

A Glossary of Requirements Engineering Terminology

Traduction en français
French – English / English – French

**Caution: This glossary is aligned to the
CPRE Foundation Level syllabus 3.0 only!**

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Requirements Engineering (CPRE) Studies and Exam

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Version History

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| Version 1.1 | May 2011: Initial Document |
| Version 2.0.0 | April 2021: 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 the first independent document for the French Glossary |



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Definition of Terms

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

Terme (français)	Term (English)	Definition (English)
Acceptation	Acceptance	The process of assessing whether a ↑system satisfies all its ↑requirements.
Acteur	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.
Activité	Activity	An action or a set of actions that a person or group performs to accomplish a ↑task.
Adaptable, modifiable	Modifiability	The degree to which a ↑work product or ↑system can be modified without degrading its ↑quality.
Adéquation (d'une exigence)	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).

Terme (français)	Term (English)	Definition (English)
Agile	Agile	<ol style="list-style-type: none"> In general: <ol style="list-style-type: none"> Able to move quickly and easily. Quick, smart, and clever. In software development: A development approach which builds a product ↑incrementally by dividing work into ↑iterations of fixed duration (↑timeboxes). <p>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.</p>
Ambiguïté	Ambiguity	The contrary of → unambiguity
Analyse de structure	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.
Analyse d'exigences	Requirements analysis	<ol style="list-style-type: none"> Analysis of elicited ↑requirements in order to understand and document them. Synonym for ↑Requirements Engineering.
Artefact	Artifact	Synonym for ↑ work product.
Association	Association	In UML: A relationship between two ↑ classes in a ↑ UML ↑ class model.
Attribut	Attribute	A characteristic property of an ↑ entity or an ↑ object.
Backlog	Backlog	→ Product backlog, → sprint backlog

Terme (français)	Term (English)	Definition (English)
Backlog de sprint	Sprint backlog	A set of ↑product backlog items that have been selected to be implemented in the current ↑sprint.
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 d'exigences	Requirements baseline	A ↑baseline for a set of ↑requirements.
Bloc de temps	Timebox	A fixed, non-extendable amount of time for completing a set of ↑tasks.
Burndown chart	Burndown chart	A diagram plotting the work items that remain to accomplish on a time scale.
But	Goal	A desired state of affairs (that a ↑stakeholder wants to achieve). Note: Goals describe intentions of stakeholders. They may conflict with one another.
Cardinalité	Cardinality	<ol style="list-style-type: none"> 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.
Cas d'utilisation	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.

Terme (français)	Term (English)	Definition (English)
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.
Client	Customer	A person or organization who receives a ↑system, a ↑product or a ↑service. Also see ↑stakeholder.
Cohérence (des exigences)	Consistency (of requirements)	The degree to which a set of ↑requirements is free of contradicting statements.
Comité de contrôle des changements	Change control board	<p>A committee of ↑customer and ↑supplier representatives that decides on ↑change requests.</p> <p>Abbreviation: CCB</p> <p>Note: The Change control board should not be confused with a <i>change advisory board</i>, which is a committee that evaluates change requests for a ↑system in operation and typically has no decision power.</p>
Comité de direction	Steering committee	A committee that supervises a project.
Complétude (des exigences)	Completeness (of requirements)	<ol style="list-style-type: none"> 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.

Terme (français)	Term (English)	Definition (English)
Comportement	Behavior	<p>The way in which a ↑system reacts to stimuli, changes its state and produces observable results.</p> <p>Note: Stimuli may be events or changes of conditions. Their origin may be external or system-internal.</p>
Composant	Component	<ol style="list-style-type: none">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. <p>Note: When viewed in isolation, a component is a ↑system by itself.</p>
Composition (dans un contexte technique)	Composition (in a technical context)	<ol style="list-style-type: none">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.
Compréhensibilité	Understandability	<p>The degree to which an ↑item is comprehensible to its intended users.</p> <p>Note: Typical items are: a ↑system, a ↑work product, or a part thereof.</p>

Terme (français)	Term (English)	Definition (English)
Conception	Design	<ol style="list-style-type: none"> 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]. <p>Notes:</p> <ol style="list-style-type: none"> 1. In software product development, we distinguish between <i>creative design</i> which shapes the look and feel of the product, i.e., its perceivable form, function and quality, and <i>technical design</i> (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 <i>product design</i>. 3. The creative design of digital solutions is called <i>digital design</i>.
Configuration	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.
Configuration d'exigences	Requirements configuration	→ Configuration
Conflit d'exigences	Requirements conflict	<ol style="list-style-type: none"> 1. A situation where two or more ↑requirements cannot be satisfied together. 2. A situation where two or more ↑stakeholders disagree about certain ↑requirements. <p>Note: Requirements conflicts have to be solved by ↑requirements negotiation.</p>
Conformité	Compliance	The adherence of a ↑work product to ↑standards, conventions, regulations, laws, or similar prescriptions.

Terme (français)	Term (English)	Definition (English)
Conformité	Conformity	The degree to which a ↑work product conforms to regulations given in some ↑standard.
Contexte	Context	<ol style="list-style-type: none"> 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. <p>Note: Context in the second meaning is also called the ↑system context.</p>
Contexte du système	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.
Contrainte (dans l'IE)	Constraint (in RE)	A ↑requirement that limits the solution space beyond what is necessary for meeting the given ↑functional requirements and ↑quality requirements.
Critère d'acceptation	Acceptance criteria	<p>In agile: Criteria that the implementation of a ↑user story must satisfy in order to be accepted by the ↑stakeholders.</p> <p>Note: Acceptance criteria may also be written for ↑backlog items other than user stories.</p>
Défaut, bug	Defect	<p>An imperfection or deficiency in a ↑work product that impairs its intended use.</p> <p>Synonyms: bug, fault</p>
Demande de changement	Change request	In RE: A well-argued request for changing one or more ↑baselined ↑requirements.

Terme (français)	Term (English)	Definition (English)
Diagramme d'activité	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.
Diagramme de cas d'utilisation	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.
Diagramme de classes	Class diagram	A diagrammatic representation of a class model.
Diagramme de contexte	Context diagram	<ol style="list-style-type: none"> 1. A diagrammatic representation of a context model. 2. In Structured Analysis, the context diagram is the root of the dataflow diagram hierarchy.
Diagramme de feature	Feature diagram	A diagrammatic representation of a feature model.
Diagramme de flux de données	Data flow diagram	A diagrammatic representation of a data flow model. Abbreviation: DFD
Diagramme de séquence	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.
Diagramme d'états	Statechart	A state machine having states that are hierarchically and/or orthogonally decomposed.
Diagramme d'objet	Object diagram	A diagrammatic representation of an object model.

Terme (français)	Term (English)	Definition (English)
Diagramme entité-relation	Entity-relationship diagram	A diagrammatic representation of an ↑entity-relationship model. Abbreviation: ERD
Diagramme états-transitions	State machine diagram	A diagrammatic representation of a ↑state machine.
Diagramme états-transitions	State-transition diagram	→ State machine diagram
Document d'exigences	Requirements document	A document consisting of a ↑requirements specification. Note: Requirements document is frequently used as a synonym for requirements specification.
Domaine	Domain	A range of relevant things (for some given matter); for example, an ↑application domain.
Domaine d'application	Application domain	Those parts of the real world that are relevant for determining the ↑context of a ↑system.
Domaine d'exigence	Domain requirement	A ↑domain property in the ↑context of a ↑system that is required to hold.
Efficacité	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.
Efficience	Efficiency	The degree to which resources are expended in relation to results achieved.
Elaboration (des exigences)	Elaboration (of requirements)	An umbrella term for requirements ↑elicitation, ↑negotiation and ↑validation.

Terme (français)	Term (English)	Definition (English)
Elucidation (des exigences)	Elicitation (of requirements)	→ Requirements elicitation
Elucidation des exigences	Requirements elicitation	The process of seeking, capturing and consolidating ↑requirements from available ↑sources, potentially including the re-construction or creation of requirements.
Entité	Entity	<ol style="list-style-type: none"> 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).
Epic	Epic	In agile development: An abstract description of a ↑stakeholder need which is larger than what can be implemented in a single ↑iteration.
Erreur	Error	<ol style="list-style-type: none"> 1. A human action that produces an incorrect result. 2. A discrepancy between an observed ↑behavior or result and the specified behavior or result. <p>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.</p>
Exactitude, adéquation	Correctness	<p>The degree to which the information contained in a ↑work product is provably true.</p> <p>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.</p>

Terme (français)	Term (English)	Definition (English)
Exigence	Requirement	<ol style="list-style-type: none"> 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.
Exigence de l'utilisateur	User requirement	<p>A ↑requirement expressing a ↑user need.</p> <p>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.</p>
Exigence de partie prenante	Stakeholder requirement	<p>A ↑requirement expressing a ↑stakeholder desire or need.</p> <p>Note: Stakeholder requirements are typically written by stakeholders and express their desires and needs from their perspective.</p>
Exigence de performance	Performance requirement	<p>A ↑requirement describing a performance characteristic (timing, speed, volume, capacity, throughput, ...).</p> <p>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.</p>
Exigence fonctionnelle	Functional requirement	<p>A ↑requirement concerning a result or ↑behavior that shall be provided by a function of a ↑system.</p>
Exigence Métier	Business requirement	<p>A ↑requirement stating a business ↑goal, objective or need of an organization.</p> <p>Note: Business requirements typically state those business goals, objectives and needs that shall be achieved by employing a ↑system or a collection of systems.</p>

Terme (français)	Term (English)	Definition (English)
Exigence non-fonctionnelle	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.
Exigence qualité	Quality requirement	A ↑requirement that pertains to a quality concern that is not covered by ↑functional requirements.
Exigence système	System requirement	A ↑requirement pertaining to a ↑system.
Faisabilité (d'une exigence)	Feasibility (of a requirement)	The degree to which a ↑requirement for a ↑system can be implemented under existing ↑constraints.
Faute	Fault	→ Defect
Feature , caractéristique, fonctionnalité	Feature	A distinguishing characteristic of a ↑system that provides value for ↑stakeholders. Note: 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.
Fiabilité	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.
Flux de contrôle	Control flow	The order in which a set of actions is executed.
Flux de données	Data flow	A sequence of data items flowing from a producer to a consumer.

Terme (français)	Term (English)	Definition (English)
Fonctionnalité	Functionality	The capabilities of a ↑system as stated by its ↑functional requirements.
Fournisseur	Supplier	A person or organization who delivers a ↑product or ↑service to a ↑customer.
Frontière du contexte	Context boundary	<p>The boundary between the ↑context of a ↑system and those parts of the ↑application domain that are irrelevant for the ↑system and its ↑requirements.</p> <p>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.</p>
Gabarit de document	Document template	<p>A template providing a predefined skeleton structure for a document. (→ requirements template)</p> <p>Note: In RE, document templates can be used to structure ↑requirements documents.</p>
Gabarit de forme	Form template	<p>A template providing a form with predefined fields to be filled-in. (→ requirements template)</p> <p>Note: In RE, form templates can be used to specify ↑use cases or ↑quality requirements.</p>
Gabarit de phrase	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)

Terme (français)	Term (English)	Definition (English)
Gabarit d'exigence	Requirements template	<p>A template for specifying ↑requirements.</p> <p>Note: In RE, several forms of templates are used. ↑<i>Phrase templates</i> are used for specifying individual ↑requirements or ↑user stories. ↑<i>Form templates</i> can be used to specify ↑use cases or ↑quality requirements. ↑<i>Document templates</i> provide a predefined structure for ↑requirements documents.</p>
Gestion des changements	Change management	<p>A controlled way to effect or deny a requested change of a ↑work product.</p>
Gestion des exigences	Requirements management	<p>The process of managing existing ↑requirements and requirements-related ↑work products, including the storing, changing and tracing of requirements (↑traceability).</p>
Glossaire	Glossary	<p>A collection of definitions of terms that are relevant in some ↑domain.</p> <p>Note: Frequently, a glossary also contains cross-references, ↑synonyms, ↑homonyms, acronyms, and abbreviations.</p>
Homonyme	Homonym	<p>A term looking identical to another term but having a different meaning.</p> <p>Note: For example, bill as a bank note and bill as a list (of materials) are homonyms.</p>
Ingénierie des exigences	Requirements Engineering	<p>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.</p> <p>Abbreviation: RE</p>

Terme (français)	Term (English)	Definition (English)
Ingénieur des exigences	Requirements Engineer	<p>A person who – in collaboration with ↑stakeholders – elicits, documents, validates, and manages ↑requirements.</p> <p>Note: In most cases, requirements engineer is a ↑role and not a job title.</p>
Inspection	Inspection	<p>A formal ↑review of a ↑work product by a group of experts according to given criteria, following a defined procedure.</p>
Item	Item	<p>Anything which is perceivable or conceivable.</p> <p>Synonyms: entity, object</p>
Itération	Iteration	<ol style="list-style-type: none"> 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. <p>Note: In agile development, iteration and ↑sprint are frequently used as synonyms.</p>
Langage	Language	<p>A structured set of signs for expressing and communicating information.</p> <p>Note: Signs are any elements that are used for communication: spoken or written words or expressions, symbols, gestures, sounds, etc.</p>
Langage de Modélisation	Modeling language	<p>A ↑language for expressing ↑models of a certain kind. May be textual, graphic, symbolic or some combination thereof.</p>
Langage naturel	Natural language	<p>A ↑language that people use for speaking and writing in everyday life.</p> <p>Note: This is in contrast to <i>artificial languages</i> that people have deliberately created for specific purposes such as programming or specifying.</p>



Terme (français)	Term (English)	Definition (English)
Langue de spécification	Specification language	An artificial ↑language that has been created for expressing ↑specifications.
Ligne de produit	Product line	<p>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.</p> <p>Note: The points in a product line where there is more than one ↑variant to select from are called ↑variation points.</p> <p>Synonym: Product family</p>
Limite du système	System boundary	<p>The boundary between a ↑system and its surrounding ↑context.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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).
l'incrément. (dans le domaine du développement de software)	Increment (in software development)	<p>An addition to a ↑system under development that extends, enhances or refactors (↑refactoring) the existing parts of the system.</p> <p>Note: In ↑agile development, every ↑iteration produces an increment.</p>

Terme (français)	Term (English)	Definition (English)
Machine à états	State machine	A ↑model describing the behavior of a ↑system by a finite set of <i>states</i> and state <i>transitions</i> . State transitions are triggered by <i>events</i> and can in turn trigger <i>actions</i> and new events.
Maintenabilité	Maintainability	The ease with which a ↑system can be modified by the intended maintainers. Note: Maintainability may be stated as a ↑quality requirement.
Maquette (d'un système digital)	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.
Méthode	Method	The systematic application of a ↑technique (or a set of techniques) to achieve an objective or create a ↑work product.
Methodologie	Methodology	<ol style="list-style-type: none"> 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.
Modèle	Model	An abstract representation of an existing part of reality or a part of reality to be created. Notes: <ol style="list-style-type: none"> 1. The notion of reality includes any conceivable set of elements, phenomena, or concepts, including other models. 2. Models are always built for <i>specific purposes</i> in a <i>specific context</i>. 3. With respect to a model, the modeled part of reality is called the <i>original</i>. 4. In RE, ↑requirements can be specified with models.

Terme (français)	Term (English)	Definition (English)
Modèle d'activité	Activity model	A ↑model of the flow of actions in some part of a ↑system.
Modèle de but	Goal model	<p>A ↑model representing a set ↑goals, sub-goals and the relationships between them.</p> <p>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.</p>
Modèle de cas d'utilisation	Use case model	A ↑model consisting of a set of ↑use cases, typically together with a ↑use case diagram.
Modèle de classe	Class model	A model consisting of a set of ↑classes and relationships between them.
Modèle de comportement	Behavior model	A ↑model describing the ↑behavior of a ↑system, e.g., by a ↑state machine.
Modèle de contexte	Context model	A ↑model describing a ↑system in its ↑context.
Modèle de domaine	Domain model	<p>A ↑model describing phenomena in an ↑application domain.</p> <p>Notes:</p> <ol style="list-style-type: none"> 1. In RE, domain models are created with the intention to understand the ↑application domain in which a planned ↑system will be situated. 2. <i>Static domain models</i> 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.
Modèle de feature	Feature model	A ↑model describing the variable features of a ↑product line, including their relationships and dependencies.



Terme (français)	Term (English)	Definition (English)
Modèle de flux de données	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.
Modèle de processus	Process model	A ↑model describing a ↑process or a set of related processes.
Modèle d'exigences	Requirements model	A ↑model that has been created with the purpose of specifying ↑requirements.
Modèle d'objet	Object model	A ↑model describing a set of ↑objects and relationships between them.
Modèles entité-relation	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
Multiplicité	Multiplicity	→ Cardinality
nécessité. (d'une exigence)	Necessity (of a requirement)	The degree to which an individual ↑requirement is a necessary part of the ↑requirements specification of a ↑system.
Négociation des exigences	Requirements negotiation	A ↑process where ↑stakeholders are working toward reaching an agreement to resolve ↑requirements conflicts.
Non ambiguïté (des exigences)	Unambiguity (of requirements)	The degree to which a ↑requirement is expressed such that it cannot be understood differently by different people.

Terme (français)	Term (English)	Definition (English)
Objet	Object	<ol style="list-style-type: none"> 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).
Outil (en ingénierie logicielle)	Tool (in software engineering)	<p>A (software) ↑system that helps develop, operate and maintain systems.</p> <p>Note: In RE, tools support ↑requirements management as well as modeling, documenting, and validating ↑requirements.</p>
Partie prenante	Stakeholder	<p>A person or organization who influences a ↑system's ↑requirements or who is impacted by that system.</p> <p>Note: Influence can also be indirect. For example, some stakeholders may have to follow instructions issued by their managers or organizations.</p>
Périmètre (du développement d'un système)	Scope (of a system development)	<p>The range of things that can be shaped and designed when developing a ↑system.</p>
Persona	Persona	<p>A fictitious character representing a group of ↑users with similar needs, values and habits who are expected to use a ↑system in a similar way.</p>
Point de variation	Variation point	<p>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.</p>
Point de vue	Viewpoint	<p>A certain perspective on the ↑requirements of a ↑system.</p> <p>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.</p>

Terme (français)	Term (English)	Definition (English)
Point en commun	Commonality	The parts of a ↑product line that are shared by all its members.
Portabilité	Portability	The ease with which a ↑system can be transferred to another platform while preserving its characteristics.
Pratique	Practice	A proven way of how to carry out certain types of ↑tasks or ↑activities.
Priorisation	Prioritization	The process of assigning priorities to a set of ↑items.
Priorité	Priority	The level of importance assigned to an ↑item, e.g., a ↑requirement or a ↑defect, according to certain criteria.
Problème	Problem	A difficulty, open question or undesirable condition that needs investigation, consideration, or solution.
Processus	Process	<p>A set of interrelated ↑activities performed in a given order to process information or materials.</p> <p>Note: The notion of process includes <i>business processes</i> (e.g., how to commission and send ordered goods to ↑customers), <i>information processes</i> (e.g., how to deliver records from a database that match a given query), and <i>technical processes</i> (e.g., cruise control in a car).</p>
Product backlog	Product backlog	<p>An ordered, typically prioritized collection of work items that a development team has to work on when developing or evolving a ↑system.</p> <p>Note: Items include ↑requirements, ↑defects to be fixed, or ↑refactorings to be done.</p>



Terme (français)	Term (English)	Definition (English)
Product Owner	Product owner	<p>A person responsible for a ↑product in terms of ↑functionality, value and ↑risk.</p> <p>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.</p>
Produit (dans le contexte logiciel)	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.
Produit d'activités	Work product	<p>A recorded, intermediate or final result generated in a work ↑process.</p> <p>Synonym: ↑Artifact</p>
Prototypage	Prototyping	A ↑process that involves the creation and evaluation of ↑prototypes.
Prototype	Prototype	<ol style="list-style-type: none"> 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. <p>Notes:</p> <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> (a) with respect to their degree of fidelity into ↑native prototypes, ↑mock-ups and ↑wireframes; (b) with respect to their purpose into ↑exploratory prototypes and ↑evolutionary prototypes.

Terme (français)	Term (English)	Definition (English)
Prototype évolutif	Evolutionary prototype	A pilot system forming the core of a ↑system to be developed.
Prototype exploratoire	Exploratory prototype	A throwaway ↑prototype used to create shared understanding, clarify ↑requirements or validate requirements.
Prototype initial	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.
Qualité	Quality	<ol style="list-style-type: none"> 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. <p>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.</p>
Ramification d'exigences	Requirements branching	→ Branch
Redondance	Redundancy	Multiple occurrence of the same information or resource.
Refactoring	Refactoring	The improvement of the internal ↑quality of source code, particularly the structure of the code, without changing its observable behavior.
Release	Release	A ↑configuration that has been released for installation and use by ↑customers.



Terme (français)	Term (English)	Definition (English)
Relecture technique	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.
Revue	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.
Risque	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.
Rôle	Role	<ol style="list-style-type: none"> 1. 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.
Scénario	Scenario	<ol style="list-style-type: none"> 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 ↑factors. May be a concrete sequence (instance scenario) or a set of potential sequences (type scenario, ↑use case).
Schéma de processus	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.
Scrum	Scrum	A popular ↑ process framework for ↑ agile development of a ↑ system.



Terme (français)	Term (English)	Definition (English)
Secteur	Branch	<p>A line of ↑configurations or ↑work product ↑versions that forks away from the main line (or from another branch) at some point in time.</p> <p>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.</p>
Sécurité	Security	<p>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.</p> <p>Note: Security requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.</p>
Sémantique	Semantics	<p>The meaning of a sign or a set of signs in a ↑language.</p>
Semi formel	Semi-formal	<p>Something which is formal to some extent, but not completely.</p> <p>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.</p>
Service	Service	<p>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.</p> <p>Note: In systems engineering, software engineering and Requirements Engineering, services are typically provided by a ↑system for a ↑user or another system.</p>
Source (d'une exigence)	Source (of a requirement)	→ Requirements source

Terme (français)	Term (English)	Definition (English)
Source des exigences	Requirements source	<p>The source from which a ↑requirement has been derived.</p> <p>Note: Typical sources are ↑stakeholders, documents, existing ↑systems and observations.</p>
Spécification	Specification	<ol style="list-style-type: none"> 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. <p>Note: A specification may be about required properties (↑requirements specification) or implemented properties (e.g., a technical product specification).</p>
Spécification des exigences	Requirements specification	<p>A systematically represented collection of ↑requirements, typically for a ↑system, that satisfies given criteria.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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.
Spécification des exigences client	Customer requirements specification	<p>A coarse description of the required capabilities of a ↑system from the ↑customer's perspective.</p> <p>Note: A customer requirements specification is usually supplied by the ↑customer.</p>



Terme (français)	Term (English)	Definition (English)
Spécification des exigences d'un logiciel	Software requirements specification	A ↑requirements specification pertaining to a software ↑system. Abbreviation: SRS
Spécification des exigences système	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
Spécification par l'exemple	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.
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.
Story (dans un contexte IE)	Story (in an RE context)	→ User story
Story map	Story map	A two-dimensional arrangement of ↑user stories. 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.

Terme (français)	Term (English)	Definition (English)
Sûreté	Safety	<p>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.</p> <p>Note: Safety ↑requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.</p>
Synonyme	Synonym	A word having the same meaning as another word.
Syntaxe	Syntax	The rules for constructing structured signs in a ↑ language.



Terme (français)	Term (English)	Definition (English)
Système	System	<ol style="list-style-type: none"> In general: A principle for ordering and structuring. In engineering: A coherent, delimitable set of elements that – by coordinated action – achieve some purpose. <p>Notes:</p> <ol style="list-style-type: none"> A system may comprise other systems or ↑components as sub-systems. The purposes achieved by a system may be delivered by <ul style="list-style-type: none"> 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. Systems containing both software and physical ↑components are called <i>cyber-physical systems</i>. Systems spanning software, hardware, people and organizational aspects are called <i>socio-technical systems</i>. <p>Important: In all definitions referring to system in this glossary, system is an umbrella term which includes</p> <ul style="list-style-type: none"> ↑Products provided to ↑customers, ↑Services made available to ↑customers, Other work products such as <i>devices, procedures</i> or <i>tools</i> that help people or organizations achieve some goal, System ↑components or ↑compositions of systems.
Table de décision	Decision table	A tabular representation of a complex decision, specifying which actions to perform for the possible combinations of condition values.
Tâche	Task	A coherent chunk of work to be done.
Technique	Technique	A documented set of coherent actions for accomplishing a ↑task or achieving an objective.



Terme (français)	Term (English)	Definition (English)
Test d'acceptation	Acceptance test	<p>A test that assesses whether a ↑system satisfies its ↑requirements.</p> <p>Note: Typically used by ↑customers to determine whether or not to accept a system.</p>
Thème	Theme	<p>In agile development: A collection of related ↑user stories.</p>
Tolérance aux fautes	Fault tolerance	<p>The capability of a ↑system to operate as intended despite the presence of (hardware or software) ↑faults.</p> <p>Note: Fault tolerance may be stated as a ↑quality requirement.</p>
Traçabilité	Traceability	<ol style="list-style-type: none"> In general: The ability to establish explicit relationships between related ↑work products or ↑items within work products. In RE: The ability to trace a ↑requirement <ol style="list-style-type: none"> back to its origins, forward to its implementation in design and code and its associated tests, to requirements it depends on (and vice-versa).
Type d'exigence	Kind of requirement	<p>A classification of requirements according to their kind into ↑system requirements (consisting of ↑functional requirements, ↑quality requirements and ↑constraints), project requirements, and process requirements.</p> <p>Notes:</p> <ol style="list-style-type: none"> RE is primarily concerned with system requirements. Quality requirements and constraints are also called ↑non-functional requirements.

Terme (français)	Term (English)	Definition (English)
UML	UML	Abbreviation for Unified Modeling Language, a standardized language for modeling problems or solutions.
User Story	User story	<p>A description of a need from a ↑user’s perspective together with the expected benefit when this need is satisfied.</p> <p>Notes:</p> <ol style="list-style-type: none"> 1. User stories are typically written in ↑natural language using a ↑phrase template and are accompanied by ↑acceptance criteria. 2. In ↑agile development, user stories are the main means for communicating needs between a ↑product owner and the development team.
Utilisabilité	Usability	<p>The degree to which a ↑system can be used by specified ↑users to achieve specified ↑goals in a specified context of use.</p> <p>Note: Usability particularly includes the capability of a ↑system to be understood, learned, used, and liked by its intended ↑users.</p>
Utilisateur	User	<p>A person who uses the ↑functionality provided by a ↑system.</p> <p>Note: Users (also called end users) always are ↑stakeholders of a ↑system.</p>
Utilisateur final	End user	→ User
Validation	Validation	<p>The ↑process of confirming that an ↑item (a ↑system, a ↑work product or a part thereof) matches its ↑stakeholders’ needs.</p> <p>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.</p>



Terme (français)	Term (English)	Definition (English)
Variabilité	Variability	<ol style="list-style-type: none"> 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.
vérifiabilité ; (des exigences)	Verifiability (of requirements)	<p>The degree to which the fulfillment of a ↑requirement by an implemented ↑system can be verified.</p> <p>Note: Such ↑verification can be performed, for example, by defining ↑acceptance test cases, measurements or ↑inspection procedures.</p>
Vérification	Verification	<p>The process of confirming that an ↑item (a system, a work product, or a part thereof) fulfills its ↑specification.</p> <p>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.</p>
Version	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.
Vision (pour un système ou un produit)	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.
Vue	View	<p>An excerpt from a ↑work product, containing only those parts one is currently interested in.</p> <p>Note: A view can abstract or aggregate parts of the work product.</p>

Terme (français)	Term (English)	Definition (English)
Wireframe, prototype rudimentaire	Wireframe	<p>A low-fidelity [↑]prototype built with simple materials that primarily serves for discussing and validating requirements, design ideas or user interface concepts.</p> <p>Note: When prototyping digital systems, wireframes are typically built with paper. Such prototypes are also called <i>paper prototypes</i>.</p>



English - French dictionary

Term (English)	Terme (français)
Acceptance	Acceptation
Acceptance criteria	Critère d'acceptation
Acceptance test	Test d'acceptation
Activity	Activité
Activity diagram	Diagramme d'activité
Activity model	Modèle d'activité
Actor	Acteur
Adequacy (of a requirement)	Adéquation (d'une exigence)
Agile	Agile
Ambiguity	Ambiguïté
Application domain	Domaine d'application
Artifact	Artefact
Association	Association
Attribute	Attribut

Term (English)

Terme (français)

Backlog

Backlog

Baseline

Baseline

Behavior model

Modèle de comportement

Behavior

Comportement

Branch

Secteur

Burndown chart

Burndown chart

Business requirement

Exigence Métier

Cardinality

Cardinalité

Change control board

Comité de contrôle des changements

Change management

Gestion des changements

Change request

Demande de changement

Class diagram

Diagramme de classes

Class model

Modèle de classe

Class

Classe

Commonality

Point en commun

Completeness (of requirements)

Complétude (des exigences)

Term (English)

Compliance

Component

Composition (in a technical context)

Configuration

Conformity

Consistency (of requirements)

Constraint (in RE)

Context boundary

Context diagram

Context model

Context

Control flow

Correctness

Customer requirements specification

Customer

Data flow

Data flow diagram

Terme (français)

Conformité

Composant

Composition (dans un contexte technique)

Configuration

Conformité

Cohérence (des exigences)

Contrainte (dans l'IE)

Frontière du contexte

Diagramme de contexte

Modèle de contexte

Contexte

Flux de contrôle

Exactitude, adéquation

Spécification des exigences client

Client

Flux de données

Diagramme de flux de données

Term (English)

Data flow model

Decision table

Defect

Design

Document template

Domain model

Domain requirement

Domain

Effectiveness

Efficiency

Elaboration (of requirements)

Elicitation (of requirements)

End user

Entity

Entity-relationship diagram

Entity-relationship model

Epic

Terme (français)

Modèle de flux de données

Table de décision

Défaut, bug

Conception

Gabarit de document

Modèle de domaine

Domaine d'exigence

Domaine

Efficacité

Efficienc

Elaboration (des exigences)

Elucidation (des exigences)

Utilisateur final

Entité

Diagramme entité-relation

Modèles entité-relation

Epic

Term (English)

Terme (français)

Error

Erreur

Evolutionary prototype

Prototype évolutif

Exploratory prototype

Prototype exploratoire

Fault tolerance

Tolérance aux fautes

Fault

Faute

Feasibility (of a requirement)

Faisabilité (d'une exigence)

Feature diagram

Diagramme de feature

Feature model

Modèle de feature

Feature

Feature, caractéristique, fonctionnalité

Form template

Gabarit de forme

Functional requirement

Exigence fonctionnelle

Functionality

Fonctionnalité

Glossary

Glossaire

Goal model

Modèle de but

Goal

But

Homonym

Homonyme

Increment (in software development)

l'incrément. (dans le domaine du développement de software)

Term (English)

Inspection

Item

Iteration

Kind of requirement

Language

Maintainability

Method

Methodology

Mock-up (of a digital system)

Model

Modeling language

Modifiability

Multiplicity

Native prototype

Natural language

Necessity (of a requirement)

Non-functional requirement

Terme (français)

Inspection

Item

Itération

Type d'exigence

Langage

Maintenabilité

Méthode

Méthodologie

Maquette (d'un système digital)

Modèle

Langage de Modélisation

Adaptable, modifiable

Multiplicité

Prototype initial

Langage naturel

nécessité. (d'une exigence)

Exigence non-fonctionnelle

Term (English)

Object diagram

Object model

Object

Performance requirement

Persona

Phrase template

Portability

Practice

Prioritization

Priority

Problem

Process model

Process pattern

Process

Product backlog

Product line

Product owner

Terme (français)

Diagramme d'objet

Modèle d'objet

Objet

Exigence de performance

Persona

Gabarit de phrase

Portabilité

Pratique

Priorisation

Priorité

Problème

Modèle de processus

Schéma de processus

Processus

Product backlog

Ligne de produit

Product Owner

Term (English)

Product (in the context of software)

Prototype

Prototyping

Quality requirement

Quality

Redundancy

Refactoring

Release

Reliability

Requirement

Requirements analysis

Requirements baseline

Requirements branching

Requirements configuration

Requirements conflict

Requirements document

Requirements elicitation

Terme (français)

Produit (dans le contexte logiciel)

Prototype

Prototypage

Exigence qualité

Qualité

Redondance

Refactoring

Release

Fiabilité

Exigence

Analyse d'exigences

Baseline d'exigences

Ramification d'exigences

Configuration d'exigences

Conflit d'exigences

Document d'exigences

Elucidation des exigences

Term (English)	Terme (français)
Requirements Engineer	Ingénieur des exigences
Requirements Engineering	Ingénierie des exigences
Requirements management	Gestion des exigences
Requirements model	Modèle d'exigences
Requirements negotiation	Négociation des exigences
Requirements source	Source des exigences
Requirements specification	Spécification des exigences
Requirements template	Gabarit d'exigence
Review	Revue
Risk	Risque
Role	Rôle
Safety	Sûreté
Scenario	Scénario
Scope (of a system development)	Périmètre (du développement d'un système)
Scrum	Scrum
Security	Sécurité
Semantics	Sémantique

Term (English)

Semi-formal

Sequence diagram

Service

Software requirements specification

Source (of a requirement)

Specification by example

Specification language

Specification

Spike

Sprint backlog

Sprint

Stakeholder requirement

Stakeholder

Standard

State machine diagram

State machine

Statechart

Terme (français)

Semi formel

Diagramme de séquence

Service

Spécification des exigences d'un logiciel

Source (d'une exigence)

Spécification par l'exemple

Langue de spécification

Spécification

Spike

Backlog de sprint

Sprint

Exigence de partie prenante

Partie prenante

Standard

Diagramme états-transitions

Machine à états

Diagramme d'états

Term (English)

State-transition diagram

Steering committee

Story (in an RE context)

Story map

Storyboard

Structured Analysis

Supplier

Synonym

Syntax

System boundary

System context

System requirement

System requirements specification

System

Task

Technique

Theme

Terme (français)

Diagramme états-transitions

Comité de direction

Story (dans un contexte IE)

Story map

Storyboard

Analyse de structure

Fournisseur

Synonyme

Syntaxe

Limite du système

Contexte du système

Exigence système

Spécification des exigences système

Système

Tâche

Technique

Thème

Term (English)

Timebox

Tool (in software engineering)

Traceability

UML

Unambiguity (of requirements)

Understandability

Usability

Use case diagram

Use case model

Use case

User requirement

User story

User

Validation

Variability

Variant

Variation point

Terme (français)

Bloc de temps

Outil (en ingénierie logicielle)

Traçabilité

UML

Non ambiguïté (des exigences)

Compréhensibilité

Utilisabilité

Diagramme de cas d'utilisation

Modèle de cas d'utilisation

Cas d'utilisation

Exigence de l'utilisateur

User Story

Utilisateur

Validation

Variabilité

Variante

Point de variation

Term (English)

Verifiability (of requirements)

Verification

Version

View

Viewpoint

Vision (for a system or product)

Walkthrough

Wireframe

Work product

Terme (français)

vérifiabilité ; (des exigences)

Vérification

Version

Vue

Point de vue

Vision (pour un système ou un produit)

Relecture technique

Wireframe, prototype rudimentaire

Produit d'activités

