Information and Communications Technology Industry Training Advisory Committee Software Products and Software Services (SW) branch Unit of Competencies

1. Title	Identify extra non-functional requirements of an existing software
2. Code	ITSWDM509A
3. Range	Identify extra non-functional requirements of an existing software to address the required changes in the context of software maintenance within an organisation or for a client [Design Development Maintenance – Software Maintenance]
4. Level	5
5. Credit	1
6. Competency	6.1 Understand various tools and techniques in identifying nonfunctional requirements of an existing software Performance Requirement Be able to understand the required changes use appropriate tools and techniques to identify the extra non-functional requirements
	6.2 Identify extra non-functional requirements of an existing software Software 6.3 Revise the software documents accordingly Be able to identify extra non-functional requirements of an existing software to address the required changes in software functionality, software performance, software platform, or hardware platform Be able to identify extra non-functional requirements
	6.4 Identify extra non-functional requirements of an existing software professionally Be able to identify extra non-functional requirements of software in accordance with industry best practices, organization's guidelines as well as any (local and international) laws and regulatory requirements, if applicable
7. Assessment Criteria	The integrated outcome requirements of this UoCs are the abilities to: (i) identify any extra non-functional requirements of an existing software to address the required changes; and (ii) revise any software documents related to the identified extra non-functional requirements.
Remark	Example of changes in software that may affect the non-functional requirements of the software include, but are not limited to, the following: a) usability enhancement; b) Reliability, Availability and Serviceability (RAS) enhancement; c) changes of software platforms; and d) changes of hardware platforms.