

Computer 1st Year

New Syllabus 2026

Chapter: 01

Introduction to Software Development

Topic Name:

Requirement Gathering

Requirement Gathering

- Requirement gathering is the first step in software development. In this step, we try to understand **what the software should do.**
- We collect information from people who will use the software and from others who are involved in the project.

Example Requirement Gathering

If we are creating an app for a college,
we ask students, teachers, and
administrators about the features they need.

Key Activities in Requirement Gathering

- **1. Interviews and Surveys**
- **2. Observations**
- **3. Document Review**

1. Interviews and Surveys

- We ask questions and collect feedback from future users.
- This helps us to understand their needs and preferences.

2. Observations

- We watch how users use the current system.
- This helps us find problems and ways to improve the new system.

3. Document Review

We read old reports, manuals, and documents to get more details about what the software should do.

Types of Requirement Gathering

- **1. Functional Requirements**
- **2. Non-Functional Requirements**

Functional Requirements

- Non-functional requirements describe **how a system should work.**
- They talk about the quality, performance, and rules of the system.
- These requirements focus on the system's behavior and user experience, not its actions.

Example: Library Management System

- **Performance:** The system should work well even when 1000 users use it at the same time.
- **Reliability:** The system should work almost all the time, with very little downtime.
- **Security:** The system should protect user data and use secure login methods.

Difference between Functional and Non-Functional Requirements

Functional Requirements	Non-Functional Requirements
• These describe what the system should do or what tasks it must perform.	• These describe how the system should work or behave during its use.
• Focuses on system features, services, and actions.	• Focuses on system quality, speed, security, and ease of use.
• Example: A system should allow users to log in or search books in a library system.	• Example: The system should load in 2 seconds and be easy to understand.

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