REQUITOPIA

A NEW PARADIGM IN REQUIREMENTS MODELING

Quick Reference Guide

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Requitopia - Quick Reference Guide

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Introduction

The following pages contain a brief explanation of the different behaviors available in Requitopia. In general, the user interface is consistent with other user interfaces in that the entities are manipulated with the mouse in a similar fashion. A single click selects an item, and a double-click opens the view for that item. Entities on diagrams can be relocated by dragging them with the mouse. All other operations are invoked via the context sensitive menu available through pressing the right mouse button. The available menu choices change depending on the location of the mouse cursor at the time the menu is invoked. Some menu items may not be available for other reasons, but for consistency, they will appear in the menu as inactive.

For additional details on these behaviors, please see the comprehensive Requitopia User Guide.

Quick Reference

Navigation

Add a new application

Type the new application name into the repository view (the first one), and hit return. The new application will be created and opened into the navigation view.

Add a problem statement

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Problem Statement”. Problem statements are limited to applications in the problem analysis model.

Add a use case diagram

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Use Case Diagram”. Use case diagrams can be added to applications, participants, subsystems and objects in each abstraction level of the model.

Add a context diagram

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Context Diagram”. Context diagrams are limited to applications in the problem analysis model.

Add a relationship diagram

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Relationship Diagram”. Relationship diagrams can be added to applications, participants, subsystems and objects in each abstraction level of the model.

Add a classification node

In the solution navigation pane, select the participant of interest and move the mouse cursor over the node for the selected participant. Press the right mouse button, and select the menu option for “New Classification Node”. Rename the classification node as desired and add a description or comments.

Add a note to any navigation node

In the navigation pane, select the node to which you would like to add a note. The text for the note appears in the text area at the bottom right of the navigation view. Enter new text or update the existing text.

Add a description to any navigation node

In the navigation pane, select the node to which you would like to add a note. The text for the description appears in the text area at the bottom left of the navigation view. Enter a new description or update the existing text. The description for many navigation nodes is the same as that appearing in the detail view for the node.

Add an external reference to any navigation node

External references are used to related web pages, files or other URLs to a navigation node. In the navigation pane, move the mouse cursor over the node you would like to add the external reference to. Press the right mouse button and select the option for “Add External Reference”.

Delete a navigation node

In the navigation pane, move the mouse cursor over the node you would like to delete. Press the right mouse button and select the option for “Delete”. The deleted navigation node is removed from all drawings and deleted from the model

View children of a navigation node

Locate the node whose children you would like to view in the navigation pane. Select the expansion control on the right side of the node (+) to expand the children tree.

Hide children of a navigation node

Locate the node whose children you would like to view in the navigation pane. Select the expansion control on the right side of the node (-) to hide the children tree.

Distinguish the different types of nodes

In the navigation pane, the node types are identified through various icons and colors. Nodes for diagrams are always drawn with a background color of light blue. External reference nodes are identified with a background color of light green, and a link icon on the left side of the node. Use case nodes are identified by an ellipse on the left side, and stakeholders and actors by stick figure icons. Entity nodes are represented by a rectangle icon (participants, subsystems and objects.)

Change the priority of a use case

The priority of a use case is represented by a circle icon on left of the use case node in the navigation pane. The priority indicators include a letter and color to represent their relative priority. A red circle with an “H” is high priority, a blue circle with an “M” is medium priority, and a green circle with an “L” is low priority. To change the priority, move the mouse cursor over the use case node in the navigation pane and press the right mouse button. Select the “Priority” sub-menu, then the desired priority.

Change the status of a use case

The status of a use case is represented by a line along the bottom of the icon of the use case node in the navigation pane. The longer the bar, and the darker the bar, the greater the percent complete the use case is. Five status settings are available from 0% complete to 100% complete in increments of 25%. To change the status, move the mouse cursor over the use case node in the navigation pane and press the right mouse button. Select the “Status” sub-menu, then the desired status.

See a detailed view

Each navigation node represents an underlying entity in the requirements model. By double-clicking on a navigation node, the associated detail view for that entity will be displayed.

Open an external reference

Locate the external reference of interest in the navigation pane, and double-clicking with the left mouse button. The URL specified in the external link will be opened in the web browser for your platform.

Print a navigation tree

Arrange the navigation tree so the desired children are expanded or hidden. Move the mouse cursor anywhere on the background of the navigation pane, press the right mouse button and select the “Print” option. Select the desired printer in the standard print dialog.

Close an open application

Move the mouse cursor anywhere on the background of the navigation pane, press the right mouse button and select the popup menu option “Close Application”.

Applications

Change the name of an application

In the navigation pane, double-click the left mouse button on the node for the application. In the application view, change the name of the application.

Problem Statements

Add a problem statement

In the problem analysis navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Problem Statement”. Once created, the problem statement must contain at least one character. Note that only one problem statement per application is allowed.

View a problem statement

Locate the problem statement node in the navigation pane. Double-click on the node to view the existing problem statement.

Update a problem statement

A problem statement is opened by adding a new problem statement to the application node of the navigation pane, or double clicking on the problem statement node in the navigation pane. Once the problem statement view is opened, text can be added, updated, or copy and pasted from another source. The revised content of the problem statement is saved when the problem statement window is closed. Note that the problem statement must contain at least one character.

Delete a problem statement

In the navigation pane, move the mouse cursor over the node for the problem statement you would like to delete. Press the right mouse button and select the option for “Delete”.

Context Diagrams

Add a context diagram

In the problem analysis navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Context Diagram”. Only one context diagram per application is allowed.

View an existing context diagram

Locate the context diagram node in the navigation pane. Double-click on the node to view the existing context diagram.

Delete a context diagram

In the navigation pane, move the mouse cursor over the node for the context diagram. Press the right mouse button and select the option for “Delete” from the popup menu.

Add a stakeholder to a context diagram

In the context diagram, move the mouse cursor to the location where you would like the new stakeholder. Press the right mouse button, and select the option for “New Stakeholder”.

Remove a stakeholder from a context diagram

In the context diagram, move the mouse cursor over the stakeholder you would like to delete. Press the right mouse button and select the option for “Remove Stakeholder”.

Add a note to a context diagram

In the context diagram, move the mouse cursor to the location where you would like the note. Press the right mouse button and select the option for “New Note”. In the note view, add the desired text to the note. Multiple lines in the note text can be used to create a multi-line note on the diagram.

Remove a note from a context diagram

In the context diagram, move the mouse cursor over the note you would like to remove. Press the right mouse button and select the option for “Remove Note”.

Connect a stakeholder to the application

In the context diagram, move the mouse cursor over the stakeholder you would like to connect. Press the right mouse button and select the popup menu option for “Add Connection”. Move the mouse over the application box in the center of the diagram, and select the application box with the left mouse button. Enter an appropriate label in the connection view dialog and hit enter, or close the connection view.

Connect the application to a stakeholder

In the context diagram, move the mouse cursor over the application in the center of the diagram. Press the right mouse button and select the option for “Add Connection”. Move the mouse over the desired stakeholder icon and select it with the left mouse button. Enter an appropriate label in the connection view dialog and hit enter, or close the connection view.

Update the label on the connection between a stakeholder and an application

In the context diagram, double click on the connection you would like to remove. Update the label in the connection view and hit enter, or close the window.

Connect a note to the application or a stakeholder

In the context diagram, move the mouse cursor over the note. Press the right mouse button and select the option for “Add Connection”. Move the mouse over the desired stakeholder or application and select it with the left mouse button. The connection to a note defaults to a UML dependency.

Remove a connection

In the context diagram, move the mouse cursor over the connection you would like to remove. Press the right mouse button and select the option for “Remove Connection”.

Move a diagram entity

In the context diagram, select and hold the stakeholder, application or note you would like to move with the left mouse button. While holding the left mouse button, drag the entity to the desired location and release the mouse button.

View stakeholder details

Double-click the left mouse button on the stakeholder of interest. The stakeholder view will be opened.

View application details

Double-click the left mouse button on the application box. The application view will be opened.

Print a context diagram

Move the mouse cursor anywhere on the background of the context diagram, press the right mouse button and select the “Print” option. Select the desired printer in the standard print dialog.

Use Case Diagrams

Add a use case diagram

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Use Case Diagram”. Change the default diagram name to something meaningful. Note that only one primary use case diagram per application is allowed.

View a use case diagram

Locate the use case diagram node in the navigation pane. Double-click on the node to view the use case diagram.

Delete a use case diagram

In the navigation pane, move the mouse cursor over the node for the use case diagram. Press the right mouse button and select the option for “Delete”.

Add a use case to a use case diagram

In the use case diagram, move the mouse cursor to the location where you would like the new use case. Press the right mouse button, and select the option for “New Use Case”. In the use case view, change the default name of the use case.

Remove a use case from a use case diagram

In the use case diagram, move the mouse cursor over the use case you would like to remove. Press the right mouse button and select the option for “Remove Use Case”.

Add an existing actor to a use case diagram

In the use case diagram, move the mouse cursor to the location where you would like the actor. Press the right mouse button, and select the sub-menu for “Existing Stakeholder”, “Existing Participant”, or “Existing Subsystem”, and select the desired actor. The available choice vary depending on the context of the use case diagram.

Remove an actor from a use case diagram

In the use case diagram, move the mouse cursor over the actor you would like to remove. Press the right mouse button and select the option for “Remove Stakeholder”, “Remove Participant”, or “Remove Subsystem”. The menu choice will match the type of actor selected.

Add a note to a use case diagram

In the use case diagram, move the mouse cursor to the location where you would like the note. Press the right mouse button and select the option for “New Note”. In the note view, add the desired text to the note. Multiple lines in the note text can be used to create a multi-line note on the diagram.

Remove a note from a use case diagram

In the use case diagram, move the mouse cursor over the note you would like to remove. Press the right mouse button and select the option for “Remove Note”.

Connect two entities on a use case diagram

In the use case diagram, move the mouse cursor over the first entity you would like to connect. Press the right mouse button and select the option for “Add Connection”. Move the mouse over the second entity you would like to connect it to, and select it with the left mouse button. A connection between entities defaults to a UML protocol which is a simple line. A connection to a note defaults to a UML dependency.

Remove a connection between two entities

In the use case diagram, move the mouse cursor over the connection you would like to remove. Press the right mouse button and select the option for “Remove Connection”.

Move an entity on the diagram

In the use case diagram, select and hold the entity you would like to move with the left mouse button. While holding the left mouse button, drag the entity to the desired location and release the mouse button.

View entity details

Double-click the left mouse button on the entity of interest. The entity view will be opened.

Print a use case diagram

Move the mouse cursor anywhere on the background of the use case diagram, press the right mouse button and select the “Print” option. Select the desired printer in the standard print dialog.

Add a sub-use case diagram

A hierarchy of use case diagrams can be created to represent arbitrarily complex systems. To create a sub-use case diagram, move the mouse cursor over the use case where you desire the sub-use case diagram. Press the right mouse button and select the option for “Add Sub-Diagram.”

Refactor a use case

One use case can moved to a sub-use case diagram of another use case. Move the mouse cursor over the use case you would like to refactor. Select and hold the left mouse button, and drag the use case on top of the use case you would like to move the selected use case under and release the mouse button. If a sub-diagram does not exist, a new one will be created. The use case will be placed on the sub-diagram in the same location as the original diagram. All existing connections are removed.

Promote a use case

A use case can moved to a parent use case diagram. Move the mouse cursor over the use case you would like to promote. Press the right mouse button and select the option “Promote Use Case”. The use case will be moved to the parent use case diagram and placed in the same location. All existing connections are removed. If there is no parent use case diagram, the use case will not be moved and an error message will be displayed at the bottom of the use case diagram view.

Relationship Diagrams

Add a relationship diagram

In the navigation pane, move the mouse cursor over the node for the application, press the right mouse button, and select the menu option for “New Relationship Diagram”. Change the default diagram name to something meaningful.

View a relationship diagram

Locate the relationship diagram node in the navigation pane. Double-click on the node to view the relationship diagram.

Delete a relationship diagram

In the navigation pane, move the mouse cursor over the node for the relationship diagram. Press the right mouse button and select the option for “Delete”.

Add a new participant to a relationship diagram

In the relationship diagram, move the mouse cursor to the location where you would like the participant. Press the right mouse button and select the option for “New Participant”. In the participant view, change the default name of the participant.

Add an existing participant to a relationship diagram

In the relationship diagram, move the mouse cursor to the location where you would like the participant. Press the right mouse button, and select the sub-menu for “Existing Participant”, and select the desired participant.

Remove a participant from a relationship diagram

In the relationship diagram, move the mouse cursor over the participant you would like to remove. Press the right mouse button and select the option for “Remove Participant”.

Add a note to a relationship diagram

In the relationship diagram, move the mouse cursor to the location where you would like the note. Press the right mouse button and select the option for “New Note”. In the note view, add the desired text to the note. Multiple lines in the note text can be used to create a multi-line note on the diagram.

Remove a note from a relationship diagram

In the relationship diagram, move the mouse cursor over the note you would like to remove. Press the right mouse button and select the option for “Remove Actor”.

Connect two participant on a relationship diagram

In the relationship diagram, move the mouse cursor over the first (or parent) participant you would like to connect. Press the right mouse button and select the option for “Add Connection”. Move the mouse over the second (or child) participant you would like to connect, and select it with the left mouse button. The connection between participants defaults to a UML aggregation which is a simple line with a white diamond at the parent end of the relationship.

Change a connection type

In the relationship diagram, move the mouse cursor over the connection you would like to change. Press the right mouse button and select the desired connection type. Supported connection types are aggregation, composition, inheritance, association and dependency. Each connection type is drawn according to UML standards for that type.

Add a label to a connection

In the relationship diagram, double-click on the connection you would like to label. In the connection view, add the label text and close the connection view.

Add cardinality to a connection

In the relationship diagram, double-click on the connection on which you would like to add cardinality labels. In the connection view, add the cardinality labels at the appropriate end and close the connection view.

Remove a connection between two entities

In the relationship diagram, move the mouse cursor over the connection you would like to remove. Press the right mouse button and select the option for “Remove Connection”.

Move an entity on the diagram

In the relationship diagram, select and hold the entity you would like to move with the left mouse button. While holding the left mouse button, drag the entity to the desired location and release the mouse button.

Lock a connection location

The diagram layout behavior chooses the connection layout and location and for relationship lines between participants. In some cases, it may be desirable to override the default layout behavior to clarify certain relationships. In the relationship diagram, double-click on the connection on which you would like to lock the connection location. Select the connection location desired, or the default “Auto”. Note that overriding the default layout may produce interesting results!

View participant details

Double-click the left mouse button on the participant of interest. The participant view will be opened.

Print a relationship diagram

Move the mouse cursor anywhere on the background of the relationship diagram, press the right mouse button and select the “Print” option. Select the desired printer in the standard print dialog.

Stakeholders

Add a stakeholder

In a context diagram, move the mouse cursor to where you would like the new stakeholder located. Press the right mouse button and select the option “New Stakeholder”. A new stakeholder is created and the stakeholder view is opened. Change the default name of the stakeholder and fill in the remaining information as desired. The diagrams and navigation pane will be updated when the stakeholder view is closed.

View a stakeholder

In a context diagram, use case diagram, or navigation pane, double-click the left mouse button on the stakeholder of interest. The stakeholder view is opened.

Change a stakeholder name

In a stakeholder view, change the name at the top of the view to the desired name. The diagrams will be updated with the new name when the stakeholder view is closed.

Update stakeholder contributions

In a stakeholder view, change the contributions of the stakeholder in the middle text area.

Update stakeholder benefits

In a stakeholder view, change the benefits of the stakeholder in the lower text area.

Print a stakeholder

In a stakeholder view, press the right mouse button and select the “Print” option. Select the desired printer from the standard dialog.

Actors

Add an actor

In a use case diagram, an actor represents a stakeholder, participant, or subsystem outside the current scope of the selected entity. To add an actor to a use case diagram, move the mouse cursor to where you would like the actor located. Press the right mouse button and select from the “Existing...“ menu options. The selected entity will be added to the diagram. The diagrams and navigation pane will be updated as necessary when the actor view is closed. Only existing stakeholders can be added to a problem analysis use case diagram. Existing participants and stakeholders can be added to solution design use case diagrams, and all stakeholders, participants subsystems and objects can be added to use cases in the implementation model.

View an actor

In a use case diagram or navigation pane, double-click the left mouse button on the actor of interest. The actor view for the select type of actor is opened.

Change an actor name

In an actor view, change the name at the top of the view to the desired name. The diagrams and navigation pane will be updated with the new name when the actor view is closed.

Update actor description

In an actor view, change the description of the actor in the upper text area. The actor description can also be changed in the navigation view when the actor is selected in the navigation pane.

Add an actor responsibility

In an actor view, click twice with the left mouse button in the first blank line under the “Knowledge” or the “Behavior” section. When selected, enter the desired knowledge or behavior into the selected cell. Hit the tab key, or select the associated cell in the “Collaboration” column, and enter the collaborating participant (if any). **After entering information into the cell, be sure to hit tab or return to ensure the information is correctly saved.**

Print an actor

In an actor view, press the right mouse button and select the “Print” option. Select the desired printer from the standard dialog.

Participants

Add a participant

In a use case description, select the text in the workflow that represents the name of the participant you would like to create. Press the right mouse button and select the option “New Participant”, “New Subsystem”, or “New Object” depending on which type of entity you would like to create. The new entity is created and the selected text is used for the name.

In a relationship diagram, move the mouse to the location where you would like the new participant. Press the right mouse button and select the option “New Participant”. If the relationship diagram is associated with a participant or subsystem, the popup menu will provide the appropriate option for the desired type of entity.

A new participant is created and the participant view is opened. Change the default name of the participant and fill in the remaining information as desired. The diagrams and navigation pane will be updated when the participant view is closed.

View a participant

In the navigation pane, double-click the left mouse button on the participant of interest. The participant view is opened.

In a relationship diagram, double-click on the rectangle for the participant.

Change a participant name

In an participant view, change the name at the top of the view to the desired name. The diagrams and navigation pane will be updated with the new name when the participant view is closed. The text of use cases and collaborations in the current application is searched, and each instance of the name is changed to ensure consistency across the model.

Update participant description

In an participant view, change the description of the participant in the upper text area. The participant description can also be changed in the navigation view when the participant is selected in the navigation pane.

Add a participant responsibility

In an participant view, click twice with the left mouse button in the first blank line under the “Knowledge” or the “Behavior” section. When selected, enter the desired knowledge or behavior into the selected cell. Hit the tab key, or select the associated cell in the “Collaboration” column, and enter the collaborating participant (if any). **After entering information into the cell, be sure to hit tab or return to ensure the information is correctly saved.**

List activities

In the navigation pane for the solution or implementation, select the participant, subsystem or object of interest. Move the mouse cursor over the entity of interest and select the context-sensitive menu option for “List Activities”. Every use case workflow for the application will be searched for the name of the selected entity, and a complete list of every activity in which the name appears will be collected into a comprehensive list. The activities are identified by a pure text-based search, and may not be 100% accurate!

Print an participant

In a participant view, press the right mouse button and select the “Print” option. Select the desired printer from the standard dialog.

Use Cases

Add a use case

In a use case diagram, move the mouse cursor to where you would like the new use case located. Press the right mouse button and select the option “New Use Case”. A new use case is created and the use case description is opened. Change the default name of the use case and fill in the remaining information as desired. The diagrams and navigation pane will be updated when the use case view is closed.

View a use case

In a use case diagram or navigation pane, double-click the left mouse button on the use case of interest. The use case view is opened.

Change a use case name

In a use case view, change the name at the top of the view to the desired name. The diagrams and navigation pane will be updated with the new name when the use case view is closed.

Update use case description

In a use case view, change the description of the use case in the upper text area. The use case description can also be changed in the navigation view when the use case is selected in the navigation pane.

Update use case preconditions

In a use case view, change the preconditions of the use case in the text area toward the top of the form with the label “Preconditions”.

Update use case workflow

In a use case view, change the workflow of the use case in the center text area marked “Workflow.” When entering activities into the workflow pane, any use of a stakeholder, participant, subsystem or object will be highlighted in color. The highlight enforces the desired format of a use case activity: who does what to whom. Workflow text can also be used to create participants and other entities by selected the text of interest, and using the popup menu to create the desired type of entity. The selected text is used for the default name. The new entity will be highlighted once the entity detail view is closed. The numbers in the workflow are provided for your convenience.

Update use case results

In a use case view, change the results of the use case in the text area toward the bottom of the form with the label “Results”.

Add a use case variant

A variant is a complete use case description, but describes an alternate flow of the original use case that still accomplishes the stated results. We recommend that the original use case “greased path” or main success workflow be completed before adding variants.

To create a variant, in the use case view, select the tab in the center of the form for “Extensions”. Move the mouse cursor into the text area labeled “Variants”. Press the right mouse button and select the option “New Variant”. A new use case description is created with a copy of the original use case information. Change the default name for the variant, and modify the workflow as appropriate.

Add a use case exception

An exception is a complete use case description, but describes an alternate flow of the original use case that does not accomplish the stated results. We recommend that the original use case “greased path” workflow be completed before adding exceptions.

To create an exception, in the use case view, select the tab in the center of the form for “Extensions”. Move the mouse cursor into the text area labeled “Exceptions”. Press the right mouse button and select the option “New Exception”. A new use case description is created with a copy of the original use case information. Change the default name for the exception, and modify the workflow as appropriate.

Add a use case extension for technology or data

In the use case view, select the tab in the center of the form for “Extensions”. Enter the desired technology or data extensions into the labeled fields.

Open a use case variant or exception

In the use case view, select the tab in the center of the form for “Extensions”. Double-click the left mouse button on the desired variant or exception to open the use case view for that entry.

Delete a use case variant or exception

In the use case view, select the tab in the center of the form for “ Extensions”. Move the mouse cursor over the variant or exception you would like to delete, press the right mouse button and select the option “Delete”.

Print a use case, exception or variant

In use case view, press the right mouse button and select the “Print” option. Select the desired printer from the standard dialog.

External References

Add an external reference

Locate the node you would like to attach the reference to in the navigation pane. Move the mouse cursor over the node and press the right mouse button and select the option “Add External Reference”. Change the node label or the URL in the detail view for the external reference.

Open an external reference

Locate the node for the external reference in the navigation pane and double-click on the node with the left mouse button. The external reference will be opened in the internet browser on your platform.

Edit an external reference

Locate the node for the external reference in the navigation pane. Move the mouse cursor over the node and press the right mouse button and select the option “Edit External Reference”. Change the node label or the URL in the detail view for the external reference.

Delete an external reference

Locate the node for the external reference in the navigation pane. Move the mouse cursor over the node and press the right mouse button and select the option "Delete".