

Preface

Overview

Requirements Engineering (RE) is the process of discovering, documenting, and managing the requirements for a computer-based system. The goal is to produce a set of specifications, as the first stage in the system development process, to form the basis for further design and development of the required system. Since the production of a complete, correct, and unambiguous set of requirements has numerous inherent issues, RE has become an important research topic in the field of software engineering. Additionally, with the emergence of the cloud computing paradigm, developments in social media and service computing, inherent challenges of the RE process have grown in numbers and complexity. This is because the new software systems are expected to be scalable, operable on all varieties of diverse platforms, sustainable, fail safe, and, in general, suitable for distributed computing environments. Now, software is being deployed as Web services and as software-as-a-service (SaaS) to be consumed by users on a wide variety of diverse smart devices, via the Internet protocols.

The current approaches to developing SaaS, embedded systems and enterprise applications, using methodologies such as service orientation and component-based design, have their focus on meeting the increasing levels of demands for distributed software as a service that is more accessible, configurable (over a distributed large-scale global network), and shareable for multi-tenancy. In the recent past, we have known software as functions, objects, classes, components, and even frameworks. However, the concept of a *software service* is new and different from the traditional software engineering perspective. In this context, the notion of a software product has changed considerably.

Unfortunately, there is a distinct lack of systematic approaches and methodologies to identify, define, visualize, specify, and validate requirements for such services, although there are some developments underway by way of new products and methodologies to cater for the needs of the industry. Also, the current software systems are beyond the traditional stakeholder concept. In respect to the newer

approaches, the user base is now much wider and data and applications are shared through social media and other networked mobile technologies.

With this background, there is an urgent need for properly integrated solutions, taking into account the requirements of scalability, flexibility, sustainability, and operability for distributed computing environments. In this respect, the current text is probably the first book on the topic of RE for service and cloud computing.

This book, *Requirements Engineering for Service and Cloud Computing*, aims to capture the state of the art of the current advances in requirements engineering. Majority of the contributions in this book focus on: requirements elicitation; requirements specifications; requirements classification and requirements validation and evaluation. In this book, 36 researchers and practitioners of international repute have presented latest research developments, methodologies, current trends, state-of-the-art reports, case studies, and suggestions for further understanding, development and enhancement of subject area of requirements engineering for software systems for distributed environments.

Objectives

The aim of this volume is to present and discuss the state of the art in terms of methodologies, trends and future directions for requirements engineering for the service and cloud computing paradigm. The objectives include:

- Capturing the state-of-the-art research and practice relating to requirements engineering for the service and cloud computing;
- Discussing developments, tools, technologies, and trends in the subject area of software requirements engineering;
- Analyzing the relevant theoretical frameworks, practical approaches, and methodologies for service requirements;
- In general, advancing the understanding of the emerging new methodologies relevant to requirements engineering for the service and cloud computing.

Organization

There are 13 chapters in *Requirements Engineering for Service and Cloud Computing*. These are organized in three parts, as follows:

- *Part I: Requirements Elicitation for Service and Cloud Computing.* Requirements elicitation is the first key component of requirements engineering that involves various stakeholders to identify and clarify requirements for services' development. This section has a focus on various approaches, research, and practices towards requirements elicitation. There are five chapters in this part. Chapter 1 discusses experiences gained from participation in a number of

large, commercial information system development projects in both public and private sectors in which the traditional way of handling the requirements has proven to be insufficient. Chapter 2 presents cloud dimensions that are graphically presented via conceptual models, as each dimension has specific entities, properties, and relationships. Chapter 3 presents approaches to requirements engineering for cloud-based environments; whereas Chap. 4 presents an overall aggregated effective quality of service (OAEQoS) model for capturing non-function requirements. Chapter 5 probes further into requirements engineering for software-defined cloud environments.

- *Part II: Requirements Specification for Service and Cloud Computing.* This part of the book comprises three chapters that focus on requirements specification. The first chapter presents an abstraction layer for SaaS architecture with a focus on multi-agent based inter-cloud environment, called enterprise cloud bus system (ECBS), to conceptualize the different behavioral facets of software systems in service and cloud computing paradigm. The next chapter discusses an approach on how BPMN nodes are mapped to services and presents an algorithm for dynamic discovery of appropriate services. The final contribution in this section suggests a framework for requirements classification and change management focusing on distributed platform-as-a-service (PaaS) and software-as-a-service (SaaS) systems as well as complex software ecosystems that are built using PaaS and SaaS, such as tools-as-a-service (TaaS).
- *Part III: Requirements Validation, Evaluation, and QoS for Service and Cloud Computing.* There are four chapters in this section that focus on requirements validation, evaluation, and quality of service (QoS). The first three chapters present appraisal and analysis of inherent security requirements, and discuss ways to make transition from information systems to Web services. The fourth contribution in this part addresses an approach to simulating composite Web services for predicting the QoS parameters. The final contribution presents a set of distributed agile requirements engineering patterns after several validation process.

Target Audiences

The current volume is a reference text aimed at supporting a number of potential audiences, including the following:

- *Software engineers and project managers* who wish to adopt the newer approaches to ensure the accurate and complete system specifications.
- *Students and lecturers* who have an interest in further enhancing the knowledge of technologies, mechanisms, and frameworks relevant to requirements engineering for distributed environments.

- *Researchers* in this field who require up-to-date knowledge of the current practices, mechanisms, and frameworks relevant to systems' requirements engineering.

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