — Seidewitz

The objects defined in this OOD have associated attributes only. They are tied to one another not by message passing, but by defined relationships. This is an attempt to model the real world more closely, and applies well to non-real time applications.

**Other Methodologies**

**Jackson Structured Design (JSD) — Jackson**

This unique approach was an early contender on the requirements modeling scene, and is still going strong. As industry has developed the terms, we discover that JSD is a natural hybrid of Object Oriented and Functional Decomposition methodologies. JSD has its own set of information products which do not match 100% any of the traditional products in the map below, but I show what traditional products are most like those produced by JSD, rather than specifying and defining new product categories.

**Ada-based Design Approach for Real Time Systems (ADARTS) — Gomas**

This methodology is an Ada-based version of DARTS; it builds upon the SCR module structuring criteria, the Booch object structuring criteria, and the DARTS task structuring criteria to generate maintainable and reusable software components. It offers consideration of the concurrent nature of real-time systems. The analysis and design diagrams use the "Booch-gram" Ada notation.

**Software Cost Reduction (SCR) — Parnas**

This real-time oriented methodology concentrates on the modules that will make up the software product, an information-hiding hierarchy into which they fall, and the interfaces which they use among themselves. Without trying, it is almost object oriented. The methodology offers strong support for software reuse.

**Software Productivity Consortium Methodology (SPCM) — Gomas**

This methodology is based on SCR. Its primary areas of focus are the inclusion of rapid prototyping techniques and the production of reusable software.

**Information Products of the Methodologies**

| <i>Product</i>                              | <i>Methodologies which support generation of product</i> |       |      |      |       |       |     |      |
|---|--|-------|------|------|-------|-------|-----|------|
| Context Diagram                             | SD   | Rtsad |      |      |       |       |     |      |
| Data Flow Diagrams                          | SD   | Rtsad | GOOD | JSD  | Adars |       |     |      |
| Control Flow Diagrams                       | SD   | Rtsad |      |      |       |       |     |      |
| Control Transformations (State Transitions) | SD   | Rtsad | OOD  | GOOD | JSD   | Adars | SCR | SPCM |
| Mini-Specs                                  | SD   | Rtsad |      |      |       |       |     |      |
| Data Dictionary                             | SD   | Rtsad |      |      | JSD   |       |     |      |
| Structure Charts                            | SD   | Rtsad |      |      | JSD   | Adars |     |      |
| Hardware Diagram                            |  |       | OOD  |      |       |       |     |      |
| Class Structure Diagram                     |  |       | OOD  |      |       |       |     |      |
| Architecture Diagram                        |  |       | OOD  |      |       |       |     |      |
| Ada Package Specs                           |  |       | OOD  |      |       |       |     |      |
| Object Diagram                              |  |       | OOD  | GOOD | JSD   |       |     |      |
| Entity-Relation Diagrams                    |  | Rtsad |      | GOOD |       |       |     |      |
| Process Definitions                         |  |       |      | GOOD |       |       |     | SPCM |
| Object Composition                          |  |       |      | GOOD |       |       |     |      |
| Object Descriptions                         |  |       |      | GOOD |       |       |     |      |
| Task Structure Specs                        |  |       |      |      |       | Adars | SCR | SPCM |
| Module Guide                                |  |       |      |      |       | Adars | SCR | SPCM |
| Module Interface Specs                      |  |       | OOD  | GOOD |       | Adars | SCR | SPCM |
| "Uses" Structure                            |  |       |      |      |       | Adars | SCR | SPCM |
| Module Internal Design Spec                 |  |       |      |      |       |       | SCR | SPCM |
| Subset Spec                                 |  |       |      |      |       |       | SCR | SPCM |

**Appendix D  
OTHER SOFTWARE PROCESS MODELS**

A sampling of Software Process Models other than the Waterfall Model are briefly described here. Recall that their associated information products are very similar to those described in Appendix A.

### Spiral

A management oriented model. Activities and products are almost identical to those of the waterfall model, but are interspersed with regular prototyping and risk analyses efforts to guide the process.

### Rapid Prototyping

This prototyping model covers the requirements definition phases of the waterfall or other similar model. It is generally recommended for never-before-attempted solutions, or when the user & developer deem areas of the problem concept to be technologically difficult.

A partial implementation of the system is constructed from *informal requirements*, usually of *poorly understood* areas. Users exercise of the prototype to better understand and define requirements. The prototype must then be discarded, and system design is begun from the requirements.

It is important to avoid temptations to keep and build upon the prototype, because the very nature of *rapid* prototyping causes generation of code that is inefficient, unsafe, unreliable, unmaintainable, etc. If, during development of the prototype, algorithms or designs are discovered that are particularly efficient, safe, reliable, maintainable, etc. they should be documented for consideration during the "real" design.

### Evolutionary Prototyping

This prototyping model is also recommended for technologically difficult problems, but covers a larger area of the life cycle. It is hoped that the evolutionary prototyping efforts will help guide and speed the requirements definition, system design and implementation phases.

A partial implementation of the system is constructed from *partially known, well defined requirements*, usually of *well understood* areas. Users exercise the prototype to better understand and define remaining requirements. The prototype forms a set of baseline software which will be built upon to complete the deliverable versions. At this point, the model may transition to the Iterative Enhancement model.

Development of an evolutionary prototype begins with well defined requirements. It takes longer than rapid prototyping, because good software engineering practices must be used to develop code that will eventually be part of the working product.

### Iterative Enhancement a.k.a. Incremental Development

This model is recommended for applications that have a basic, well understood core set of functions. The model is characterized by many releases of new versions which add new functionality. Many market-penetration schemes will use this model to get a product into the marketplace and generating revenue, to pay for later enhancements. A rather complete set of requirements is known up front, and the releases of new functions are planned in advance; of course, the model is adaptable to new requirements and relies on user feedback to improve the product.

### Software Reuse

This model may be used to cover the design portion of the waterfall or other similar model. It's design paradigm relies mostly on the incorporation of previously proven designs and code into new software products.

### Automated Software Synthesis

This is an advanced model that usually requires strict formulation of requirements using a regular grammar specification language. This model offers the direct (and hopefully, automatic) transformation of requirements and/or high level design into code, either algorithmically or using a knowledge based rule set. It is hoped to eliminate the middle portions of the documentation set, centering around the detailed design.

CASE tools currently exist that support this model to some degree. Typically, they will generate Ada package specs and the interface portions of package bodies from structure charts.

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**VIEWGRAPH MATERIALS  
FOR THE  
M. AREND PRESENTATION**

6209-0

**A Method for Tailoring  
the  
Information Content  
of a  
Software Process Model**

**REVIEW PACKAGE**

15th Annual Software Engineering Workshop  
Goddard Space Flight Center, Greenbelt, MD  
November 28, 1990

**Mark Arend (McDonnell Douglas)**

*for*

**David Howes (NASA JSC)**

*and*

**Dr. Sharon Perkins (University of Houston, Clear Lake)**

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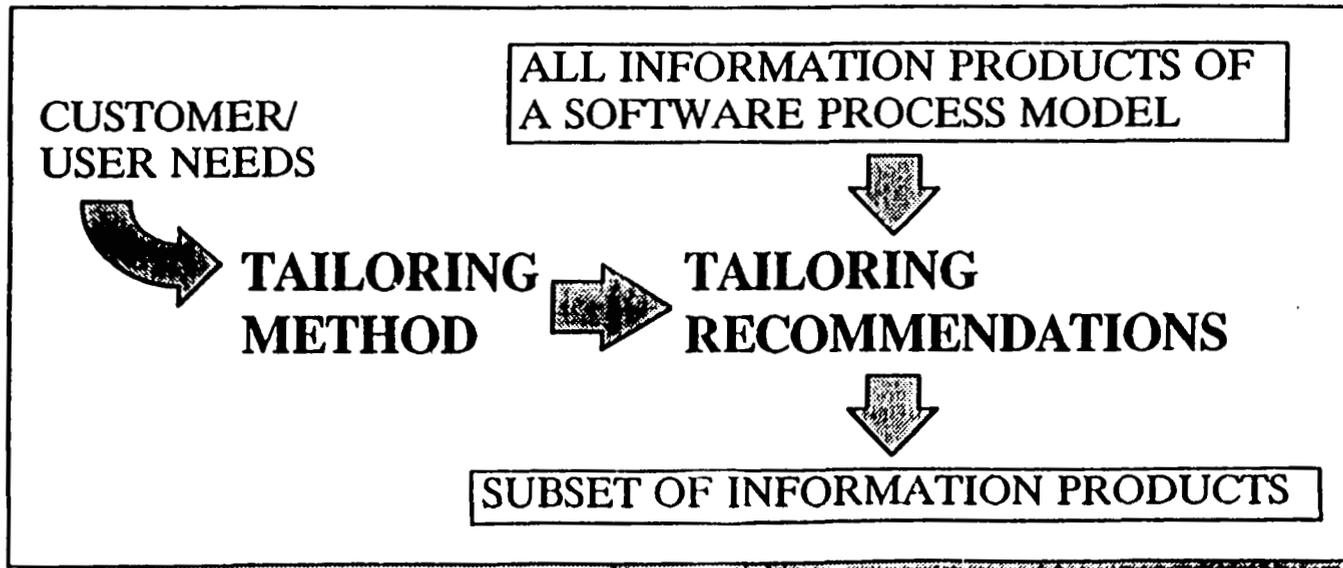
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McDonnell Douglas  
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## DEFINITIONS

- SOFTWARE PROCESS MODEL (or LIFE CYCLE)
  - ✓ "The technical and management framework established for applying tools, methods and people to the software task."
  - ✓ Applies to the entire development cycle of the software, from concept to maintenance.
  
- SOFTWARE METHODOLOGY
  - ✓ Definition of a means for capturing requirements and design.
  - ✓ Applies to one or more portions of the development cycle, usually requirements analysis, specification or design.
  
- TAILORING
  - ✓ Selecting a *subset* of a Process Model or a Methodology for practical application.
  
- SOFTWARE QUALITY
  - ✓ The degree to which software matches customer/user needs.

## INTRODUCTION

- ◆ MANY SOFTWARE PROCESS MODELS AND SOFTWARE METHODOLOGIES RECOMMEND TAILORING.
- ◆ TAILORING IS USUALLY GUIDED BY PERSONAL EXPERIENCE, ABILITY, AND TRADITION.
- ◆ WE WILL DESCRIBE A *METHOD* FOR TAILORING.



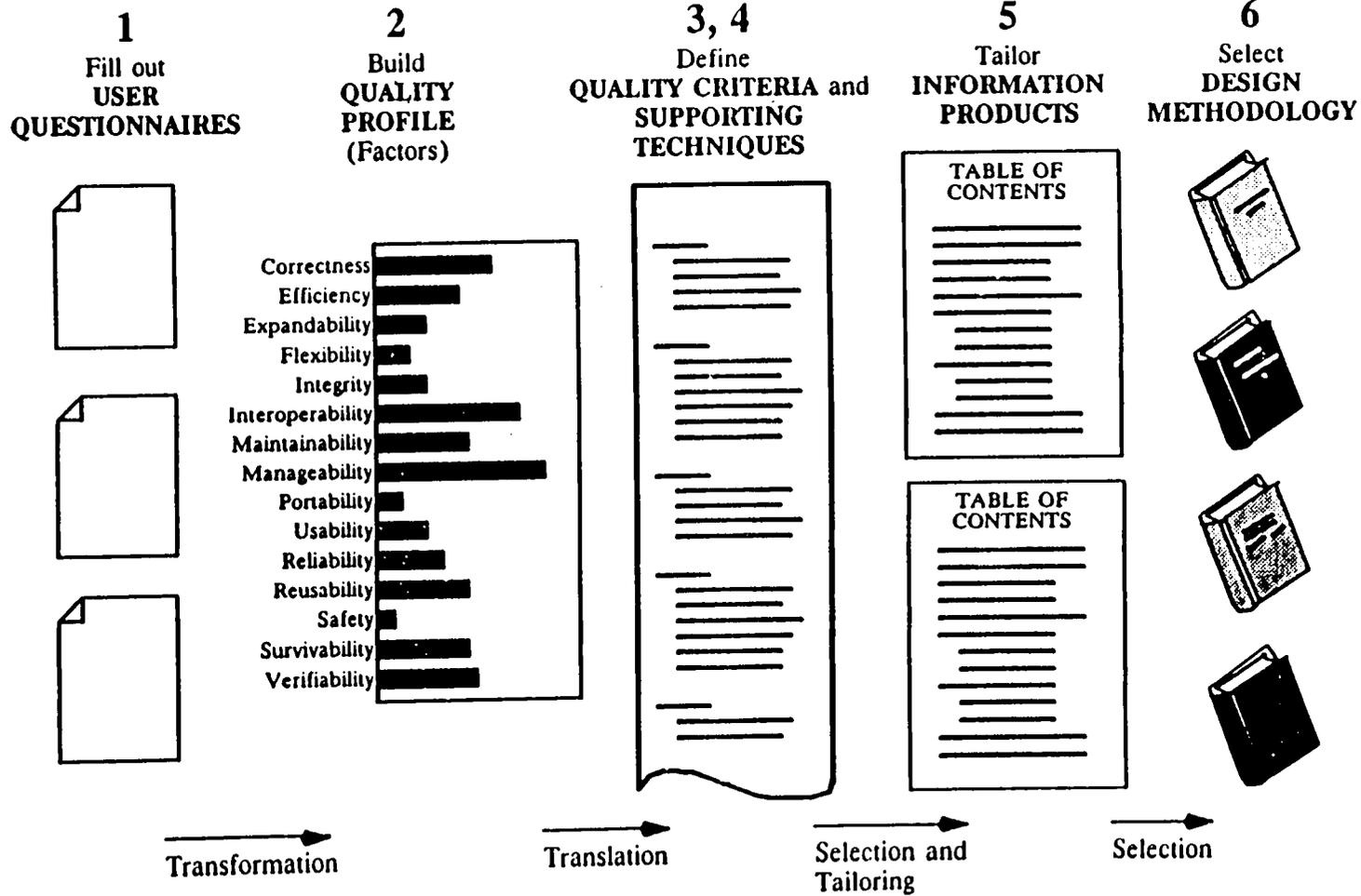
## CHARACTERIZING CUSTOMER/USER NEEDS

- ◆ WE WILL USE CONCEPTS FROM SOFTWARE QUALITY ASSURANCE (SQA) TO EXPLORE CUSTOMER NEEDS:
  - ✓ What constitutes appropriate fitness for use of this software?
  - ✓ What attributes must this software exhibit to be considered of high quality?
  - ✓ Remember, software quality is more than "goodness", it is a measure of how well the software matches the needs of the customer and user.
  
- ◆ SQA SHOWS HOW TO OBJECTIFY A QUALITY RATING OF SOFTWARE, BY EVALUATING QUALITY FACTORS.
  - ✓ Capture Quality Factors through Customer/User interviews.
  
- ◆ SQA SHOWS HOW TO TRANSLATE QUALITY FACTORS TO QUALITY CRITERIA, WHICH ARE MORE DIRECTLY RELATED TO SOFTWARE TESTABILITY.
  - ✓ Derive Quality Criteria from Quality Factors
  - ✓ Derive development techniques to enforce Quality Criteria

## **THE METHOD'S STEPS**

1. **PERFORM STANDARD INTERVIEWS AND DIALOGS BETWEEN DEVELOPER AND CUSTOMER/USER.**
2. **GENERATE A PROFILE OF QUALITY FACTORS OF THE SOFTWARE TO BE DEVELOPED.**
3. **TRANSLATE THIS QUALITY-NEEDS PROFILE INTO A SET OF QUALITY CRITERIA THAT MUST BE MET BY THE SOFTWARE.**
4. **MAP THE CRITERIA TO A SET OF REQUIREMENT AND DEVELOPMENT TECHNIQUES.**
5. **SELECT AND TAILOR THE INFORMATION PRODUCTS WHICH MATCH OR SUPPORT THOSE TECHNIQUES.**
6. **SELECT AND TAILOR DESIGN METHODOLOGY(S) TO PRODUCE THESE INFORMATION PRODUCTS.**

# THE METHOD'S STEPS



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## Step 1

### *PERFORM STANDARD INTERVIEWS AND DIALOGS BETWEEN DEVELOPER AND CUSTOMER/USER*

- ◆ QUESTIONNAIRES DESIGNED TO PROBE THE USER'S NEEDS FOR QUALITY.
- ◆ IMPORTANT TO DEFINE BOUNDARY OF SPECIFICATION, TO PREVENT OVER- OR UNDER-SPECIFICATION OF QUALITY NEEDS.
- ◆ DEVELOPER WRITES QUESTIONNAIRES, USING A GREAT DEAL OF BOILERPLATE AND HELPS CUSTOMER/USER THROUGH THE PROCESS.
- ◆ EXAMPLE QUESTIONS
  - ✓ How many users will want to use the system simultaneously?
  - ✓ What level of user training is acceptable?
  - ✓ Will other computer systems rely on this one?

## **Step 2**

### ***GENERATE A PROFILE OF QUALITY FACTORS OF THE SOFTWARE TO BE DEVELOPED***

- ◆ **QUANTIFY RESPONSES TO USER QUESTIONNAIRES.**
- ◆ **THE TAILORING METHOD DEFINES A TRANSFORMATION BETWEEN POSSIBLE RESPONSES AND QUALITY FACTORS.**
- ◆ **THE TRANSFORMATION WILL APPLY WEIGHTED VALUES TO EACH RESPONSE, BASED UPON THE EFFECT THE ISSUE PROBED BY THE QUESTION HAS UPON ITS RELATED FACTOR(S). (Most questions will deal with decisions that influence several factors to varying degrees, even positively for some and at the same time negatively for others).**
- ◆ **SINCE SOME FACTORS CONFLICT WITH OTHERS, A SECOND USER INTERVIEW MAY BE NECESSARY TO AMPLIFY RELATIVE IMPORTANCE. Factor conflict may assist risk identification and management.**

## Step 3

### *TRANSLATE THE QUALITY-NEEDS PROFILE INTO A SET OF QUALITY CRITERIA THAT MUST BE MET BY THE SOFTWARE*

- ◆ PRE-DEFINED GUIDELINES MAP FACTORS TO CRITERIA.
- ◆ THIS TRANSLATION BRINGS US CLOSER TO WHAT QUALITY MEANS IN TERMS OF A SOFTWARE PRODUCT, RATHER THAN IN TERMS OF THE USER.
- ◆ SOME CRITERIA ALSO CONFLICT WITH ONE ANOTHER. THIS TRANSLATION WILL ASSIGN RELATIVE WEIGHTS TO THE CRITERIA TO HELP REDUCE CONFLICTS.
- ◆ REMEMBER, CONFLICTS ARE NOT IMPOSSIBILITIES, THEY MERELY IDENTIFY AREAS REQUIRING EXTRA EFFORT AND EXCEPTIONAL TECHNIQUES - RISK MANAGEMENT.

## Step 4

### *MAP THE CRITERIA TO A SET OF REQUIREMENT AND DEVELOPMENT TECHNIQUES*

- ◆ **TECHNIQUES OF DEVELOPMENT AND MANAGEMENT MAY BE USED TO ENSURE THE PRESENCE OF VARIOUS QUALITY CRITERIA.**
- ◆ **TYPES OF TECHNIQUES**
  - ✓ Product Recommendation
  - ✓ Method Recommendation
  - ✓ Standards Recommendation
  - ✓ General Guidelines
- ◆ **EXAMPLES**
  - ✓ Produce a traceability matrix to ensure *Completeness*.
  - ✓ Use prototyping to ensure *Usability*.
  - ✓ Adhere to interface standards to ensure *Commonality*.
  - ✓ Separate critical & non-critical functions to ensure *Safety Management*.

## **Step 5**

### ***SELECT AND TAILOR THE INFORMATION PRODUCTS WHICH MATCH OR SUPPORT THE TECHNIQUES***

- ◆ **INFORMATION PRODUCTS ACT AS SPECIFIC GOALS WHICH FORCE US TO RECOGNIZE, FORMALIZE AND ADHERE TO TECHNIQUES TO SPECIFY, DESIGN AND IMPLEMENT SOFTWARE OF APPROPRIATE QUALITY.**
- ◆ **INFORMATION PRODUCTS DOCUMENT REQUIREMENTS AND DESIGNS, PROVIDING FOR CONTINUITY OF DEVELOPMENT AND MAINTENANCE.**
- ◆ **WE WISH TO SELECT THE APPROPRIATE SUBSET OF ALL POSSIBLE INFORMATION PRODUCTS.**
- ◆ **THE TAILORING METHOD WILL DESCRIBE A UNIVERSE OF INFORMATION PRODUCTS, AND WILL OFFER A DIRECT TRANSLATION FROM QUALITY CRITERIA TO RECOMMENDED SUBSET OF THAT UNIVERSE.**

## **Step 6**

### ***SELECT AND TAILOR THE DESIGN METHODOLOGY WHICH PRODUCES THESE INFORMATION PRODUCTS***

- ◆ **MANY METHODOLOGIES ARE AVAILABLE FOR SOFTWARE REQUIREMENTS SPECIFICATION, SOFTWARE DESIGN AND IMPLEMENTATION.**
- ◆ **THE TAILORING METHOD WILL DESCRIBE A UNIVERSE OF METHODOLOGIES, AND WILL CATEGORIZE THEM BY THE INFORMATION PRODUCTS THEY PRODUCE.**
- ◆ **THE MATCHUP BETWEEN INFORMATION PRODUCTS PRODUCED BY A METHODOLOGY AND THOSE RECOMMENDED TO ACHIEVE THE QUALITY PROFILE FACILITATES THE SELECTION OF AN APPROPRIATE METHODOLOGY.**

## **CURRENT STATUS AND FUTURE WORK**

- ◆ **THIS PHASE OF THE RESEARCH EFFORT DEALT WITH DISCOVERY OF CONCEPTS AND ASSEMBLY OF DATA.**
- ◆ **AREAS ALREADY DEVELOPED TO SOME EXTENT**
  - ✓ Translation from Quality Profile to Quality Criteria
  - ✓ List of Techniques sorted by Quality Criteria
  - ✓ Universe of Information Products (enhanced NASA SMAP standard)
  - ✓ Universe of Methodologies
- ◆ **AREAS FOR DEVELOPMENT**
  - ✓ User Questionnaire boilerplates
  - ✓ Response weighting scheme
  - ✓ Transformation of weighted responses to Quality Profile
  - ✓ List of Information Products sorted by Quality Criteria

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