



Certified Professional for Requirements Engineering

Glossary of Requirements Engineering Terminology - Korean

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 Korean from the English glossary was provided by Sunny Kwon and Murian Song. 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
2.1.0	March 2025	Initial Document
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.

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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.

용어 (한국어)	Term (English)	Definition
(요구사항에 대한) 갈등	Conflict (about requirements)	⇒ Requirements conflict
개체	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).
개체-관계 다이어그램	Entity-relationship diagram	A diagrammatic representation of an ↑entity-relationship model. Abbreviation: ERD
개체-관계 모델	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
객체	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).
객체 다이어그램	Object diagram	A diagrammatic representation of an ↑object model.
객체 모델	Object model	A ↑model describing a set of ↑objects and relationships between them.

용어 (한국어)	Term (English)	Definition
(요구사항의) 검증 가능성	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>
결정 테이블	Decision table	A tabular representation of a complex decision, specifying which actions to perform for the possible combinations of condition values.
결함	Defect	<p>An imperfection or deficiency in a ↑work product that impairs its intended use.</p> <p>Synonyms: bug, fault</p>
고객 요구사항 명세	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>
고객사	Client	<p>A person or organization who orders a ↑system, a ↑product or a ↑service to be built.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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.
공급자	Supplier	A person or organization who delivers a ↑ product or ↑ service to a ↑ customer or a ↑ client.
공통점	Commonality	The parts of a ↑ product line that are shared by all its members.
구문	Syntax	The rules for constructing structured signs in a ↑ language.
구문 템플릿	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)

용어 (한국어)	Term (English)	Definition
(기술적 맥락에서의) 구성	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.
구조화된 분석	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.
규정 준수	Compliance	The adherence of a ↑ work product to ↑ standards, conventions, regulations, laws, or similar prescriptions.
기능 요구사항	Functional requirement	A ↑ requirement concerning a result or ↑ behavior that shall be provided by a function of a ↑ system.
기능성	Functionality	The capabilities of a ↑ system as stated by its ↑ functional requirements.
기법	Technique	A documented set of coherent actions for accomplishing a ↑ task or achieving an objective.
기준	Baseline	<p>A stable, change-controlled ↑configuration of ↑work products.</p> <p>Note: Baselines serve for ↑release planning and release definition as well as for project management purposes such as effort estimation.</p>
네이티브 프로토타입	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.
다중도	Multiplicity	→ Cardinality
데이터 흐름	Data flow	A sequence of data items flowing from a producer to a consumer.
데이터 흐름 다이어그램	Data flow diagram	<p>A diagrammatic representation of a ↑data flow model.</p> <p>Abbreviation: DFD</p>

용어 (한국어)	Term (English)	Definition
데이터 흐름 모델	Data flow model	<p>A model that describes the ↑functionality of a ↑system by ↑activities, data stores and ↑data flows.</p> <p>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.</p>
(소프트웨어 공학에서의) 도구	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>
도메인	Domain	A range of relevant things (for some given matter); for example, an ↑application domain.
도메인 모델	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. <i>Domain story models</i> specify visual stories about how actors interact with devices, artifacts, and other items in a ↑domain.
도메인 요구사항	Domain requirement	A ↑domain property in the ↑context of a ↑system that is required to hold.
(요구사항의) 도출	Elicitation (of requirements)	➡ Requirements elicitation
동음이의어	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>
동의어	Synonym	A word having the same meaning as another word.

용어 (한국어)	Term (English)	Definition
동작	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>
동작 모델	Behavior model	A ↑ model describing the ↑ behavior of a ↑ system, e.g., by a ↑ state machine.
리뷰	Review	<p>An evaluation of a ↑work product by an individual or a group in order to find problems or suggest improvements.</p> <p>Note: Evaluation may be performed with respect to both contents and conformance.</p>
리스크	Risk	<p>A possible event that threatens the success of an endeavor.</p> <p>Note: A risk is typically assessed in terms of its probability and potential damage.</p>
리팩토링	Refactoring	The improvement of the internal ↑ quality of source code, particularly the structure of the code, without changing its observable behavior.
릴리스	Release	A ↑ configuration that has been released for installation and use by ↑ customers.
명세	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>
명세 언어	Specification language	An artificial ↑ language that has been created for expressing ↑ specifications.

용어 (한국어)	Term (English)	Definition
(요구사항의) 명확성	Unambiguity (of requirements)	The degree to which a ↑ requirement is expressed such that it cannot be understood differently by different people.
모델	Model	<p>An abstract representation of an existing part of reality or a part of reality to be created.</p> <p>Notes:</p> <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.
모델 언어	Modeling language	A ↑ language for expressing ↑ models of a certain kind. May be textual, graphic, symbolic or some combination thereof.
모호성	Ambiguity	The contrary of → unambiguity.
(디지털 시스템의) 목업	Mock-up (of a digital system)	<p>A medium-fidelity ↑prototype that demonstrates characteristics of a user interface without implementing any real ↑functionality.</p> <p>Note:</p> <p>In RE, a mock-up primarily serves for specifying and validating user interfaces.</p>
목표	Goal	<p>A desired state of affairs (that a ↑stakeholder wants to achieve).</p> <p>Note:</p> <p>Goals describe intentions of stakeholders. They may conflict with one another.</p>
목표 모델	Goal model	<p>A ↑model representing a set ↑goals, sub-goals and the relationships between them.</p> <p>Note:</p> <p>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>

용어 (한국어)	Term (English)	Definition
문서 템플릿	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>
문제	Problem	A difficulty, open question or undesirable condition that needs investigation, consideration, or solution.
반복	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>
반-정형적	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>
방법	Method	The systematic application of a ↑technique (or a set of techniques) to achieve an objective or create a ↑work product.
방법론	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.
백로그	Backlog	→ Product backlog, → sprint backlog. Typically used as a short form for ↑product backlog.

용어 (한국어)	Term (English)	Definition
백로그 항목	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.
버그	Bug	→ Defect
버전	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.
번다운 차트	Burndown chart	A diagram plotting the work items that remain to accomplish on a time scale.
(시스템 개발의) 범위	Scope (of a system development)	The range of things that can be shaped and designed when developing a ↑ system.
베리피케이션	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.
변경 가능성	Changeability	→ Modifiability
변경 관리	Change management	A controlled way to effect or deny a requested change of a ↑ work product.
변경 요청	Change request	In RE: A well-argued request for changing one or more ↑ baselined ↑ requirements.

용어 (한국어)	Term (English)	Definition
변경 제어 위원회	Change control board	<p>A committee of ↑client 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>
변동성	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.
변형	Variant	One of the possible forms that an ↑ item (e.g., a ↑ requirement) may have.
변형 점	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.
보안	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>
분기	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>
뷰	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>

용어 (한국어)	Term (English)	Definition
뷰포인트, 시각	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>
비기능 요구사항	Non-functional requirement	<p>A ↑quality requirement or a ↑constraint.</p> <p>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.</p>
(시스템이나 제품의) 비전	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.
비즈니스 요구사항	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>
사용성	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>
사용자	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>

용어 (한국어)	Term (English)	Definition
사용자 스토리	User story	<p>A short narrative describing a need from a user's perspective together with the expected benefit when this need is satisfied. Also see story.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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).
사용자 스토리 템플릿	User story template	<p>A phrase template of the form <i>As a <role/person>, I want <something> so that <benefit></i>.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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 <i><something></i> by more concrete concepts such as <i><goal></i>, <i><desire></i>, or <i><target></i>.
사용자 요구사항	User requirement	<p>A requirement expressing a user need.</p> <p>Note:</p> <p>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>
산출물	Artifact	Synonym for work product .
(요구사항의) 상세화	Elaboration (of requirements)	An umbrella term for requirements elicitation , negotiation and validation .
상태 머신	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.
상태 머신 다이어그램	State machine diagram	A diagrammatic representation of a state machine .

용어 (한국어)	Term (English)	Definition
상태 전이 다이어그램	State-transition diagram	→ State machine diagram.
상태 차트	Statechart	A ↗state machine having states that are hierarchically and/or orthogonally decomposed.
상호작용 모델	Interaction model	<p>A ↗model describing the interaction between a ↗system and its environment or the interaction of ↗items within a system.</p> <p>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.</p>
서비스	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>
서식	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>

용어 (한국어)	Term (English)	Definition
설계	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>.
성능 요구사항	Performance requirement	<p>A ↑requirement describing a performance characteristic (timing, speed, volume, capacity, throughput, ...).</p> <p>Note:</p> <p>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>
소비자	Customer	<p>A person or organization who receives a ↑system, a ↑product or a ↑service.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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 <i>customer</i> is used in RE contexts.
소프트웨어 요구사항 명세	Software requirements specification	<p>A ↑requirements specification pertaining to a software ↑system.</p> <p>Abbreviation: SRS</p>

용어 (한국어)	Term (English)	Definition
속도(velocity)	Velocity	<p>In agile development: The average amount of work that a team is able to complete in an iteration.</p> <p>Note: Agile teams decide how to measure <i>amount of work</i>. For example, they may measure the average number of stories implemented per iteration, or, if they measure the size of stories with so-called <i>story points</i>, the average number of story points implemented per iteration.</p>
속성	Attribute	A characteristic property of an entity or an object .
수정 가능성	Modifiability	The degree to which a work product or system can be modified without degrading its quality .
스크럼	Scrum	A popular process framework for agile development of a system .
(애자일 환경에서) 스토리	Story (in an Agile context)	<p>A short narrative describing a piece of required functionality or quality.</p> <p>Notes:</p> <ol style="list-style-type: none"> Stories may describe <ul style="list-style-type: none"> functionality 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. In agile development, stories are frequently considered to be atomic backlog items, that is, items which are not further decomposed in the backlog.
스토리 맵	Story map	<p>A two-dimensional arrangement of stories or other backlog items.</p> <p>Note: A story map helps understand the functionality of a system, identify gaps and plan releases.</p>
스토리보드	Storyboard	A series of sketches or pictures that visualize the execution of a scenario .
스파이크	Spike	In agile development: A task aimed at gaining insight or gathering information, rather than at producing a product increment .

용어 (한국어)	Term (English)	Definition
스프린트	Sprint	An ↑ iteration in ↑ agile development, particularly when using ↑ Scrum.
스프린트 백로그	Sprint backlog	A set of ↑ product backlog items that have been selected to be implemented in the current ↑ sprint.
시나리오	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 ↑actors. May be a concrete sequence (<i>instance scenario</i>) or a set of potential sequences (<i>type scenario</i>, ↑use case).
시스템	System	<ol style="list-style-type: none"> 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. <p>Notes:</p> <ol style="list-style-type: none"> 1. A system may comprise other systems or ↑components as sub-systems. 2. The purposes achieved by a system may be delivered by <ul style="list-style-type: none"> ▪ <i>deploying</i> the system at the place(s) where it is used, ▪ <i>selling/providing</i> the system as a ↑product to its ↑users, ▪ having <i>providers</i> who offer the system's capabilities as ↑services to users. 3. Systems containing both software and physical ↑components are called <i>cyber-physical systems</i>. 4. Systems spanning software, hardware, people and organizational aspects are called <i>socio-technical systems</i>. <p>Important: In this glossary, <i>system</i> is used as 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</i>, <i>procedures</i> or <i>tools</i> that help people or organizations achieve some ↑goal, • System ↑components or ↑compositions of systems.

용어 (한국어)	Term (English)	Definition
시스템 경계	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).
시스템 요구사항	System requirement	A ↑requirement pertaining to a ↑system .
시스템 요구사항 명세	System requirements specification	<p>A ↑requirements specification pertaining to a ↑system.</p> <p>Note: A system requirements specification is frequently considered to be a synonym for ↑requirements specification.</p> <p>Abbreviation: SyRS</p>
시스템 정황	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.
시퀀스 다이어그램	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.
신뢰성	Reliability	<p>The degree to which a ↑system performs specified functions under specified conditions for a specified period of time.</p> <p>Note: Reliability may be stated as a ↑quality requirement.</p>

용어 (한국어)	Term (English)	Definition
실천법	Practice	A proven way of how to carry out certain types of ↑ tasks or ↑ activities.
안전	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:</p> <p>Safety ↑requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.</p>
애자일	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:</p> <p>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>
애플리케이션 도메인	Application domain	Those parts of the real world that are relevant for determining the ↑ context of a ↑ system.
액터	Actor	<p>A person in some ↑role, a ↑system or a technical device in the context of a subject under consideration that interacts with that subject.</p> <p>Note:</p> <p>In RE, the subject under consideration typically is a ↑system. In testing, it may be a test ↑object.</p>
언어	Language	<p>A structured set of signs for expressing and communicating information.</p> <p>Note:</p> <p>Signs are any elements that are used for communication: spoken or written words or expressions, symbols, gestures, sounds, etc.</p>

용어 (한국어)	Term (English)	Definition
에러	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>
에픽	Epic	<p>In agile development: A description of a ↑stakeholder need which is typically larger than what can be implemented in a single ↑iteration.</p> <p>Note: Epics typically represent coarse-grained ↑requirements in a ↑product backlog.</p>
역할	Role	<ol style="list-style-type: none"> 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.
예시 명세	Specification by example	A ↑ technique that specifies test cases and ↑ requirements for a ↑ system by providing examples of how the system should behave.
오류	Fault	→ Defect
오류 내구성	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>
와이어어프레임	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>

용어 (한국어)	Term (English)	Definition
(요구사항의) 완성도	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.
요구공학	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>
요구사항	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.
요구사항 관리	Requirements management	The process of managing existing ↑requirements and requirements-related ↑work products, including the storing, changing and tracing of requirements (↑traceability).
요구사항 구성	Requirements configuration	→ Configuration
요구사항 도출	Requirements elicitation	The process of seeking, capturing and consolidating ↑requirements from available ↑sources, potentially including the re-construction or creation of requirements.
요구사항 명세	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.

용어 (한국어)	Term (English)	Definition
요구사항 모델	Requirements model	A ↑ model that has been created with the purpose of specifying ↑ requirements.
요구사항 문서	Requirements document	<p>A document consisting of a ↑requirements specification.</p> <p>Note: Requirements document is frequently used as a synonym for requirements specification.</p>
요구사항 베이스라인	Requirements baseline	A ↑ baseline for a set of ↑ requirements.
요구사항 분기	Requirements branching	→ Branch
요구사항 분석	Requirements analysis	<ol style="list-style-type: none"> 1. Analysis of elicited ↑requirements in order to understand and document them. 2. Synonym for ↑Requirements Engineering.
요구사항 식별	Requirements discovery	→ Requirements elicitation
요구사항 엔지니어	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>
요구사항 출처	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>
요구사항 충돌	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>

용어 (한국어)	Term (English)	Definition
요구사항 템플릿	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>
요구사항 협상	Requirements negotiation	<p>A ↑process where ↑stakeholders are working toward reaching an agreement to resolve ↑requirements conflicts.</p>
요구사항의 종류	Kind of requirement	<p>A classification of requirements according to their kind into ↑system requirements (consisting of ↑functional requirements, ↑quality requirements and ↑constraints), <i>project</i> requirements, and <i>process</i> requirements.</p> <p>Notes:</p> <ol style="list-style-type: none"> 1. RE is primarily concerned with system requirements. 2. Quality requirements and constraints are also called ↑<i>non-functional</i> requirements.
용어집	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>
우선순위	Priority	<p>The level of importance assigned to an ↑item, e.g., a ↑requirement or a ↑defect, according to certain criteria.</p>
우선순위 지정	Prioritization	<p>The process of assigning priorities to a set of ↑items.</p>
운영 위원회	Steering committee	<p>A committee that supervises a project.</p>
워크스루	Walkthrough	<p>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.</p>

용어 (한국어)	Term (English)	Definition
유스케이스	Use case	<p>A set of possible interactions between external actors and a system that provide a benefit for the actor(s) involved.</p> <p>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.</p>
유스케이스 다이어그램	Use case diagram	<p>A diagram type in UML that models the actors and the use cases of a system.</p> <p>Note: The boundary between the actors and the use cases constitutes the system boundary.</p>
유스케이스 모델	Use case model	A model consisting of a set of use cases , typically together with a use case diagram .
유지보수성	Maintainability	<p>The ease with which a system can be modified by the intended maintainers.</p> <p>Note: Maintainability may be stated as a quality requirement.</p>
유효성 검증	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>
의미	Semantics	The meaning of a sign or a set of signs in a language .
이동성	Portability	The ease with which a system can be transferred to another platform while preserving its characteristics.
이해 가능성	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>

용어 (한국어)	Term (English)	Definition
이해관계자	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>
이해관계자 요구사항	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>
인수	Acceptance	The process of assessing whether a system satisfies all its requirements .
인수 조건	Acceptance criteria	<ol style="list-style-type: none"> 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.
인수 테스트	Acceptance test	<p>A test that assesses whether a system satisfies its requirements.</p> <p>Note: Typically used by customers or clients to determine whether or not to accept a system.</p>
인спек션 (Inspection)	Inspection	A formal review of a work product by a group of experts according to given criteria, following a defined procedure.
(요구사항의) 일관성	Consistency (of requirements)	The degree to which a set of requirements is free of contradicting statements.
자연어	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>

용어 (한국어)	Term (English)	Definition
작업	Task	A coherent chunk of work to be done.
작업 산출물	Work product	A recorded, intermediate or final result generated in a work ↑ process. Synonym: ↑ Artifact
(요구사항의) 적절성	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).
적합성	Conformity	The degree to which a ↑ work product conforms to regulations given in some ↑ standard.
정확성	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.
(요구사항에서의) 제약사항	Constraint (in RE)	A ↑ requirement that limits the solution space beyond what is necessary for meeting the given ↑ functional requirements and ↑ quality requirements.
제어 흐름	Control flow	The order in which a set of actions is executed.
(소프트웨어에서의) 제품	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.
제품 라인	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

용어 (한국어)	Term (English)	Definition
제품 백로그	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>
제품 소유자	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>
중복	Redundancy	Multiple occurrence of the same information or resource.
(소프트웨어 개발에서의) 증분	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>
진화적 프로토타입	Evolutionary prototype	A pilot system forming the core of a ↑ system to be developed.
최종 사용자	End user	⇒ User
추적성	Traceability	<ol style="list-style-type: none"> 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 <ul 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).
(요구사항의) 출처	Source (of a requirement)	⇒ Requirements source

용어 (한국어)	Term (English)	Definition
카디널리티	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. <p>Note: In ↑UML, the term <i>multiplicity</i> is used for cardinality.</p>
컨텍스트 다이어그램	Context diagram	<p>A diagrammatic representation of a ↑context model.</p> <p>Note: In ↑Structured Analysis, the context diagram is the root of the ↑dataflow diagram hierarchy.</p>
컨텍스트 모델	Context model	<p>A ↑model describing a ↑system in its ↑context.</p>
컨텍스트(정황)	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>
컨텍스트(정황) 경계	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>
컴포넌트	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>

용어 (한국어)	Term (English)	Definition
클래스	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.
클래스 다이어그램	Class diagram	A diagrammatic representation of a ↑ class model.
클래스 모델	Class model	A model consisting of a set of ↑ classes and relationships between them.
(요구사항의) 타당성	Feasibility (of a requirement)	The degree to which a ↑ requirement for a ↑ system can be implemented under existing ↑ constraints.
타임박스	Timebox	A fixed, non-extendable amount of time for completing a set of ↑ tasks.
탐색적 프로토타입	Exploratory prototype	A throwaway ↑ prototype used to create shared understanding, clarify ↑ requirements or validate requirements.
통합 모델링 언어	UML	Abbreviation for Unified Modeling Language, a standardized language for modeling problems or solutions.
특성	Feature	<p>A distinguishing characteristic of a ↑system that provides value for ↑stakeholders.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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.
특성 다이어그램	Feature diagram	A diagrammatic representation of a ↑ feature model.
특성 모델	Feature model	A ↑ model describing the variable features of a ↑ product line, including their relationships and dependencies.
페르소나	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.

용어 (한국어)	Term (English)	Definition
표준	Standard	<p>A formal, possibly mandatory set of regulations for how to interpret, develop, manufacture, or execute something.</p> <p>Note: In RE, there are RE-relevant standards issued by ISO/IEC and IEEE.</p>
품질	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>
(요구사항에서의) 품질 기준	Quality criteria (in RE)	<p>A set of expected ↑qualities of good ↑requirements or good RE ↑work products.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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.
품질 요구사항	Quality requirement	<p>A ↑requirement that pertains to a quality concern that is not covered by ↑functional requirements.</p>
프로세스	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>
프로세스 모델	Process model	<p>A ↑model describing a ↑process or a set of related processes.</p>

용어 (한국어)	Term (English)	Definition
프로세스 패턴	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.
프로토타이핑 (시제품화)	Prototyping	A ↑ process that involves the creation and evaluation of ↑ prototypes.
프로토타입	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 <ul style="list-style-type: none"> ▪ 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.
(요구사항의) 필요성	Necessity (of a requirement)	The degree to which an individual ↑ requirement is a necessary part of the ↑ requirements specification of a ↑ system.
항목	Item	Anything which is perceivable or conceivable. Synonyms: → entity, → object
협상	Negotiation	→ Requirements negotiation
협회	Association	In UML: A relationship between two ↑ classes in a ↑ UML ↑ class model.
형상	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.
활동	Activity	An action or a set of actions that a person or group performs to accomplish a ↑ task.

용어 (한국어)	Term (English)	Definition
활동 다이어그램	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.
활동 모델	Activity model	A model of the flow of actions in some part of a system .
효과	Effectiveness	<p>The degree to which an item produces the intended results.</p> <p>Note: In RE, effectiveness frequently is the degree to which a system enables its users to achieve their goals.</p>
효율	Efficiency	The degree to which resources are expended in relation to results achieved.

English - Korean Dictionary

Term [English]	용어 [한국어]
Acceptance	인수
Acceptance criteria	인수 조건
Acceptance test	인수 테스트
Activity	활동
Activity diagram	활동 다이어그램
Activity model	활동 모델
Actor	액터
Adequacy (of a requirement)	(요구사항의) 적절성
Agile	애자일
Ambiguity	모호성
Application domain	애플리케이션 도메인
Artifact	산출물
Association	협회
Attribute	속성
Backlog	백로그
Backlog item	기준
Baseline	동작
Behavior	동작 모델
Behavior model	분기
Branch	버그
Bug	번다운 차트

Term [English]	용어 [한국어]
Burndown chart	비즈니스 요구사항
Business requirement	카디널리티
Cardinality	변경 제어 위원회
Change control board	변경 관리
Change management	변경 요청
Change request	변경 가능성
Changeability	클래스
Class	클래스 다이어그램
Class diagram	클래스 모델
Class model	공통점
Client	(요구사항의) 완성도
Commonality	규정 준수
Completeness (of requirements)	컴포넌트
Compliance	(기술적 맥락에서의) 구성
Component	형상
Composition (in a technical context)	(요구사항에 대한) 충돌
Configuration	적합성
Conflict (about requirements)	(요구사항의) 일관성
Conformity	(요구사항에서의) 제약사항
Consistency (of requirements)	컨텍스트(정황)
Constraint (in RE)	컨텍스트(정황) 경계
Context	컨텍스트 다이어그램
Context boundary	컨텍스트 모델

Term [English]	용어 [한국어]
Context diagram	제어 흐름
Context model	정확성
Control flow	고객
Correctness	고객 요구사항 명세
Customer	데이터 흐름
Customer requirements specification	데이터 흐름 다이어그램
Data flow	데이터 흐름 모델
Data flow diagram	결정 테이블
Data flow model	결함
Decision table	설계
Defect	문서 템플릿
Design	도메인
Document template	도메인 모델
Domain	도메인 요구사항
Domain model	효과
Domain requirement	효율
Effectiveness	(요구사항의) 상세화
Efficiency	(요구사항의) 도출
Elaboration (of requirements)	최종 사용자
Elicitation (of requirements)	개체
End user	개체-관계 다이어그램
Entity	개체-관계 모델
Entity-relationship diagram	에픽

Term [English]	용어 [한국어]
Entity-relationship model	에리
Epic	진화적 프로토타입
Error	탐색적 프로토타입
Evolutionary prototype	오류
Exploratory prototype	오류 내구성
Fault	(요구사항의) 타당성
Fault tolerance	특성
Feasibility (of a requirement)	특성 다이어그램
Feature	특성 모델
Feature diagram	서식
Feature model	기능 요구사항
Form template	기능성
Functional requirement	용어집
Functionality	목표
Glossary	목표 모델
Goal	동음이의어
Goal model	(소프트웨어 개발에서의) 증분
Homonym	인스펙션
Increment (in software development)	항목
Inspection	반복
Interaction model	요구사항의 종류
Item	언어
Iteration	유지보수성

Term [English]	용어 [한국어]
Kind of requirement	방법
Language	방법론
Maintainability	(디지털 시스템의) 목업
Method	모델
Methodology	모델 언어
Mock-up (of a digital system)	수정 가능성
Model	다중도
Modeling language	네이티브 프로토타입
Modifiability	자연어
Multiplicity	(요구사항의) 필요성
Native prototype	협상
Natural language	비기능 요구사항
Necessity (of a requirement)	객체
Negotiation	객체 다이어그램
Non-functional requirement	객체 모델
Object	성능 요구사항
Object diagram	퍼소나
Object model	구문 템플릿
Performance requirement	이동성
Persona	실천법
Phrase template	우선순위 지정
Portability	우선순위
Practice	문제

Term [English]	용어 [한국어]
Prioritization	프로세스
Priority	프로세스 모델
Problem	프로세스 패턴
Process	(소프트웨어에서의) 제품
Process model	제품 백로그
Process pattern	제품 라인
Product (in the context of software)	제품 소유자
Product backlog	프로토타입
Product line	프로토타이핑 (시제품화)
Product owner	품질
Prototype	품질 요구사항
Prototyping	중복
Quality	리팩토링
Quality criteria (in RE)	릴리스
Quality requirement	신뢰성
Redundancy	요구사항
Refactoring	요구사항 분석
Release	요구사항 베이스라인
Reliability	요구사항 분기
Requirement	요구사항 구성
Requirements analysis	요구사항 충돌
Requirements baseline	요구사항 식별
Requirements branching	요구사항 문서

Term [English]	용어 [한국어]
Requirements configuration	요구사항 도출
Requirements conflict	요구사항 엔지니어
Requirements discovery	요구공학
Requirements document	요구사항 관리
Requirements elicitation	요구사항 모델
Requirements Engineer	요구사항 협상
Requirements Engineering	요구사항 출처
Requirements management	요구사항 명세
Requirements model	요구사항 템플릿
Requirements negotiation	리뷰
Requirements source	리스크
Requirements specification	역할
Requirements template	안전
Review	시나리오
Risk	(시스템 개발의) 범위
Role	스크럼
Safety	보안
Scenario	의미
Scope (of a system development)	반-정형적
Scrum	시퀀스 다이어그램
Security	서비스
Semantics	소프트웨어 요구사항 명세
Semi-formal	(요구사항의) 출처

Term [English]	용어 [한국어]
Sequence diagram	명세
Service	예시 명세
Software requirements specification	명세 언어
Source (of a requirement)	스파이크
Specification	스프린트
Specification by example	스프린트 백로그
Specification language	이해관계자
Spike	이해관계자 요구사항
Sprint	표준
Sprint backlog	상태 머신
Stakeholder	상태 머신 다이어그램
Stakeholder requirement	상태 차트
Standard	상태 전이 다이어그램
State machine	운영 위원회
State machine diagram	(요구공학에서의) 스토리
Statechart	스토리 맵
State-transition diagram	스토리보드
Steering committee	구조화된 분석
Story (in an Agile context)	공급자
Story map	동의어
Storyboard	구문
Structured Analysis	시스템
Supplier	시스템 경계

Term [English]	용어 [한국어]
Synonym	시스템 정황
Syntax	시스템 요구사항
System	시스템 요구사항 명세
System boundary	작업
System context	기법
System requirement	테마
System requirements specification	타임박스
Task	(소프트웨어 공학에서의) 도구
Technique	추적성
Timebox	통합 모델링 언어
Tool (in software engineering)	(요구사항의) 명확성
Traceability	이해 가능성
UML	사용성
Unambiguity (of requirements)	유스케이스
Understandability	유스케이스 다이어그램
Usability	유스케이스 모델
Use case	사용자
Use case diagram	사용자 요구사항
Use case model	사용자 스토리
User	유효성 검증
User requirement	변동성
User story	변형
User story template	변형점

Term [English]	용어 [한국어]
Validation	(요구사항의) 검증 가능성
Variability	베리피케이션
Variant	버전
Variation point	뷰
Velocity	뷰포인트, 시각
Verifiability (of requirements)	(시스템이나 제품의) 비전
Verification	워크스루
Version	와이어어프레임
View	작업 산출물

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	S ystem 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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