Certified Professional for Requirements Engineering

Glossary of Requirements Engineering Terminology - Italian

Standard Glossary for the CPRE Studies and Exams

Original English version

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About the Author

Martin Glinz is a full professor emeritus at the University of Zurich (UZH). From 1993 until 2017, he was a professor of Informatics at UZH's Department of Informatics. From 2007–2016, he was the department head. His interests include requirements and software engineering — in particular modeling, validation, quality, and evolution.

He received a diploma degree in Mathematics in 1977 and a Dr. rer. nat. in Computer Science in 1983, both from RWTH Aachen University. Before joining the University of Zurich, he worked in industry for ten years, where he was active in software engineering research, development, training, and consulting. He retired in summer 2017, but he is still active in Requirements Engineering research, education, and service.

Martin Glinz has over 40 years of experience in Requirements Engineering, both academic and industrial. He is on editorial boards and program committees of major journals and conferences in software and requirements engineering and served as general chair, program chair, steering committee chair and organizer for the top international conferences in his field. He is a full member of the International Requirements Engineering Board (IREB), where he chairs the IREB Council. He received the ACM SIGSOFT Distinguished Service Award and the IEEE International Requirements Engineering Conference Lifetime Service Award in 2016 and the IEEE International Requirements Engineering Conference Most Influential Paper Award in 2017.

Preface to Version 2.0

In the preface to the first edition of this glossary, published in May 2011, I wrote:

> *When looking for definitions of terms in Requirements Engineering, one can find definitions for almost any term by searching the web. However, such searching requires effort and the quality of the results is unpredictable. Frequently, definitions found in different sources are inconsistent with each other. Existing glossaries in Requirements Engineering textbooks mostly focus on the topics covered in these books. Systematic translations of terminology into major languages other than English are missing completely.*
> *This glossary aims at collecting the existing knowledge on Requirements Engineering terminology and defining the core terminology carefully and consistently. In cases where more than one definition is in use or where terms are defined differently when viewed from different perspectives, multiple definitions or perspectives are included. For terms having both a general meaning and a specific meaning in a Requirements Engineering context, both meanings are defined. Important terms are annotated with hints and additional information.*

This glossary has closed the gap identified above. The principle of not just compiling existing definitions but defining the core Requirements Engineering terminology carefully and consistently, has also stood the test of time. Nevertheless, after almost ten years since its initial publication, it was time for a major revision.

A good glossary should be a stable work product: users need to rely on a common terminology — which is not possible when that terminology is constantly changing. On the other hand, it would be foolish to believe that terminology does not evolve over time. In particular, the major revision of the IREB CPRE Foundation Level syllabus required adaptations and extensions of the terminology. Doing a major revision was also an occasion to include important terms from the IREB CPRE Advanced Level syllabi (which did not yet exist when the glossary was initially published). Finally, IREB and ISTQB, the International Software Testing Qualification Board, had agreed in 2019 to harmonize the quality and testing terminology in their respective glossaries.

From the 128 terms defined in the first edition of the glossary, 42 (i.e., about one third) remained unchanged. 67 definitions underwent minor or merely syntactic changes. We re-wrote 17 definitions, deleted two ones, and added 85 new definitions. Major additions concern terminology about agile, modeling, prototyping, and product lines. We also added several basic terms such as activity, method, process, or technique.

Many major changes were due to the harmonization of terminology with ISTQB. However, we also modernized fundamental terms: for example, we simplified the definitions of requirement and Requirements Engineering and made major changes to the notes in the definition of system. The major revision of the glossary was also an occasion to mark explanatory notes clearly in all definitions, separating them from the main definition phrase.

The translations of the terminology into other languages, which were an integral part of the previous versions of this glossary, are now published as separate dictionaries of terminology. I gratefully acknowledge the work performed by all the translators.

Karol Frühauf owes my deepest thanks for carefully reviewing all my definition drafts and for fruitful discussions that led to major improvements of this glossary. I also thank Xavier Franch and Stan Bühne for many helpful comments. Most of all, I thank my wife Angelika. Without her love, patience and understanding, most of my professional work, including this one, would not have been possible.

Martin Glinz

Zurich, October 2020

Preface to Version 2.2

This version is a minor revision of version 2.0 of October 2020. I added a few definitions based on feedback from the community. Furthermore, there is no longer a separate IREB RE@Agile Glossary. As a consequence, I have revised and extended the agile terminology in this glossary. Finally, the definitions of *client*, *customer* and *persona* are now aligned with the terminology that we had agreed upon when revising the IREB Digital Design Professional.

Zurich, October 2025

Acknowledgements

I gratefully acknowledge the contributions of several people to this glossary. Discussions and joint work with Klaus Pohl, Chris Rupp and Thorsten Weyer shaped several definitions in the first version of this glossary. Karol Frühauf carefully reviewed my drafts of all definitions in version 2.0. Karol's review comments and the subsequent discussions between him and me were valuable sources for improvement.

The alignment of terminology between the glossaries of IREB and ISTQB was achieved in intense discussions between Karol Frühauf and me for IREB and Matthias Hamburg and Armin Born for ISTQB.

Xavier Franch was the IREB Council shepherd for this glossary. He carefully reviewed the final draft and provided feedback that improved the final document in many places.

Many people contributed to the translations of the terminology into languages other than English. Only the translation into German was done by myself.

Translation

The translation of the glossary terms into Itaian from the English glossary was provided by Salvatore Reale and Cristina Sobrero. The English terms and definitions were taken 1:1 from the English glossary with the kind permission of the author.

CPRE Online Glossary

The CPRE Glossary is available online in all supported languages:
https://cpre.ireb.org/en/downloads-and-resources/downloads#cpre-glossary

Version History

Version	Date	Change
1.1.0	May 2011	Initial Document
2.0.0	October 2020	Major revision and extension of terminology covered by this glossary, including important terms from the CPRE Advanced Levels. Aligned with the terminology used in the CPRE Foundation Level 3.0. Implemented the alignment between the IREB and ISTQB glossaries. Created independent dictionaries of RE terminology for languages other than English.
2.0.1	July 2022	Bold used instead of asterisk for key terms
2.0.2	January 2024	Updated to new corporate design
2.1.0	January 2024	Correction of the swapped definitions for the terms *redundancy* and *refactoring* as well as for *statechart* and *state-transition diagram*
2.2.0	October 2025	Minor revision: Addition of a few definitions of terms used in the IREB CPRE syllabi and handbooks. Update of the RE@Agile terminology. Alignment of some definitions with the terminology used in the IREB Digital Design Professional.
2.2.1	April 2026	Updated the translation of the term "user requirement" to "requisito dell'utente".

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Definitions of Terms

Terms formatted in **bold** are key terms that have to be known on the IREB CPRE Foundation Level.

Termine (Italiano)	Term (English)	Definition
Accettazione	Acceptance	The process of assessing whether a ↑system satisfies all its ↑requirements.
Activity diagram	**Activity diagram**	A diagram type in ↑UML which models the flow of actions in some part of a ↑system, including ↑data flows and areas of responsibility where necessary.
Adeguatezza (di un requisito)	**Adequacy** (of a requirement)	The degree to which a ↑requirement expresses the ↑stakeholders' true and agreed desires and needs (i.e., those they had actually in mind when stating the requirement).
Affidabilità	**Reliability**	The degree to which a ↑system performs specified functions under specified conditions for a specified period of time. **Note:** Reliability may be stated as a ↑quality requirement.
Agile	**Agile**	**1.** In general: **a.** Able to move quickly and easily. **b.** Quick, smart, and clever. **2.** In software development: A development approach which builds a product ↑incrementally by dividing work into ↑iterations of fixed duration (↑timeboxes). **Note:** Agile development is characterized by focusing on delivering a working product in each iteration, collaboration with ↑stakeholders with frequent feedback and adaptation of plans after each iteration based on feedback and changed ↑requirements.
Ambiguità	Ambiguity	The contrary of →unambiguity.
Ambito (dello sviluppo di un sistema)	**Scope** (of a system development)	The range of things that can be shaped and designed when developing a ↑system.

Termine (Italiano)	Term (English)	Definition
Analisi dei requisiti	Requirements analysis	**1.** Analysis of elicited ↑requirements in order to understand and document them. **2.** Synonym for ↑Requirements Engineering.
Analisi strutturata	Structured Analysis	An approach for specifying the ↑functionality of a system based on a hierarchy of ↑data flow diagrams. Data flows as well as persistent data are defined in a data dictionary. A ↑context diagram models the sources of incoming and the destinations of outgoing ↑data flows.
Artefatto	Artifact	Synonym for ↑work product.
Associazione	Association	In UML: A relationship between two ↑classes in a ↑UML ↑class model.
Attività	Activity	An action or a set of actions that a person or group performs to accomplish a ↑task.
Attività	Task	A coherent chunk of work to be done.
Attore	**Actor**	A person in some ↑role, a ↑system or a technical device in the context of a subject under consideration that interacts with that subject. **Note:** In RE, the subject under consideration typically is a ↑system. In testing, it may be a test ↑object.
Attributo	**Attribute**	A characteristic property of an ↑entity or an ↑object.
Backlog	Backlog	→ Product backlog, → sprint backlog. Typically used as a short form for ↑product backlog.
Backlog item	Backlog item	An individual element of a ↑backlog. **Note:** Backlog items include ↑requirements, ↑stories, ↑tasks, ↑features, ↑epics, ↑defects to be fixed, or ↑refactorings to be done.
Baco	Bug	→ Defect

Termine (Italiano)	Term (English)	Definition
Baseline	**Baseline**	A stable, change-controlled ↑configuration of ↑work products. **Note:** Baselines serve for ↑release planning and release definition as well as for project management purposes such as effort estimation.
Baseline dei requisiti	Requirements baseline	A ↑baseline for a set of ↑requirements.
Branch, ramo	Branch	A line of ↑configurations or ↑work product ↑versions that forks away from the main line (or from another branch) at some point in time. **Note:** A branch is created by making a copy of some configuration or work product version and making this copy the root of the branch. A branch may be merged with the main line or with another branch at some later point in time.
Burndown chart	Burndown chart	A diagram plotting the work items that remain to accomplish on a time scale.
Cardinalità	Cardinality	**1.** In modeling: The minimum and maximum number of ↑objects in a relationship. **2.** In mathematics: The number of elements in a set. **Note:** In ↑UML, the term *multiplicity* is used for cardinality.
Change Control Board	**Change control board**	A committee of ↑client and ↑supplier representatives that decides on ↑change requests. **Abbreviation:** CCB **Note:** The Change control board should not be confused with a *change advisory board*, which is a committee that evaluates change requests for a ↑system in operation and typically has no decision power.
Change management (gestione delle modifiche)	**Change management**	A controlled way to effect or deny a requested change of a ↑work product.
Change request	**Change request**	In RE: A well-argued request for changing one or more ↑baselined ↑requirements.
Class diagram	**Class diagram**	A diagrammatic representation of a ↑class model.

Termine (Italiano)	Term (English)	Definition
Classe	**Class**	A representation of a set of ↑objects of the same kind by describing the structure of the objects, the ways they can be manipulated and how they behave.
Cliente (committente)	Client	A person or organization who orders a ↑system, a ↑product or a ↑service to be built. **Notes:** **1.** In most cases, clients are ↑stakeholders. **2.** Frequently, the persons or organizations who order a system are different from those who receive the system after it has been built. Therefore, we distinguish between clients and ↑customers.
Cliente (utilizzatore)	**Customer**	A person or organization who receives a ↑system, a ↑product or a ↑service. **Notes:** **1.** In most cases, customers are ↑stakeholders. **2.** Frequently, the persons or organizations who order a system are different from those who receive the system after it has been built. Therefore, we distinguish between ↑clients and customers. **3.** "Receiving" includes buying, being provided with and obtaining for free. **4.** When customer and client are the same person or organization, the term *customer* is used in RE contexts.
Completezza (dei requisiti)	**Completeness** (of requirements)	**1.** For a single ↑requirement: The degree to which the specification of a requirement is self-contained. **2.** For a ↑work product covering multiple requirements: The degree to which the work product contains all known requirements that are relevant in the scope of this work product.
Componente	**Component**	**1.** In general: A delimitable part of a ↑system. **2.** In software architecture: An encapsulated set of coherent ↑objects or ↑classes that jointly achieve some purpose. **3.** In testing: A part of a ↑system that can be tested in isolation. **Note:** When viewed in isolation, a component is a ↑system by itself.

Termine (Italiano)	Term (English)	Definition
Comportamento	**Behavior**	The way in which a ↑system reacts to stimuli, changes its state and produces observable results. **Note:** Stimuli may be events or changes of conditions. Their origin may be external or system-internal.
Composizione (in un contesto tecnico)	Composition (in a technical context)	**1.** An ↑item that is composed of a set of items; forming a whole-part relationship. **2.** The act of composing a whole from a set of parts.
Comprensibilità	**Understandability**	The degree to which an ↑item is comprehensible to its intended users. **Note:** Typical items are: a ↑system, a ↑work product, or a part thereof.
Comunanza	Commonality	The parts of a ↑product line that are shared by all its members.
Configurazione	**Configuration**	A consistent set of logically coherent ↑items. The items are individually identifiable ↑work products or parts of work products in at most one ↑version per item.
Configurazione dei requisiti	Requirements configuration	→ Configuration
Confine del contesto	**Context boundary**	The boundary between the ↑context of a ↑system and those parts of the ↑application domain that are irrelevant for the ↑system and its ↑requirements. **Note:** The context boundary separates the relevant part of the environment of a system to be developed from the irrelevant part, i.e., the part that does not influence the system to be developed and, thus, does not have to be considered during Requirements Engineering.

Termine (Italiano)	Term (English)	Definition
Confini del sistema	**System boundary**	The boundary between a ↑system and its surrounding ↑context. **Notes:** **1.** The system boundary delimits the system as it shall be after its implementation and deployment. **2.** At the system boundary, the external interfaces between the ↑system and its ↑context have to be defined. **3.** The system boundary frequently coincides with the ↑scope of a ↑system (which denotes the range of things that can be shaped and designed). However, this is not always the case: there may be components within the system boundary that have to be re-used as they are (i.e., cannot be shaped nor designed), while in the system context there may be things that can be re-designed when the system is developed (which means that they are in scope).
Conflitto (sui requisiti)	Conflict (about requirements)	→ Requirements conflict
Conflitto di requisiti	**Requirements conflict**	**1.** A situation where two or more ↑requirements cannot be satisfied together. **2.** A situation where two or more ↑stakeholders disagree about certain ↑requirements. **Note:** Requirements conflicts have to be solved by ↑requirements negotiation.
Conformità	**Conformity**	The degree to which a ↑work product conforms to regulations given in some ↑standard.
Conformità, compliance	**Compliance**	The adherence of a ↑work product to ↑standards, conventions, regulations, laws, or similar prescriptions.
Consistenza (dei requisiti)	**Consistency** (of requirements)	The degree to which a set of ↑requirements is free of contradicting statements.

Termine (Italiano)	Term (English)	Definition
Contesto	**Context**	**1.** In general: The network of thoughts and meanings needed for understanding phenomena or utterances. **2.** Especially in RE: The part of a ↑system's environment being relevant for understanding the system and its ↑requirements. **Note:** Context in the second meaning is also called the ↑system context.
Contesto di sistema	System context	The part of a ↑system's environment that is relevant for the definition as well as the understanding of the ↑requirements of a ↑system to be developed.
Context diagram	**Context diagram**	A diagrammatic representation of a ↑context model. **Note:** In ↑Structured Analysis, the context diagram is the root of the ↑dataflow diagram hierarchy.
Control flow (flusso di controllo)	Control flow	The order in which a set of actions is executed.
Correttezza	Correctness	The degree to which the information contained in a ↑work product is provably true. **Note:** In RE, correctness is sometimes used as a synonym for ↑adequacy, particularly when validating a ↑requirement rigorously against formally stated properties in the ↑context of a ↑system.
Criteri di Accettazione	**Acceptance criteria**	**1.** The criteria that a ↑work product must satisfy to be accepted by the ↑stakeholders. **2.** In agile development: Criteria that the implementation of a ↑backlog item must satisfy in order to be accepted by the stakeholders.
Criteri di qualità (in RE)	**Quality criteria** (in RE)	A set of expected ↑qualities of good ↑requirements or good RE ↑work products. **Notes:** **1.** There is no general agreement about which sets of qualities form the quality criteria to be used in RE. **2.** The set of quality criteria to be applied in a given project depends on the characteristics and ↑context of the project.

Termine (Italiano)	Term (English)	Definition
Data flow (flusso dati)	Data flow	A sequence of data items flowing from a producer to a consumer.
Data flow diagram	Data flow diagram	A diagrammatic representation of a ↑data flow model. **Abbreviation:** DFD
Difetto, baco	**Defect**	An imperfection or deficiency in a ↑work product that impairs its intended use. **Synonyms:** bug, fault
Documento dei requisiti	**Requirements document**	A document consisting of a ↑requirements specification. **Note:** Requirements document is frequently used as a synonym for requirements specification.
Dominio	**Domain**	A range of relevant things (for some given matter); for example, an ↑application domain.
Dominio applicativo	**Application domain**	Those parts of the real world that are relevant for determining the ↑context of a ↑system.
Efficacia	**Effectiveness**	The degree to which an ↑item produces the intended results. **Note:** In RE, effectiveness frequently is the degree to which a ↑system enables its ↑users to achieve their ↑goals.
Efficienza	**Efficiency**	The degree to which resources are expended in relation to results achieved.
Elaborazione (dei requisiti)	**Elaboration** (of requirements)	An umbrella term for requirements ↑elicitation, ↑negotiation and ↑validation.
Elemento	Item	Anything which is perceivable or conceivable. **Synonyms:** → entity, → object
Elicitazione dei requisiti	**Requirements elicitation**	The process of seeking, capturing and consolidating ↑requirements from available ↑sources, potentially including the re-construction or creation of requirements.
Elicitazione, Identificazione (dei requisiti)	**Elicitation** (of requirements)	→ Requirements elicitation

Termine (Italiano)	Term (English)	Definition
Entità	Entity	**1.** In general: Anything which is perceivable or conceivable (→ item). **2.** In entity-relationship-modeling: An individual ↑item which has an identity and does not depend on another item (→ object).
Entity-relationship diagram (diagramma entità-relazioni)	Entity-relationship diagram	A diagrammatic representation of an ↑entity-relationship model. **Abbreviation:** ERD
Epic	Epic	In agile development: A description of a ↑stakeholder need which is typically larger than what can be implemented in a single ↑iteration. **Note:** Epics typically represent coarse-grained ↑requirements in a ↑product backlog.
Errore	**Error**	**1.** A human action that produces an incorrect result. **2.** A discrepancy between an observed ↑behavior or result and the specified behavior or result. **Note:** In practice, both meanings are used. Where needed, the meaning of error can be disambiguated by using human error and observed error or observed fault, respectively.
Fattibilità (di un requisito)	Feasibility (of a requirement)	The degree to which a ↑requirement for a ↑system can be implemented under existing ↑constraints.
Feature diagram	Feature diagram	A diagrammatic representation of a ↑feature model.
Feature, caratteristica	**Feature**	A distinguishing characteristic of a ↑system that provides value for ↑stakeholders. **Notes:** **1.** A feature typically comprises several ↑requirements and is used for communicating with ↑stakeholders on a higher level of abstraction and for expressing variable or optional characteristics. **2.** In agile development, some approaches denote medium-grained requirements as features.

Termine (Italiano)	Term (English)	Definition
Fornitore	Supplier	A person or organization who delivers a ↑product or ↑service to a ↑customer or a ↑client.
Funzionalità	**Functionality**	The capabilities of a ↑system as stated by its ↑functional requirements.
Glossario	**Glossary**	A collection of definitions of terms that are relevant in some ↑domain. **Note:** Frequently, a glossary also contains cross-references, ↑synonyms, ↑homonyms, acronyms, and abbreviations.
Guasto, difetto	**Fault**	→ Defect
Incremento (nello sviluppo software)	**Increment** (in software development)	An addition to a ↑system under development that extends, enhances or refactors (↑refactoring) the existing parts of the system. **Note:** In ↑agile development, every ↑iteration produces an increment.
Ispezione	**Inspection**	A formal ↑review of a ↑work product by a group of experts according to given criteria, following a defined procedure.
Iterazione	**Iteration**	**1.** In general: The repetition of something, for example, a procedure, a process or a piece of program code. **2.** In agile development: A ↑timeboxed unit of work in which a development team implements an ↑increment to the ↑system under development. **Note:** In agile development, iteration and ↑sprint are frequently used as synonyms.
Linea di prodotto	Product line	A jointly managed set of systems (provided as products or services) that share a common core and have a configurable set of ↑variants for satisfying needs of particular ↑customers or market segments. **Note:** The points in a product line where there is more than one ↑variant to select from are called ↑variation points. **Synonym:** Product family

Termine (Italiano)	Term (English)	Definition
Linguaggio	Language	A structured set of signs for expressing and communicating information. **Note:** Signs are any elements that are used for communication: spoken or written words or expressions, symbols, gestures, sounds, etc.
Linguaggio di modellazione	**Modeling language**	A ↑language for expressing ↑models of a certain kind. May be textual, graphic, symbolic or some combination thereof.
Linguaggio di specifica	Specification language	An artificial ↑language that has been created for expressing ↑specifications.
Linguaggio naturale	**Natural language**	A ↑language that people use for speaking and writing in everyday life. **Note:** This is in contrast to *artificial languages* that people have deliberately created for specific purposes such as programming or specifying.
Manutenibilità	Maintainability	The ease with which a ↑system can be modified by the intended maintainers. **Note:** Maintainability may be stated as a ↑quality requirement.
Megoziazione	Negotiation	→ Requirements negotiation
Metodo	Method	The systematic application of a ↑technique (or a set of techniques) to achieve an objective or create a ↑work product.
Metodologia	Methodology	**1.** The systematic study of ↑methods in a particular field, in particular, how to select, apply or evaluate methods systematically in a given situation. **2.** A set of ↑methods being applied in some combination.
Mock-up (di un sistema digitale)	**Mock-up** (of a digital system)	A medium-fidelity ↑prototype that demonstrates characteristics of a user interface without implementing any real ↑functionality. **Note:** In RE, a mock-up primarily serves for specifying and validating user interfaces.

Termine (Italiano)	Term (English)	Definition
Modello	**Model**	An abstract representation of an existing part of reality or a part of reality to be created. **Notes:** **1.** The notion of reality includes any conceivable set of elements, phenomena, or concepts, including other models. **2.** Models are always built for *specific purposes* in a *specific context*. **3.** With respect to a model, the modeled part of reality is called the *original*. **4.** In RE, ↑requirements can be specified with models.
Modello comportamentale	**Behavior model**	A ↑model describing the ↑behavior of a ↑system, e.g., by a ↑state machine.
Modello degli obiettivi	**Goal model**	A ↑model representing a set ↑goals, sub-goals and the relationships between them. **Note:** Goal models may also include tasks and resources needed to achieve a goal, actors who want to achieve a goal, and obstacles that impede the achievement of a goal.
Modello degli oggetti, object model	**Object model**	A ↑model describing a set of ↑objects and relationships between them.
Modello degli use case, use case model	Use case model	A ↑model consisting of a set of ↑use cases, typically together with a ↑use case diagram.
Modello dei requisiti	Requirements model	A ↑model that has been created with the purpose of specifying ↑requirements.
Modello del contesto, context model	**Context model**	A ↑model describing a ↑system in its ↑context.
Modello del data flow, data flow model	Data flow model	A model that describes the ↑functionality of a ↑system by ↑activities, data stores and ↑data flows. **Note:** Incoming data flows trigger activities which then consume the received data, transform them, read/write persistent data held in data stores and then produce new data flows which may be intermediate results that trigger other activities or final results that leave the system.

Termine (Italiano)	Term (English)	Definition
Modello del dominio	**Domain model**	A ↑model describing phenomena in an ↑application domain. **Notes:** **1.** In RE, domain models are created with the intention to understand the ↑application domain in which a planned ↑system will be situated. **2.** *Static domain models* specify (business) objects and their relationships in a ↑domain of interest. **3.** *Domain story models* specify visual stories about how actors interact with devices, artifacts, and other items in a ↑domain.
Modello del modulo	Form template	A template providing a form with predefined fields to be filled-in. (→ requirements template) **Note:** In RE, form templates can be used to specify ↑use cases or ↑quality requirements.
Modello del processo	**Process model**	A ↑model describing a ↑process or a set of related processes.
Modello delle attività, activity model	**Activity model**	A ↑model of the flow of actions in some part of a ↑system.
Modello delle classi, class model	**Class model**	A model consisting of a set of ↑classes and relationships between them.
Modello delle feature, feature model	Feature model	A ↑model describing the variable features of a ↑product line, including their relationships and dependencies.
Modello di interazione	**Interaction model**	A ↑model describing the interaction between a ↑system and its environment or the interaction of ↑items within a system. **Note:** ↑Scenarios and ↑use cases, for example, model the interaction between a system and its environment. A ↑sequence diagram, for example, can model the interaction between selected ↑objects within a system.

Termine (Italiano)	Term (English)	Definition
Modello entità-relazioni, entity-relationship model	Entity-relationship model	A ↑model of data that are relevant for a ↑system or of the data of an ↑application domain, consisting of a set of entity types that are each characterized by ↑attributes and linked by relationships. **Abbreviation:** ER Model
Modificabilità	Changeability	→ Modifiability
Modificabilità	**Modifiability**	The degree to which a ↑work product or ↑system can be modified without degrading its ↑quality.
Molteplicità	Multiplicity	→ Cardinality
Necessità (di un requisito)	**Necessity** (of a requirement)	The degree to which an individual ↑requirement is a necessary part of the ↑requirements specification of a ↑system.
Negoziazione dei requisiti	**Requirements negotiation**	A ↑process where ↑stakeholders are working toward reaching an agreement to resolve ↑requirements conflicts.
Non ambiguità (dei requisiti)	**Unambiguity** (of requirements)	The degree to which a ↑requirement is expressed such that it cannot be understood differently by different people.
Obiettivo	**Goal**	A desired state of affairs (that a ↑stakeholder wants to achieve). **Note:** Goals describe intentions of stakeholders. They may conflict with one another.
Object diagram	Object diagram	A diagrammatic representation of an ↑object model.
Oggetto	**Object**	**1.** In general: Anything which is perceivable or conceivable (→ item). **2.** In software engineering: an individual ↑item which has an identity, is characterized by the values of its ↑attributes and does not depend on another item (→ entity).
Omonimo	Homonym	A term looking identical to another term but having a different meaning. **Note:** For example, bill as a bank note and bill as a list (of materials) are homonyms.

Termine (Italiano)	Term (English)	Definition
Pattern di processo (template di processo)	Process pattern	An abstract, reusable ↑model of a ↑process which can be used to configure and instantiate a concrete process for a given situation and ↑context.
Persona	**Persona**	A fictitious character representing a group of people with similar needs, values and habits who are expected to use a ↑system or benefit from it in a similar way.
Portabilità	Portability	The ease with which a ↑system can be transferred to another platform while preserving its characteristics.
Pratica, prassi	Practice	A proven way of how to carry out certain types of ↑tasks or ↑activities.
Priorità	**Priority**	The level of importance assigned to an ↑item, e.g., a ↑requirement or a ↑defect, according to certain criteria.
Prioritizzazione	Prioritization	The process of assigning priorities to a set of ↑items.
Problema	Problem	A difficulty, open question or undesirable condition that needs investigation, consideration, or solution.
Processo	**Process**	A set of interrelated ↑activities performed in a given order to process information or materials. **Note:** The notion of process includes *business processes* (e.g., how to commission and send ordered goods to ↑customers), *information processes* (e.g., how to deliver records from a database that match a given query), and *technical processes* (e.g., cruise control in a car).
Prodotto (nel contesto software)	**Product** (in the context of software)	A software-based ↑system or a ↑service provided by a system which is developed and marketed by a ↑supplier and used by ↑customers.
Prodotto di lavoro	**Work product**	A recorded, intermediate or final result generated in a work ↑process. **Synonym:** ↑Artifact

Termine (Italiano)	Term (English)	Definition
Product backlog	**Product backlog**	An ordered, typically prioritized collection of work items that a development team has to work on when developing or evolving a ↑system. **Note:** Items include ↑requirements, ↑defects to be fixed, or ↑refactorings to be done.
Product owner	Product owner	A person responsible for a ↑product in terms of ↑functionality, value and ↑risk. **Note:** The product owner maintains and prioritizes the ↑product backlog, makes sure that the ↑stakeholders' ↑requirements as well as market needs are elicited and adequately documented in the ↑product backlog and represents the stakeholders when communicating with the development team.
Progettazione	**Design**	**1.** A plan or drawing produced to show how something will look, function or be structured before it is made. **2.** The activity of creating a design. **3.** A decorative pattern [This meaning does not apply in the software engineering ↑domain]. **Notes:** **1.** In software product development, we distinguish between *creative design* which shapes the look and feel of the product, i.e., its perceivable form, function and quality, and *technical design* (also called software design) which determines the inner structure of the product, in particular the software architecture. **2.** The creative design of products is also called *product design*. **3.** The creative design of digital solutions is called *digital design*.
Prototipizzazione	Prototyping	A ↑process that involves the creation and evaluation of ↑prototypes.

Termine (Italiano)	Term (English)	Definition
Prototipo	**Prototype**	**1.** In manufacturing: A piece which is built prior to the start of mass production. **2.** In software and systems engineering: A preliminary, partial realization of certain characteristics of a ↑system. **3.** In design: A preliminary, partial instance of a design solution. **Notes:** **1.** In RE, prototypes are used as a means for requirements ↑elicitation (see ↑specification by example) and ↑validation. **2.** Prototypes in RE can be classified ▪ with respect to their degree of fidelity into ↑native prototypes, ↑mock-ups and ↑wireframes; ▪ with respect to their purpose into ↑exploratory prototypes and ↑evolutionary prototypes.
Prototipo esplorativo	**Exploratory prototype**	A throwaway ↑prototype used to create shared understanding, clarify ↑requirements or validate requirements.
Prototipo evolutivo	**Evolutionary prototype**	A pilot system forming the core of a ↑system to be developed.
Prototipo nativo	**Native prototype**	A high-fidelity ↑prototype that implements critical parts of a ↑system to an extent that ↑stakeholders can use the prototype to see whether the prototyped part of the system will work and behave as expected.
Punto di variazione	Variation point	A point in a ↑product line where an element of the product line (typically a variable or a ↑feature) can be chosen from a set of ↑variants.
Punto di vista	Viewpoint	A certain perspective on the ↑requirements of a ↑system. **Note:** Typical viewpoints are perspectives that a ↑stakeholder or stakeholder group has (for example, an end user's perspective or an operator's perspective). However, there can also be topical viewpoints such as a security viewpoint.

Termine (Italiano)	Term (English)	Definition
Qualità	**Quality**	**1.** In general: The degree to which a set of inherent characteristics of an item fulfills ↑requirements. **2.** In systems and software engineering: The degree to which a ↑system satisfies stated and implied needs of its ↑stakeholders. **Note:** Quality in this definition means fitness for intended use, as stated in the ↑requirements. This is in contrast to the colloquial notion of quality which is typically connoted with goodness or excellence.
Refactoring	Refactoring	The improvement of the internal ↑quality of source code, particularly the structure of the code, without changing its observable behavior.
Requirements Engineer (Ingegnere dei Requisiti)	**Requirements Engineer**	A person who – in collaboration with ↑stakeholders – elicits, documents, validates, and manages ↑requirements. **Note:** In most cases, requirements engineer is a ↑role and not a job title.
Requirements Engineering (Ingegneria dei Requisiti)	**Requirements Engineering**	The systematic and disciplined approach to the ↑specification and management of ↑requirements with the goal of understanding the ↑stakeholders' desires and needs and minimizing the ↑risk of delivering a ↑system that does not meet these desires and needs. **Abbreviation:** RE
Requirements management (Gestione dei requisiti)	**Requirements management**	The process of managing existing ↑requirements and requirements-related ↑work products, including the storing, changing and tracing of requirements (↑traceability).
Requisito	**Requirement**	**1.** A need perceived by a ↑stakeholder. **2.** A capability or property that a ↑system shall have. **3.** A documented representation of a need, capability or property.

Termine (Italiano)	Term (English)	Definition
Requisito degli stakeholder	**Stakeholder requirement**	A ↑requirement expressing a ↑stakeholder desire or need. **Note:** Stakeholder requirements are typically written by stakeholders and express their desires and needs from their perspective.
Requisito di business	**Business requirement**	A ↑requirement stating a business ↑goal, objective or need of an organization. **Note:** Business requirements typically state those business goals, objectives and needs that shall be achieved by employing a ↑system or a collection of systems.
Requisito di dominio	**Domain requirement**	A ↑domain property in the ↑context of a ↑system that is required to hold.
Requisito di qualità	**Quality requirement**	A ↑requirement that pertains to a quality concern that is not covered by ↑functional requirements.
Requisito di sistema	**System requirement**	A ↑requirement pertaining to a ↑system.
Requisito dell'utente	**User requirement**	A ↑requirement expressing a ↑user need. **Note:** User requirements are typically about what a system should do for certain users and how they can interact with the system. User requirements are a subset of ↑stakeholder requirements.
Requisito funzionale	**Functional requirement**	A ↑requirement concerning a result or ↑behavior that shall be provided by a function of a ↑system.
Requisito non-funzionale	**Non-functional requirement**	A ↑quality requirement or a ↑constraint. **Note:** ↑Performance requirements may be regarded as another category of non-functional requirements. In this glossary, performance requirements are considered to be a sub-category of ↑quality requirements.

Termine (Italiano)	Term (English)	Definition
Requisito relativo alle prestazioni	**Performance requirement**	A ↑requirement describing a performance characteristic (timing, speed, volume, capacity, throughput, ...). **Note:** In this glossary, performance requirements are regarded as a sub-category of ↑quality requirements. However, they can also be considered as a ↑kind of requirements of its own.
Review	**Review**	An evaluation of a ↑work product by an individual or a group in order to find problems or suggest improvements. **Note:** Evaluation may be performed with respect to both contents and conformance.
Ridondanza	**Redundancy**	Multiple occurrence of the same information or resource.
Rilascio	**Release**	A ↑configuration that has been released for installation and use by ↑customers.
Rischio	**Risk**	A possible event that threatens the success of an endeavor. **Note:** A risk is typically assessed in terms of its probability and potential damage.
Ruolo	**Role**	**1.** In general: A part played by a person in a given context. **2.** In ↑UML ↑class models: The parts played by the linked ↑objects in an ↑association.
Safety	**Safety**	The capability of a ↑system to achieve an acceptable level of probability that the system, under defined conditions, will not reach a state in which human life, health, property, or the environment is endangered. **Note:** Safety ↑requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.

Termine (Italiano)	Term (English)	Definition
Scenario	Scenario	**1.** In general: A description of a potential sequence of events that lead to a desired (or unwanted) result. **2.** In RE: An ordered sequence of interactions between partners, in particular between a ↑system and external ↑actors. May be a concrete sequence (*instance scenario*) or a set of potential sequences (*type scenario*, ↑use case).
Scoperta di requisiti	Requirements discovery	→ Requirements elicitation
Scrum	Scrum	A popular ↑process framework for ↑agile development of a ↑system.
Semantica	**Semantics**	The meaning of a sign or a set of signs in a ↑language.
Semi-formale	Semi-formal	Something which is formal to some extent, but not completely. **Note:** A ↑work product is called semi-formal if it contains formal parts, but isn't formalized totally. Typically, a semi-formal work product has a defined ↑syntax, while the ↑semantics is partially defined only.
Sequence diagram	**Sequence diagram**	A diagram type in ↑UML which models the interactions between a selected set of ↑objects and/or ↑actors in the sequential order in which those interactions occur.
Servizio	**Service**	The provision of some ↑functionality to a human or a ↑system by a provider (a system, organization, group or individual) that delivers value to the receiver. **Note:** In systems engineering, software engineering and Requirements Engineering, services are typically provided by a ↑system for a ↑user or another system.
Sicurezza	**Security**	The degree to which a ↑system protects its data and resources against unauthorized access or use and secures unobstructed access and use for its legitimate ↑users. **Note:** Security requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.

Termine (Italiano)	Term (English)	Definition
Sinonimo	**Synonym**	A word having the same meaning as another word.
Sintassi	**Syntax**	The rules for constructing structured signs in a ↑language.
Sistema	**System**	**1.** In general: A principle for ordering and structuring. **2.** In engineering: A coherent, delimitable set of elements that – by coordinated action – achieve some purpose. **Notes:** **1.** A system may comprise other systems or ↑components as sub-systems. **2.** The purposes achieved by a system may be delivered by ▪ *deploying* the system at the place(s) where it is used, ▪ *selling/providing* the system as a ↑*product* to its ↑users, ▪ having *providers* who offer the system's capabilities as ↑*services* to users. **1.** Systems containing both software and physical ↑components are called *cyber-physical systems*. **2.** Systems spanning software, hardware, people and organizational aspects are called *socio-technical systems*. **Important:** In this glossary, *system* is used as an umbrella term which includes • ↑*Product*s provided to ↑customers, • ↑*Services* made available to customers, • *Other* ↑work products such as *devices*, *procedures* or *tools* that help people or organizations achieve some ↑goal, • System ↑*components* or ↑*compositions* of systems.
Sorgente (di un requisito)	Source (of a requirement)	→ Requirements source
Sorgente dei requisiti	**Requirements source**	The source from which a ↑requirement has been derived. **Note:** Typical sources are ↑stakeholders, documents, existing ↑systems and observations.

Termine (Italiano)	Term (English)	Definition
Specifica	**Specification**	**1.** As a work product: A systematically represented description of the properties of an ↑item (a ↑system, a device, etc.) that satisfies given criteria. **2.** As a process: the process of specifying (↑eliciting, documenting and ↑validating) the properties of an ↑item. **Note:** A specification may be about required properties (↑requirements specification) or implemented properties (e.g., a technical product specification).
Specifica dei requisiti	**Requirements specification**	A systematically represented collection of ↑requirements, typically for a ↑system, that satisfies given criteria. **Notes:** 1. In some situations we distinguish between a ↑*customer* requirements specification (typically written by the ↑customer) and a ↑*system* requirements specification or ↑*software* requirements specification (written by the ↑supplier). 2. Requirements specification may also denote the ↑*process* of specifying (↑eliciting, documenting and ↑validating) requirements.
Specifica dei requisiti del cliente	**Customer requirements specification**	A coarse description of the required capabilities of a ↑system from the ↑customer's perspective. **Note:** A customer requirements specification is usually supplied by the ↑customer.
Specifica dei requisiti di sistema	**System requirements specification**	A ↑requirements specification pertaining to a ↑system. **Note:** A system requirements specification is frequently considered to be a synonym for ↑requirements specification. **Abbreviation:** SyRS
Specifica dei requisiti software	**Software requirements specification**	A ↑requirements specification pertaining to a software ↑system. **Abbreviation:** SRS

Termine (Italiano)	Term (English)	Definition
Specifica per esempi	Specification by example	A ↑technique that specifies test cases and ↑requirements for a ↑system by providing examples of how the system should behave.
Spike	Spike	In agile development: A task aimed at gaining insight or gathering information, rather than at producing a ↑product ↑increment.
Sprint	**Sprint**	An ↑iteration in ↑agile development, particularly when using ↑Scrum.
Sprint backlog	Sprint backlog	A set of ↑product backlog items that have been selected to be implemented in the current ↑sprint.
Stakeholder	**Stakeholder**	A person or organization who influences a ↑system's ↑requirements or who is impacted by that system. **Note:** Influence can also be indirect. For example, some stakeholders may have to follow instructions issued by their managers or organizations.
Standard	**Standard**	A formal, possibly mandatory set of regulations for how to interpret, develop, manufacture, or execute something. **Note:** In RE, there are RE-relevant standards issued by ISO/IEC and IEEE.
State machine	**State machine**	A ↑model describing the behavior of a ↑system by a finite set of *states* and state *transitions*. State transitions are triggered by *events* and can in turn trigger *actions* and new events.
State machine diagram	**State machine diagram**	A diagrammatic representation of a ↑state machine.
Statechart	**Statechart**	A ↑state machine having states that are hierarchically and/or orthogonally decomposed.
State-transition diagram	State-transition diagram	→ State machine diagram.
Steering committee	Steering committee	A committee that supervises a project.

Termine (Italiano)	Term (English)	Definition
Story (in un contesto agile)	Story (in an Agile context)	A short narrative describing a piece of required ↑functionality or ↑quality. **Notes:** **3.** Stories may describe ▪ funtionality or quality from a user's perspective (↑user story), ▪ required infrastructure functionality or quality, ▪ work items that enable required ↑features or properties of a ↑system. **4.** In agile development, stories are frequently considered to be atomic ↑backlog items, that is, items which are not further decomposed in the ↑backlog.
Story map	Story map	A two-dimensional arrangement of ↑stories or other ↑backlog items. **Note:** A story map helps understand the ↑functionality of a ↑system, identify gaps and plan ↑releases.
Storyboard	Storyboard	A series of sketches or pictures that visualize the execution of a ↑scenario.
Strumento (in software engineering)	**Tool** (in software engineering)	A (software) ↑system that helps develop, operate and maintain systems. **Note:** In RE, tools support ↑requirements management as well as modeling, documenting, and validating ↑requirements.
Suddivisione dei requisiti, branch dei requisiti	Requirements branching	→ Branch
Tabella delle decisioni	Decision table	A tabular representation of a complex decision, specifying which actions to perform for the possible combinations of condition values.
Tecnica	Technique	A documented set of coherent actions for accomplishing a ↑task or achieving an objective.

Termine (Italiano)	Term (English)	Definition
Template dei requisiti	**Requirements template**	A template for specifying ↑requirements. **Note:** In RE, several forms of templates are used. ↑*Phrase templates* are used for specifying individual ↑requirements or ↑user stories. ↑*Form templates* can be used to specify ↑use cases or ↑quality requirements. ↑*Document templates* provide a predefined structure for ↑requirements documents.
Template del documento	Document template	A template providing a predefined skeleton structure for a document. (→ requirements template) **Note:** In RE, document templates can be used to structure ↑requirements documents.
Template della frase	Phrase template	A template for the syntactic structure of a phrase that expresses an individual ↑requirement or a ↑user story in ↑natural language (→ requirements template, → user story template)
Template di user story	User story template	A ↑phrase template of the form *As a <role/person>, I want <something> so that <benefit>*. **Notes:** **1.** Most ↑user stories are written using this template. **2.** In agile development, this template is also used for expressing other ↑backlog items that communicate stakeholder needs, for example, ↑epics. **3.** Some authors replace *<something>* by more concrete concepts such as *<goal>*, *<desire>*, or *<target>*.
Test di Accettazione	Acceptance test	A test that assesses whether a ↑system satisfies its ↑requirements. **Note:** Typically used by ↑customers or ↑clients to determine whether or not to accept a system.
Timebox	Timebox	A fixed, non-extendable amount of time for completing a set of ↑tasks.

Termine (Italiano)	Term (English)	Definition
Tipo di requisito	**Kind of requirement**	A classification of requirements according to their kind into ↑*system* requirements (consisting of ↑*functional* requirements, ↑*quality* requirements and ↑*constraints*), *project* requirements, and *process* requirements. **Notes:** **1.** RE is primarily concerned with system requirements. **2.** Quality requirements and constraints are also called ↑*non-functional* requirements.
Tolleranza ai guasti	**Fault tolerance**	The capability of a ↑system to operate as intended despite the presence of (hardware or software) ↑faults. **Note:** Fault tolerance may be stated as a ↑quality requirement.
Tracciabilità	**Traceability**	**1.** In general: The ability to establish explicit relationships between related ↑work products or ↑items within work products. **2.** In RE: The ability to trace a ↑requirement • back to its origins, • forward to its implementation in design and code and its associated tests, • to requirements it depends on (and vice-versa).
UML	**UML**	Abbreviation for Unified Modeling Language, a standardized language for modeling problems or solutions.
Usabilità	**Usability**	The degree to which a ↑system can be used by specified ↑users to achieve specified ↑goals in a specified context of use. **Note:** Usability particularly includes the capability of a ↑system to be understood, learned, used, and liked by its intended ↑users.

Termine (Italiano)	Term (English)	Definition
Use case	**Use case**	A set of possible interactions between external ↑actors and a ↑system that provide a benefit for the actor(s) involved. **Note:** Use cases specify a system from a user's (or other external actor's) perspective: every use case describes some ↑functionality that the system must provide for the actors involved in the use case.
Use case diagram	**Use case diagram**	A diagram type in ↑UML that models the ↑actors and the ↑use cases of a ↑system. **Note:** The boundary between the actors and the use cases constitutes the ↑system boundary.
User story	**User story**	A short narrative describing a need from a ↑user's perspective together with the expected benefit when this need is satisfied. Also see → story. **Notes:** **1.** User stories are typically written in ↑natural language using the ↑user story template and are usually accompanied by ↑acceptance criteria. **2.** In agile development, user stories serve as a user-oriented way to discuss and formulate ↑requirements. They are typically considered to be atomic ↑backlog items, that is, items which are not further decomposed in the ↑backlog (see → story).
Utente	**User**	A person who uses the ↑functionality provided by a ↑system. **Note:** Users (also called end users) always are ↑stakeholders of a ↑system.
Utente finale	End user	→ User
Validazione	**Validation**	The ↑process of confirming that an ↑item (a ↑system, a ↑work product or a part thereof) matches its ↑stakeholders' needs. **Note:** In RE, validation is the process of confirming that the documented ↑requirements match their ↑stakeholders' needs; in other words: whether the right requirements have been specified.

Termine (Italiano)	Term (English)	Definition
Variabilità	Variability	**1.** The degree to which a ↑system can be changed or customized. **2.** In product lines: The ↑features that can differ among the members of the ↑product line.
Variante	Variant	One of the possible forms that an ↑item (e.g., a ↑requirement) may have.
Velocity	Velocity	In agile development: The average amount of work that a team is able to complete in an ↑iteration. **Note:** Agile teams decide how to meaure *amount of work*. For example, they may measure the average number of ↑stories implemented per ↑iteration, or, if they measure the size of stories with so-called *story points*, the average number of story points implemented per iteration.
Verifica	Verification	The process of confirming that an ↑item (a system, a work product, or a part thereof) fulfills its ↑specification. **Note:** Requirements verification is the process of confirming that the ↑requirements have been documented properly and satisfy the ↑quality criteria for requirements; in other words, whether the requirements have been specified right.
Verificabilità (dei requisiti)	**Verifiability** (of requirements)	The degree to which the fulfillment of a ↑requirement by an implemented ↑system can be verified. **Note:** Such ↑verification can be performed, for example, by defining ↑acceptance test cases, measurements or ↑inspection procedures.
Versione	**Version**	An occurrence of an ↑item which exists in multiple, time-ordered occurrences where each occurrence has been created by modifying one of its previous occurrences.
Vincolo (in RE)	**Constraint** (in RE)	A ↑requirement that limits the solution space beyond what is necessary for meeting the given ↑functional requirements and ↑quality requirements.

Termine (Italiano)	Term (English)	Definition
Vision (per un sistema o prodotto)	**Vision** (for a system or product)	A conceptual imagination of a future ↑system or ↑product, describing its key characteristics and how it will create value for its ↑users.
Vista	**View**	An excerpt from a ↑work product, containing only those parts one is currently interested in. **Note:** A view can abstract or aggregate parts of the work product.
Walkthrough	**Walkthrough**	A ↑review in which the author of a ↑work product leads the reviewers systematically through the work product and the reviewers ask questions and make comments about possible issues.
Wireframe	**Wireframe**	A low-fidelity ↑prototype built with simple materials that primarily serves for discussing and validating requirements, design ideas or user interface concepts. **Note:** When prototyping digital systems, wireframes are typically built with paper. Such prototypes are also called *paper prototypes*.

English - Italiano Dictionary

Term (English)	Termine (Italiano)
Acceptance	Accettazione
Acceptance criteria	**Criteri di Accettazione**
Acceptance test	Test di Accettazione
Activity	Attività
Activity diagram	**Activity diagram**
Activity model	**Modello delle attività, activity model**
Actor	**Attore**
Adequacy (of a requirement)	**Adeguatezza** (di un requisito)
Agile	**Agile**
Ambiguity	Ambiguità
Application domain	**Dominio applicativo**
Artifact	Artefatto
Association	Associazione
Attribute	**Attributo**
Backlog	Backlog
Backlog item	Backlog item
Baseline	**Baseline**
Behavior	**Comportamento**
Behavior model	**Modello comportamentale**
Branch	Branch, ramo
Bug	Baco
Burndown chart	Burndown chart
Business requirement	**Requisito di business**
Cardinality	Cardinalità
Change control board	**Change Control Board**

Term (English)	Termine (Italiano)
Change management	**Change management (gestione delle modifiche)**
Change request	**Change request**
Changeability	Modificabilità
Class	**Classe**
Class diagram	**Class diagram**
Class model	**Modello delle classi, class model**
Client	Cliente (committente)
Commonality	Comunanza
Completeness (of requirements)	**Completezza** (dei requisiti)
Compliance	**Conformità, compliance**
Component	**Componente**
Composition (in a technical context)	Composizione (in un contesto tecnico)
Configuration	**Configurazione**
Conflict (about requirements)	Conflitto (sui requisiti)
Conformity	**Conformità**
Consistency (of requirements)	**Consistenza** (dei requisiti)
Constraint (in RE)	**Vincolo** (in RE)
Context	**Contesto**
Context boundary	**Confine del contesto**
Context diagram	**Context diagram**
Context model	**Modello del contesto, context model**
Control flow	Control flow (flusso di controllo)
Correctness	Correttezza
Customer	**Cliente (utilizzatore)**
Customer requirements specification	**Specifica dei requisiti del cliente**
Data flow	Data flow (flusso dati)
Data flow diagram	Data flow diagram
Data flow model	Modello del data flow, data flow model

Term (English)	Termine (Italiano)
Decision table	Tabella delle decisioni
Defect	**Difetto, baco**
Design	**Progettazione**
Document template	Template del documento
Domain	**Dominio**
Domain model	**Modello del dominio**
Domain requirement	**Requisito di dominio**
Effectiveness	**Efficacia**
Efficiency	**Efficienza**
Elaboration (of requirements)	**Elaborazione** (dei requisiti)
Elicitation (of requirements)	**Elicitazione, Identificazione** (dei requisiti)
End user	Utente finale
Entity	Entità
Entity-relationship diagram	Entity-relationship diagram (diagramma entità-relazioni)
Entity-relationship model	Modello entità-relazioni, entity-relationship model
Epic	Epic
Error	**Errore**
Evolutionary prototype	**Prototipo evolutivo**
Exploratory prototype	**Prototipo esplorativo**
Fault	**Guasto, difetto**
Fault tolerance	**Tolleranza ai guasti**
Feasibility (of a requirement)	Fattibilità (di un requisito)
Feature	**Feature, caratteristica**
Feature diagram	Feature diagram
Feature model	Modello delle feature, feature model
Form template	Modello del modulo
Functional requirement	**Requisito funzionale**

Term (English)	Termine (Italiano)
Functionality	**Funzionalità**
Glossary	**Glossario**
Goal	**Obiettivo**
Goal model	**Modello degli obiettivi**
Homonym	Omonimo
Increment (in software development)	**Incremento** (nello sviluppo software)
Inspection	**Ispezione**
Interaction model	**Modello di interazione**
Item	Elemento
Iteration	**Iterazione**
Kind of requirement	**Tipo di requisito**
Language	Linguaggio
Maintainability	Manutenibilità
Method	Metodo
Methodology	Metodologia
Mock-up (of a digital system)	**Mock-up** (di un sistema digitale)
Model	**Modello**
Modeling language	**Linguaggio di modellazione**
Modifiability	**Modificabilità**
Multiplicity	Molteplicità
Native prototype	**Prototipo nativo**
Natural language	**Linguaggio naturale**
Necessity (of a requirement)	**Necessità** (di un requisito)
Negotiation	Megoziazione
Non-functional requirement	**Requisito non-funzionale**
Object	**Oggetto**
Object diagram	Object diagram
Object model	**Modello degli oggetti, object model**

Term (English)	Termine (Italiano)
Performance requirement	**Requisito relativo alle prestazioni**
Persona	**Persona**
Phrase template	Template della frase
Portability	Portabilità
Practice	Pratica, prassi
Prioritization	Prioritizzazione
Priority	**Priorità**
Problem	Problema
Process	**Processo**
Process model	**Modello del processo**
Process pattern	Pattern di processo (template di processo)
Product (in the context of software)	**Prodotto** (nel contesto software)
Product backlog	**Product backlog**
Product line	Linea di prodotto
Product owner	Product owner
Prototype	**Prototipo**
Prototyping	Prototipizzazione
Quality	**Qualità**
Quality criteria (in RE)	**Criteri di qualità** (in RE)
Quality requirement	**Requisito di qualità**
Redundancy	**Ridondanza**
Refactoring	Refactoring
Release	**Rilascio**
Reliability	**Affidabilità**
Requirement	**Requisito**
Requirements analysis	Analisi dei requisiti
Requirements baseline	Baseline dei requisiti
Requirements branching	Suddivisione dei requisiti, branch dei requisiti

Term (English)	Termine (Italiano)
Requirements configuration	Configurazione dei requisiti
Requirements conflict	**Conflitto di requisiti**
Requirements discovery	Scoperta di requisiti
Requirements document	**Documento dei requisiti**
Requirements elicitation	**Elicitazione dei requisiti**
Requirements Engineer	**Requirements Engineer (Ingegnere dei Requisiti)**
Requirements Engineering	**Requirements Engineering (Ingegneria dei Requisiti)**
Requirements management	**Requirements management (Gestione dei requisiti)**
Requirements model	Modello dei requisiti
Requirements negotiation	**Negoziazione dei requisiti**
Requirements source	**Sorgente dei requisiti**
Requirements specification	**Specifica dei requisiti**
Requirements template	**Template dei requisiti**
Review	**Review**
Risk	**Rischio**
Role	**Ruolo**
Safety	**Safety**
Scenario	Scenario
Scope (of a system development)	**Ambito** (dello sviluppo di un sistema)
Scrum	Scrum
Security	**Sicurezza**
Semantics	**Semantica**
Semi-formal	Semi-formale
Sequence diagram	**Sequence diagram**
Service	**Servizio**
Software requirements specification	**Specifica dei requisiti software**
Source (of a requirement)	Sorgente (di un requisito)

Term (English)	Termine (Italiano)
Specification	**Specifica**
Specification by example	Specifica per esempi
Specification language	Linguaggio di specifica
Spike	Spike
Sprint	**Sprint**
Sprint backlog	Sprint backlog
Stakeholder	**Stakeholder**
Stakeholder requirement	**Requisito degli stakeholder**
Standard	**Standard**
State machine	**State machine**
State machine diagram	**State machine diagram**
Statechart	**Statechart**
State-transition diagram	State-transition diagram
Steering committee	Steering committee
Story (in an Agile context)	Story (in un contesto agile)
Story map	Story map
Storyboard	Storyboard
Structured Analysis	Analisi strutturata
Supplier	Fornitore
Synonym	**Sinonimo**
Syntax	**Sintassi**
System	**Sistema**
System boundary	**Confini del sistema**
System context	Contesto di sistema
System requirement	**Requisito di sistema**
System requirements specification	**Specifica dei requisiti di sistema**
Task	Attività
Technique	Tecnica

Term (English)	Termine (Italiano)
Timebox	Timebox
Tool (in software engineering)	**Strumento** (in software engineering)
Traceability	**Tracciabilità**
UML	**UML**
Unambiguity (of requirements)	**Non ambiguità** (dei requisiti)
Understandability	**Comprensibilità**
Usability	**Usabilità**
Use case	**Use case**
Use case diagram	**Use case diagram**
Use case model	Modello degli use case, use case model
User	**Utente**
User requirement	**Requisito dell'utente**
User story	**User story**
User story template	Template di user story
Validation	**Validazione**
Variability	Variabilità
Variant	Variante
Variation point	Punto di variazione
Velocity	Velocity
Verifiability (of requirements)	**Verificabilità** (dei requisiti)
Verification	Verifica
Version	**Versione**
View	**Vista**
Viewpoint	Punto di vista
Vision (for a system or product)	**Vision** (per un sistema o prodotto)
Walkthrough	**Walkthrough**
Wireframe	**Wireframe**
Work product	**Prodotto di lavoro**

List of Abbreviations

CCB	**C**hange **c**ontrol **b**oard
CPRE	**C**ertified **P**rofessional for **R**equirements **E**ngineering
DFD	**D**ata **f**low **d**iagram
ER	**E**ntity-**r**elationship
ERD	**E**ntity-**r**elationship **d**iagram
IREB	**I**nternational **R**equirements **E**ngineering **B**oard
RE	**R**equirements **E**ngineering
SRS	**S**oftware **r**equirements **s**pecification
SyRS	**Sy**stem **r**equirements ***s***pecification
UML	**U**nified **M**odeling **L**anguage

Sources

I don't cite sources for individual definitions because I deliberately decided not to compile definitions from various existing sources just by copy-paste, but to carefully re-formulate all definitions consistently and according to today's use.

Several definitions are based on my own work [Gl07], [GlWi07], [Gl19]. Some definitions from the agile domain are joint work of myself with the IREB RE@Agile working group. The major revision of the IREB CPRE Foundation Level syllabus in 2020 [IREB20] also informed several new or changed definitions.

I consulted numerous international standards when writing the definitions [IEEE610], [IEEE730], [IEEE830], [IEEE1012], [IEEE1028], [ISO9000], [ISO12207], [ISO19770], [ISO20246], [ISO24765], [ISO25000], [ISO25010], [ISO26550], [ISO29148], [ISO42010]. However, as the terminology defined or used in these standards is frequently inconsistent or inadequate for a Requirements Engineering glossary, I did not copy any definitions verbatim from these standards.

Other sources that influenced some definitions are [GaWe89], [My06], [Po10], [St73], and [ZoCo05].

For cross-checking, I also consulted the Merriam-Webster online dictionary (https://www.merriam-webster.com) and Wikipedia (https://en.wikipedia.org). I have not used any generative AI tools.

Below I want to give credit for some definitions that I have taken more or less verbatim from a source or that are joint work with others.

Tabelle 0.1: Credits

Term	Reference
Context boundary	Joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer, based on [Po10], [PoRu11] and [We10]
Functional requirement	Joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer
Model	Joint work with Klaus Pohl and Chris Rupp, based on [PoRu11]
Quality requirement	Joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer, based on definitions in my course notes on Requirements Engineering I
Requirements Engineering	Definition is a simplification of a definition that was joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer
Requirements specification	Adapted from Pohl and Rupp [PoRu11]
System boundary	Joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer based on [Po10], [PoRu11]
System context	Joint work with Klaus Pohl, Chris Rupp, and Thorsten Weyer based on [Po10], [PoRu11], [We10]

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[IEEE610] IEEE Standard Glossary of Software Engineering Terminology. IEEE Std 610.12-1990.

[IEEE730] IEEE Standard for Software Quality Assurance Processes. IEEE Std 730-2014.

[IEEE830] IEEE Recommended Practice for Software Requirements Specifications. IEEE Std 830-1998.

[IEEE1012] IEEE Standard for System, Software, and Hardware Verification and Validation. IEEE Std 1012-2016.

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