

Towards an Environment for  
Gathering, Analyzing, and Writing Requirements

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**Abstract**

This talk reviews plans for a computer-assisted programming environment with tools for assisting in the requirements gathering and analysis phases of the software life cycle. The intent is for the requirements analyst to use the tools of this environment to help massage the clients' raw statements about a proposed system into a useable statement of the requirements of the system. The tools should be able to accept the raw description in natural language, and it should permit the final requirements to be expressed in whatever specification language is desired.

The talk focuses on previous work by Burstin that provides the basic ideas for the environment, on Aguilera's prototype abstraction finding tool and a test of its effectiveness, and on a design for the whole environment using hypertext.