A Glossary of Requirements Engineering Terminology

Polish – English / English – Polish

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

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Version History

Version 1.1	May 2011: Initial Document	
Version 2.0.0	December 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 LANGUAGE 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.

Term (Polish)	Term (English)	Definition (English)
Adekwatność (wymagania)	**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).
Agile, zwinny	**Agile**	1. In general: (a) Able to move quickly and easily. (b) Quick, smart, and clever. 2. In software development: A development approach which builds a product ↑incrementally by dividing work into ↑iterations of fixed duration (↑timeboxes). **Note:** Agile development is characterized by focusing on delivering a working product in each iteration, collaboration with ↑stakeholders with frequent feedback and adaptation of plans after each iteration based on feedback and changed ↑requirements.
Akceptacja	Acceptance	The process of assessing whether a ↑system satisfies all its ↑requirements.
Aktor	**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.

Term (Polish)	Term (English)	Definition (English)
Aktywność	Activity	An action or a set of actions that a person or group performs to accomplish a ↑task.
Analiza ustrukturyzowana	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.
Analiza wymagań	Requirements analysis	1. Analysis of elicited ↑requirements in order to understand and document them. 2. Synonym for ↑Requirements Engineering.
Artefakt	Artifact	Synonym for ↑work product.
Asocjacja	Association	In UML: A relationship between two ↑classes in a ↑UML ↑class model.
Atrybut	**Attribute**	A characteristic property of an ↑entity or an ↑object.
Backlog	Backlog	→ Product backlog, → sprint backlog
Backlog produktu	**Product backlog**	An ordered, typically prioritized collection of work items that a development team has to work on when developing or evolving a ↑system. **Note:** Items include ↑requirements, ↑defects to be fixed, or ↑refactorings to be done.
Backlog sprintu	Sprint backlog	A set of ↑product backlog items that have been selected to be implemented in the current ↑sprint.

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Term (Polish)	Term (English)	Definition (English)
Bezpieczeństwo	**Safety**	The capability of a ↑system to achieve an acceptable level of probability that the system, under defined conditions, will not reach a state in which human life, health, property, or the environment is endangered. **Note:** Safety ↑requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.
Błąd	**Error**	1. A human action that produces an incorrect result. 2. A discrepancy between an observed ↑behavior or result and the specified behavior or result. **Note:** In practice, both meanings are used. Where needed, the meaning of error can be disambiguated by using human error and observed error or observed fault, respectively.
Cecha	**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.
Cel	**Goal**	A desired state of affairs (that a ↑stakeholder wants to achieve). **Note:** Goals describe intentions of stakeholders. They may conflict with one another.
Defekt	**Defect**	An imperfection or deficiency in a ↑work product that impairs its intended use. **Synonyms:** bug, fault

Term (Polish)	Term (English)	Definition (English)
Diagram aktywności	**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.
Diagram cech	Feature diagram	A diagrammatic representation of a ↑feature model.
Diagram klas	**Class diagram**	A diagrammatic representation of a ↑class model.
Diagram kontekstowy	**Context diagram**	1. A diagrammatic representation of a ↑context model. 2. In ↑Structured Analysis, the context diagram is the root of the ↑dataflow diagram hierarchy.
Diagram maszyny stanów	**State machine diagram**	A diagrammatic representation of a ↑state machine.
Diagram obiektów	Object diagram	A diagrammatic representation of an ↑object model.
Diagram przejść pomiędzy stanami	State-transition diagram	→ State machine diagram
Diagram przepływu danych	Data flow diagram	A diagrammatic representation of a ↑data flow model. **Abbreviation:** DFD
Diagram przypadków użycia	**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.

Term (Polish)	Term (English)	Definition (English)
Diagram sekwencji	**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.
Diagram związków encji	Entity-relationship diagram	A diagrammatic representation of an ↑entity-relationship model. **Abbreviation:** ERD
Dokument wymagań	**Requirements document**	A document consisting of a ↑requirements specification. **Note:** Requirements document is frequently used as a synonym for requirements specification.
Domena	**Domain**	A range of relevant things (for some given matter); for example, an ↑application domain.
Dostawca	Supplier	A person or organization who delivers a ↑product or ↑service to a ↑customer.
Dziedzina zastosowania	**Application domain**	Those parts of the real world that are relevant for determining the ↑context of a ↑system.
Efektywność	**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.
Encja	Entity	1. In general: Anything which is perceivable or conceivable (→ item). 2. In entity-relationship-modeling: an individual ↑item which has an identity and does not depend on another item (→ object).

Term (Polish)	Term (English)	Definition (English)
Epika	Epic	In agile development: An abstract description of a ↑stakeholder need which is larger than what can be implemented in a single ↑iteration.
Funkcjonalność	**Functionality**	The capabilities of a ↑system as stated by its ↑functional requirements.
Gałąź	Branch	A line of ↑configurations or ↑work product ↑versions that forks away from the main line (or from another branch) at some point in time.
		Note: A branch is created by making a copy of some configuration or work product version and making this copy the root of the branch. A branch may be merged with the main line or with another branch at some later point in time.
Granica kontekstu	**Context boundary**	The boundary between the ↑context of a ↑system and those parts of the ↑application domain that are irrelevant for the ↑system and its ↑requirements.
		Note: The context boundary separates the relevant part of the environment of a system to be developed from the irrelevant part, i.e., the part that does not influence the system to be developed and, thus, does not have to be considered during Requirements Engineering.

Term (Polish)	Term (English)	Definition (English)
Granica systemu	**System boundary**	The boundary between a ↑system and its surrounding ↑context. **Notes:** 1. The system boundary delimits the system as it shall be after its implementation and deployment. 2. At the system boundary, the external interfaces between the ↑system and its ↑context have to be defined. 3. The system boundary frequently coincides with the ↑scope of a ↑system (which denotes the range of things that can be shaped and designed). However, this is not always the case: there may be components within the system boundary that have to be re-used as they are (i.e., cannot be shaped nor designed), while in the system context there may be things that can be re-designed when the system is developed (which means that they are in scope).
Historyjka (w kontekście IW)	Story (in an RE context)	→ User story
Historyjka użytkownika	**User story**	A description of a need from a ↑user's perspective together with the expected benefit when this need is satisfied. **Notes:** 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.
Homonim	Homonym	A term looking identical to another term but having a different meaning. **Note:** For example, bill as a bank note and bill as a list (of materials) are homonyms.

Term (Polish)	Term (English)	Definition (English)
Inspekcja	**Inspection**	A formal ↑review of a ↑work product by a group of experts according to given criteria, following a defined procedure.
Interesariusz	**Stakeholder**	A person or organization who influences a ↑system's ↑requirements or who is impacted by that system. **Note:** Influence can also be indirect. For example, some stakeholders may have to follow instructions issued by their managers or organizations.
Inżynier wymagań	**Requirements Engineer**	A person who – in collaboration with ↑stakeholders – elicits, documents, validates, and manages ↑requirements. **Note:** In most cases, requirements engineer is a ↑role and not a job title.
Inżynieria wymagań	**Requirements Engineering**	The systematic and disciplined approach to the ↑specification and management of ↑requirements with the goal of understanding the ↑stakeholders' desires and needs and minimizing the risk of delivering a ↑system that does not meet these desires and needs. **Abbreviation:** RE
Iteracja	**Iteration**	1. In general: The repetition of something, for example, a procedure, a process or a piece of program code. 2. In agile development: A ↑timeboxed unit of work in which a development team implements an ↑increment to the ↑system under development. **Note:** In agile development, iteration and ↑sprint are frequently used as synonyms.

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Term (Polish)	Term (English)	Definition (English)
Jakość	**Quality**	1. In general: The degree to which a set of inherent characteristics of an item fulfills ↑requirements. 2. In systems and software engineering: The degree to which a ↑system satisfies stated and implied needs of its ↑stakeholders. **Note:** Quality in this definition means fitness for intended use, as stated in the ↑requirements. This is in contrast to the colloquial notion of quality which is typically connoted with goodness or excellence.
Jednoznaczność (wymagań)	**Unambiguity** (of requirements)	The degree to which a ↑requirement is expressed such that it cannot be understood differently by different people.
Język	Language	A structured set of signs for expressing and communicating information. **Note:** Signs are any elements that are used for communication: spoken or written words or expressions, symbols, gestures, sounds, etc.
Język modelowania	**Modeling language**	A ↑language for expressing ↑models of a certain kind. May be textual, graphic, symbolic or some combination thereof.
Język naturalny	**Natural language**	A ↑language that people use for speaking and writing in everyday life. **Note:** This is in contrast to *artificial languages* that people have deliberately created for specific purposes such as programming or specifying.
Język specyfikacji	Specification language	An artificial ↑language that has been created for expressing ↑specifications.
Klasa	**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.

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Term (Polish)	Term (English)	Definition (English)
Klient	**Customer**	A person or organization who receives a ↑system, a ↑product or a ↑service. Also see ↑stakeholder.
Komitet sterujący	Steering committee	A committee that supervises a project.
Kompletność (wymagań)	**Completeness** (of requirements)	1. For a single ↑requirement: The degree to which the specification of a requirement is self-contained. 2. For a ↑work product covering multiple requirements: The degree to which the work product contains all known requirements that are relevant in the scope of this work product.
Komponent	**Component**	1. In general: A delimitable part of a ↑system. 2. In software architecture: An encapsulated set of coherent ↑objects or ↑classes that jointly achieve some purpose. 3. In testing: A part of a ↑system that can be tested in isolation. **Note:** When viewed in isolation, a component is a ↑system by itself.
Kompozycja (w kontekście technicznym)	Composition (in a technical context)	1. An ↑item that is composed of a set of items; forming a whole-part relationship. 2. The act of composing a whole from a set of parts.
Konfiguracja	**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.
Konfiguracja wymagań	Requirements configuration	→ Configuration

Term (Polish)	Term (English)	Definition (English)
Konflikt wymagań	**Requirements conflict**	1. A situation where two or more ↑requirements cannot be satisfied together. 2. A situation where two or more ↑stakeholders disagree about certain ↑requirements. **Note:** Requirements conflicts have to be solved by ↑requirements negotiation.
Konieczność (wymagania)	**Necessity** (of a requirement)	The degree to which an individual ↑requirement is a necessary part of the ↑requirements specification of a ↑system.
Kontekst	**Context**	1. In general: The network of thoughts and meanings needed for understanding phenomena or utterances. 2. Especially in RE: The part of a ↑system's environment being relevant for understanding the system and its ↑requirements. **Note:** Context in the second meaning is also called the ↑system context.
Kontekst systemu	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.
Krotność	Multiplicity	→ Cardinality
Kryteria akceptacji	**Acceptance criteria**	In agile: Criteria that the implementation of a ↑user story must satisfy in order to be accepted by the ↑stakeholders. **Note:** Acceptance criteria may also be written for ↑backlog items other than user stories.

Term (Polish)	Term (English)	Definition (English)
Liczność	Cardinality	1. In modeling: The minimum and maximum number of ↑objects in a relationship. 2. In mathematics: The number of elements in a set. **Note:** In ↑UML, the term multiplicity is used for cardinality.
Linia produktowa	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
Makieta (systemu informatycznego)	**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.
Mapa historyjek	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.
Maszyna stanów	**State machine**	A ↑model describing the behavior of a ↑system by a finite set of *states* and state *transitions*. State transitions are triggered by *events* and can in turn trigger *actions* and new events.
Metoda	Method	The systematic application of a ↑technique (or a set of techniques) to achieve an objective or create a ↑work product.

Term (Polish)	Term (English)	Definition (English)
Metodologia	Methodology	1. The systematic study of ↑methods in a particular field, in particular, how to select, apply or evaluate methods systematically in a given situation. 2. A set of ↑methods being applied in some combination.
Model	**Model**	An abstract representation of an existing part of reality or a part of reality to be created. **Notes:** 1. The notion of reality includes any conceivable set of elements, phenomena, or concepts, including other models. 2. Models are always built for *specific purposes* in a *specific context*. 3. With respect to a model, the modeled part of reality is called the *original*. 4. In RE, ↑requirements can be specified with models.
Model aktywności	**Activity model**	A ↑model of the flow of actions in some part of a ↑system.
Model cech	Feature model	A ↑model describing the variable features of a ↑product line, including their relationships and dependencies.
Model celów	**Goal model**	A ↑model representing a set ↑goals, sub-goals and the relationships between them. **Note:** Goal models may also include tasks and resources needed to achieve a goal, actors who want to achieve a goal, and obstacles that impede the achievement of a goal.

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Term (Polish)	Term (English)	Definition (English)
Model domenowy	**Domain model**	A ↑model describing phenomena in an ↑application domain.
		Notes: 1. In RE, domain models are created with the intention to understand the ↑application domain in which a planned ↑system will be situated. 2. *Static domain models* specify (business) objects and their relationships in a ↑domain of interest. 3. Domain story models specify visual stories about how actors interact with devices, artifacts, and other items in a ↑domain.
Model klas	**Class model**	A model consisting of a set of ↑classes and relationships between them.
Model kontekstowy	**Context model**	A ↑model describing a ↑system in its ↑context.
Model obiektów	**Object model**	A ↑model describing a set of ↑objects and relationships between them.
Model procesu	**Process model**	A ↑model describing a ↑process or a set of related processes.
Model przepływu danych	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.
Model przypadków użycia	Use case model	A ↑model consisting of a set of ↑use cases, typically together with a ↑use case diagram.
Model wymagań	Requirements model	A ↑model that has been created with the purpose of specifying ↑requirements.

Term (Polish)	Term (English)	Definition (English)
Model zachowania	**Behavior model**	A ↑model describing the ↑behavior of a ↑system, e.g., by a ↑state machine.
Model związków encji	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
Modyfikowalność	**Modifiability**	The degree to which a ↑work product or ↑system can be modified without degrading its ↑quality.
Nadmiarowość	**Redundancy**	Multiple occurrence of the same information or resource.
Narzędzie (w inżynierii oprogramowania)	**Tool** (in software engineering)	A (software) ↑system that helps develop, operate and maintain systems. **Note:** In RE, tools support ↑requirements management as well as modeling, documenting, and validating ↑requirements.
Negocjowanie wymagań	**Requirements negotiation**	A ↑process where ↑stakeholders are working toward reaching an agreement to resolve ↑requirements conflicts.
Niejednoznaczność	Ambiguity	The contrary of →unambiguity
Niezawodność	**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.

Term (Polish)	Term (English)	Definition (English)
Obiekt	**Object**	1. In general: Anything which is perceivable or conceivable (→ item). 2. In software engineering: an individual ↑item which has an identity, is characterized by the values of its ↑attributes and does not depend on another item (→ entity).
Ograniczenie (w IW)	**Constraint** (in RE)	A ↑requirement that limits the solution space beyond what is necessary for meeting the given ↑functional requirements and ↑quality requirements.
Ograniczenie czasowe (timebox)	Timebox	A fixed, non-extendable amount of time for completing a set of ↑tasks.
Opracowanie (wymagań)	**Elaboration** (of requirements)	An umbrella term for requirements ↑elicitation, ↑negotiation and ↑validation.
Persona	**Persona**	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.
Półformalny	Semi-formal	Something which is formal to some extent, but not completely. **Note:** A ↑work product is called semi-formal if it contains formal parts, but isn't formalized totally. Typically, a semi-formal work product has a defined ↑syntax, while the ↑semantics is partially defined only.
Poprawność	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.

Term (Polish)	Term (English)	Definition (English)
Pozycja	Item	Anything which is perceivable or conceivable. **Synonyms:** entity, object
Pozyskiwanie (wymagań)	**Elicitation** (of requirements)	→ Requirements elicitation
Pozyskiwanie wymagań	**Requirements elicitation**	The process of seeking, capturing and consolidating ↑requirements from available ↑sources, potentially including the re-construction or creation of requirements.
Praktyka	Practice	A proven way of how to carry out certain types of ↑tasks or ↑activities.
Priorytet	**Priority**	The level of importance assigned to an ↑item, e.g., a ↑requirement or a ↑defect, according to certain criteria.
Priorytetyzacja	Prioritization	The process of assigning priorities to a set of ↑items.
Problem	Problem	A difficulty, open question or undesirable condition that needs investigation, consideration, or solution.
Proces (w odniesieniu do procesów biznesowych) lub przetwarzanie (jako czynność)	**Process**	A set of interrelated ↑activities performed in a given order to process information or materials. **Note:** The notion of process includes *business processes* (e.g., how to commission and send ordered goods to ↑customers), *information processes* (e.g., how to deliver records from a database that match a given query), and *technical processes* (e.g., cruise control in a car).
Produkt (w kontekście oprogramowania)	**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.

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Term (Polish)	Term (English)	Definition (English)
Produkt pracy	**Work product**	A recorded, intermediate or final result generated in a work ↑process. **Synonym:** ↑Artifact
Projekt	**Design**	1. A plan or drawing produced to show how something will look, function or be structured before it is made. 2. The activity of creating a design. 3. A decorative pattern [This meaning does not apply in the software engineering ↑domain]. **Notes:** 1. In software product development, we distinguish between *creative design* which shapes the look and feel of the product, i.e., its perceivable form, function and quality, and *technical design* (also called software design) which determines the inner structure of the product, in particular the software architecture. 2. The creative design of products is also called *product design*. 3. The creative design of digital solutions is called *digital design*.

Term (Polish)	Term (English)	Definition (English)

Prototyp	**Prototype**	1. In manufacturing: A piece which is built prior to the start of mass production.
		2. In software and systems engineering: A preliminary, partial realization of certain characteristics of a ↑system.
		3. In design: A preliminary, partial instance of a design solution.
		
		Notes:
		1. In RE, prototypes are used as a means for requirements ↑elicitation (see ↑specification by example) and ↑validation.
		2. Prototypes in RE can be classified
		  (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.

Prototyp eksploracyjny	**Exploratory prototype**	A throwaway ↑prototype used to create shared understanding, clarify ↑requirements or validate requirements.
Prototyp ewolucyjny	**Evolutionary prototype**	A pilot system forming the core of a ↑system to be developed.
Prototyp natywny	**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.
Prototypowanie	Prototyping	A ↑process that involves the creation and evaluation of ↑prototypes.
Przegląd	**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.

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Przejrzenie	**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.
Przenaszalność (przenośność)	Portability	The ease with which a ↑system can be transferred to another platform while preserving its characteristics.
Przepływ danych	Data flow	A sequence of data items flowing from a producer to a consumer.
Przepływ sterowania	Control flow	The order in which a set of actions is executed.
Przypadek użycia	**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.
Przyrost (w wytwarzaniu oprogramowania)	**Increment** (in software development)	An addition to a ↑system under development that extends, enhances or refactors (↑refactoring) the existing parts of the system.
		Note: In ↑agile development, every ↑iteration produces an increment.
Punkt odchylenia	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.
Punkt odniesienia	**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.

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Term (Polish)	Term (English)	Definition (English)
Punkt odniesienia dla wymagań	Requirements baseline	A ↑baseline for a set of ↑requirements.
Punkt widzenia	Viewpoint	A certain perspective on the ↑requirements of a ↑system. **Note:** Typical viewpoints are perspectives that a ↑stakeholder or stakeholder group has (for example, an end user's perspective or an operator's perspective). However, there can also be topical viewpoints such as a security viewpoint.
Rada Kontroli Zmian	**Change control board**	A committee of ↑customer and ↑supplier representatives that decides on ↑change requests. **Abbreviation:** CCB **Note:** The Change control board should not be confused with a *change advisory board*, which is a committee that evaluates change requests for a ↑system in operation and typically has no decision power.
Refaktoring	Refactoring	The improvement of the internal ↑quality of source code, particularly the structure of the code, without changing its observable behavior.
Rodzaj wymagania	**Kind of requirement**	A classification of requirements according to their kind into ↑*system* requirements (consisting of ↑*functional* requirements, ↑*quality* requirements and ↑*constraints*), *project* requirements, and *process* requirements. **Notes:** 1. RE is primarily concerned with system requirements. 2. Quality requirements and constraints are also called ↑*non-functional* requirements.

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Term (Polish)	Term (English)	Definition (English)
Rola	**Role**	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.
Rozgałęzianie wymagań	Requirements branching	→ Branch
Ryzyko	**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.
Scenariusz	Scenario	1. In general: A description of a potential sequence of events that lead to a desired (or unwanted) result. 2. In RE: An ordered sequence of interactions between partners, in particular between a ↑system and external ↑actors. May be a concrete sequence (instance scenario) or a set of potential sequences (type scenario, ↑use case).
Schemat stanu	**Statechart**	A ↑state machine having states that are hierarchically and/or orthogonally decomposed.
Scrum	Scrum	A popular ↑process framework for ↑agile development of a ↑system.
Semantyka	**Semantics**	The meaning of a sign or a set of signs in a ↑language.
Składnia	**Syntax**	The rules for constructing structured signs in a ↑language.

Term (Polish)	Term (English)	Definition (English)
Śledzenie powiązań pomiędzy wymaganiami	**Traceability**	1. In general: The ability to establish explicit relationships between related ↑work products or ↑items within work products. 2. In RE: The ability to trace a ↑requirement (a) back to its origins, (b) forward to its implementation in design and code and its associated tests, (c) to requirements it depends on (and vice-versa).
Słownik	**Glossary**	A collection of definitions of terms that are relevant in some ↑domain. **Note:** Frequently, a glossary also contains cross-references, ↑synonyms, ↑homonyms, acronyms, and abbreviations.
Specyfikacja	**Specification**	1. As a work product: A systematically represented description of the properties of an ↑item (a ↑system, a device, etc.) that satisfies given criteria. 2. As a process: the process of specifying (↑eliciting, documenting and ↑validating) the properties of an ↑item. **Note:** A specification may be about required properties (↑requirements specification) or implemented properties (e.g., a technical product specification).
Specyfikacja na przykładach	Specification by example	A ↑technique that specifies test cases and ↑requirements for a ↑system by providing examples of how the system should behave.

Term (Polish)	Term (English)	Definition (English)
Specyfikacja wymagań	**Requirements specification**	A systematically represented collection of ↑requirements, typically for a ↑system, that satisfies given criteria. **Notes:** 1. In some situations we distinguish between a ↑*customer* requirements specification (typically written by the ↑customer) and a ↑*system* requirements specification or ↑*software* requirements specification (written by the supplier). 2. Requirements specification may also denote the ↑*process* of specifying (↑eliciting, documenting and ↑validating) requirements.
Specyfikacja wymagań klienta	**Customer requirements specification**	A coarse description of the required capabilities of a ↑system from the ↑customer's perspective. **Note:** A customer requirements specification is usually supplied by the ↑customer.
Specyfikacja wymagań na oprogramowanie	**Software requirements specification**	A ↑requirements specification pertaining to a software ↑system. **Abbreviation:** SRS
Specyfikacja wymagań na system	**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
Spike	Spike	In agile development: A task aimed at gaining insight or gathering information, rather than at producing a ↑product ↑increment.

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Term (Polish)	Term (English)	Definition (English)
Spójność (wymagań)	**Consistency** (of requirements)	The degree to which a set of ↑requirements is free of contradicting statements.
Sprint (przebieg)	**Sprint**	An ↑iteration in ↑agile development, particularly when using ↑Scrum.
Średnio-formalny → Półformalny		
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.
Synonim	**Synonym**	A word having the same meaning as another word.

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Term (Polish)	Term (English)	Definition (English)

System	**System**	1. In general: A principle for ordering and structuring.
		2. In engineering: A coherent, delimitable set of elements that – by coordinated action – achieve some purpose.
		
		Notes:
		1. A system may comprise other systems or ↑components as sub-systems.
		2. The purposes achieved by a system may be delivered by
		   • deploying the system at the place(s) where it is used,
		   • selling/providing the system as a ↑product to its ↑users,
		   • having providers who offer the system's capabilities as ↑services to users.
		3. Systems containing both software and physical ↑components are called *cyber-physical systems*.
		4. Systems spanning software, hardware, people and organizational aspects are called *socio-technical systems*.
		
		Important: In all definitions referring to system in this glossary, system is an umbrella term which includes
		• ↑*Products* provided to ↑customers,
		• ↑*Services* made available to ↑customers,
		• Other work products such as *devices*, *procedures* or *tools* that help people or organizations achieve some goal,
		• System ↑*components* or ↑*compositions* of systems.

Szablon dokumentu	Document template	A template providing a predefined skeleton structure for a document. (→ requirements template) **Note:** In RE, document templates can be used to structure ↑requirements documents.

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Term (Polish)	Term (English)	Definition (English)
Szablon formularza	Form template	A template providing a form with predefined fields to be filled-in. (→ requirements template) **Note:** In RE, form templates can be used to specify ↑use cases or ↑quality requirements.
Szablon wymagań	**Requirements template**	A template for specifying ↑requirements. **Note:** In RE, several forms of templates are used. ↑*Phrase templates* are used for specifying individual ↑requirements or ↑user stories. ↑*Form templates* can be used to specify ↑use cases or ↑quality requirements. ↑*Document templates* provide a predefined structure for ↑requirements documents.
Szablon wyrażenia	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)
Szkielet (wireframe)	**Wireframe**	A low-fidelity ↑prototype built with simple materials that primarily serves for discussing and validating requirements, design ideas or user interface concepts. **Note:** When prototyping digital systems, wireframes are typically built with paper. Such prototypes are also called *paper prototypes*.
Tabela decyzyjna	Decision table	A tabular representation of a complex decision, specifying which actions to perform for the possible combinations of condition values.
Tablica historyjek (storyboard)	Storyboard	A series of sketches or pictures that visualize the execution of a ↑scenario.
Technika	Technique	A documented set of coherent actions for accomplishing a ↑task or achieving an objective.

Term (Polish)	Term (English)	Definition (English)
Temat	Theme	In agile development: A collection of related ↑user stories.
Test akceptacyjny	Acceptance test	A test that assesses whether a ↑system satisfies its ↑requirements.
		Note: Typically used by ↑customers to determine whether or not to accept a system.
Tolerowanie usterek	**Fault tolerance**	The capability of a ↑system to operate as intended despite the presence of (hardware or software) ↑faults.
		Note: Fault tolerance may be stated as a ↑quality requirement.
UML	**UML**	Abbreviation for Unified Modeling Language, a standardized language for modeling problems or solutions.
Usługa	**Service**	The provision of some ↑functionality to a human or a ↑system by a provider (a system, organization, group or individual) that delivers value to the receiver.
		Note: In systems engineering, software engineering and Requirements Engineering, services are typically provided by a ↑system for a ↑user or another system.
Usterka	**Fault**	→ Defect
Utrzymywalność	Maintainability	The ease with which a ↑system can be modified by the intended maintainers.
		Note: Maintainability may be stated as a ↑quality requirement.

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Term (Polish)	Term (English)	Definition (English)
Użyteczność	**Usability**	The degree to which a ↑system can be used by specified ↑users to achieve specified ↑goals in a specified context of use. **Note:** Usability particularly includes the capability of a ↑system to be understood, learned, used, and liked by its intended ↑users.
Użytkownik	**User**	A person who uses the ↑functionality provided by a ↑system. **Note:** Users (also called end users) always are ↑stakeholders of a ↑system.
Użytkownik końcowy	End user	→ User
Walidacja	**Validation**	The ↑process of confirming that an ↑item (a ↑system, a ↑work product or a part thereof) matches its ↑stakeholders' needs. **Note:** In RE, validation is the process of confirming that the documented ↑requirements match their ↑stakeholders' needs; in other words: whether the right requirements have been specified.
Wariant	Variant	One of the possible forms that an ↑item (e.g., a ↑requirement) may have.
Wersja	**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.

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Term (Polish)	Term (English)	Definition (English)
Weryfikacja	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.
Weryfikowalność (wymagań)	**Verifiability** (of requirements)	The degree to which the fulfillment of a ↑requirement by an implemented ↑system can be verified. **Note:** Such ↑verification can be performed, for example, by defining ↑acceptance test cases, measurements or ↑inspection procedures.
Widok	**View**	An excerpt from a ↑work product, containing only those parts one is currently interested in. **Note:** A view can abstract or aggregate parts of the work product.
Wizja (systemu lub produktu)	**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.
Właściciel produktu	Product owner	A person responsible for a ↑product in terms of ↑functionality, value and ↑risk. **Note:** The product owner maintains and prioritizes the ↑product backlog, makes sure that the ↑stakeholders' ↑requirements as well as market needs are elicited and adequately documented in the ↑product backlog and represents the stakeholders when communicating with the development team.
Wspólność	Commonality	The parts of a ↑product line that are shared by all its members.

Term (Polish)	Term (English)	Definition (English)
Wydajność	**Efficiency**	The degree to which resources are expended in relation to results achieved.
Wydanie	**Release**	A ↑configuration that has been released for installation and use by ↑customers.
Wykonalność (wymagania)	Feasibility (of a requirement)	The degree to which a ↑requirement for a ↑system can be implemented under existing ↑constraints.
Wykres spalania	Burndown chart	A diagram plotting the work items that remain to accomplish on a time scale.
Wymaganie	**Requirement**	1. A need perceived by a ↑stakeholder. 2. A capability or property that a ↑system shall have. 3. A documented representation of a need, capability or property.
Wymaganie biznesowe	**Business requirement**	A ↑requirement stating a business ↑goal, objective or need of an organization. **Note:** Business requirements typically state those business goals, objectives and needs that shall be achieved by employing a ↑system or a collection of systems.
Wymaganie domenowe	**Domain requirement**	A ↑domain property in the ↑context of a ↑system that is required to hold.
Wymaganie funkcjonalne	**Functional requirement**	A ↑requirement concerning a result or ↑behavior that shall be provided by a function of a ↑system.
Wymaganie interesariusza	**Stakeholder requirement**	A ↑requirement expressing a ↑stakeholder desire or need. **Note:** Stakeholder requirements are typically written by stakeholders and express their desires and needs from their perspective.

Term (Polish)	Term (English)	Definition (English)
Wymaganie jakościowe	**Quality requirement**	A ↑requirement that pertains to a quality concern that is not covered by ↑functional requirements.
Wymaganie niefunkcjonalne	**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.
Wymaganie systemowe	**System requirement**	A ↑requirement pertaining to a ↑system.
Wymaganie użytkownika	**User requirement**	A ↑requirement expressing a ↑user need. **Note:** User requirements are typically about what a system should do for certain users and how they can interact with the system. User requirements are a subset of ↑stakeholder requirements.
Wymaganie wydajności	**Performance requirement**	A ↑requirement describing a performance characteristic (timing, speed, volume, capacity, throughput, ...). **Note:** In this glossary, performance requirements are regarded as a sub-category of ↑quality requirements. However, they can also be considered as a ↑kind of requirements of its own.
Wzorzec procesowy	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.

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Term (Polish)	Term (English)	Definition (English)
Zabezpieczenia	**Security**	The degree to which a ↑system protects its data and resources against unauthorized access or use and secures unobstructed access and use for its legitimate ↑users. **Note:** Security requirements may be stated as ↑quality requirements or in terms of ↑functional requirements.
Zachowanie	**Behavior**	The way in which a ↑system reacts to stimuli, changes its state and produces observable results. **Note:** Stimuli may be events or changes of conditions. Their origin may be external or system-internal.
Zadanie	Task	A coherent chunk of work to be done.
Żądanie zmiany	**Change request**	In RE: A well-argued request for changing one or more ↑baselined ↑requirements.
Zakres (wytwarzania systemu)	**Scope** (of a system development)	The range of things that can be shaped and designed when developing a ↑system.
Zarządzanie wymaganiami	**Requirements management**	The process of managing existing ↑requirements and requirements-related ↑work products, including the storing, changing and tracing of requirements (↑traceability).
Zarządzanie zmianami	**Change management**	A controlled way to effect or deny a requested change of a ↑work product.
Zgodność	**Conformity**	The degree to which a ↑work product conforms to regulations given in some ↑standard.

Term (Polish)	Term (English)	Definition (English)
Zgodność z przepisami	**Compliance**	The adherence of a ↑work product to ↑standards, conventions, regulations, laws, or similar prescriptions.
Zmienność	Variability	1. The degree to which a ↑system can be changed or customized. 2. In product lines: The ↑features that can differ among the members of the ↑product line.
Źródło (wymagania)	Source (of a requirement)	→ Requirements source
Źródło wymagań	**Requirements source**	The source from which a ↑requirement has been derived. **Note:** Typical sources are ↑stakeholders, documents, existing ↑systems and observations.
Zrozumiałość	**Understandability**	The degree to which an ↑item is comprehensible to its intended users. **Note:** Typical items are: a ↑system, a ↑work product, or a part thereof.

English - Polish dictionary

Term (English)	Term (Polish)
Acceptance	Akceptacja
Acceptance criteria	**Kryteria akceptacji**
Acceptance test	Test akceptacyjny
Activity	Aktywność
Activity diagram	**Diagram aktywności**
Activity model	**Model aktywności**
Actor	**Aktor**
Adequacy (of a requirement)	**Adekwatność** (wymagania)
Agile	**Agile, zwinny**
Ambiguity	Niejednoznaczność
Application domain	**Dziedzina zastosowania**
Artifact	Artefakt
Association	Asocjacja
Attribute	**Atrybut**

Term (English)	Term (Polish)
Backlog	Backlog
Baseline	**Punkt odniesienia**
Behavior model	**Model zachowania**
Behavior	**Zachowanie**
Branch	Gałąź
Burndown chart	Wykres spalania
Business requirement	**Wymaganie biznesowe**
Cardinality	Liczność
Change control board	**Rada Kontroli Zmian**
Change management	**Zarządzanie zmianami**
Change request	**Żądanie zmiany**
Class diagram	**Diagram klas**
Class model	**Model klas**
Class	**Klasa**
Commonality	Wspólność
Completeness (of requirements)	**Kompletność** (wymagań)
Compliance	**Zgodność z przepisami**

Term (English)	Term (Polish)
Component	**Komponent**
Composition (in a technical context)	Kompozycja (w kontekście technicznym)
Configuration	**Konfiguracja**
Conformity	**Zgodność**
Consistency (of requirements)	**Spójność** (wymagań)
Constraint (in RE)	**Ograniczenie** (w IW)
Context boundary	**Granica kontekstu**
Context diagram	**Diagram kontekstowy**
Context model	**Model kontekstowy**
Context	**Kontekst**
Control flow	Przepływ sterowania
Correctness	Poprawność
Customer requirements specification	**Specyfikacja wymagań klienta**
Customer	**Klient**
Data flow	Przepływ danych
Data flow diagram	Diagram przepływu danych
Data flow model	Model przepływu danych

Term (English)	Term (Polish)
Decision table	Tabela decyzyjna
Defect	**Defekt**
Design	**Projekt**
Document template	Szablon dokumentu
Domain model	**Model domenowy**
Domain requirement	**Wymaganie domenowe**
Domain	**Domena**
Effectiveness	**Efektywność**
Efficiency	**Wydajność**
Elaboration (of requirements)	**Opracowanie** (wymagań)
Elicitation (of requirements)	**Pozyskiwanie** (wymagań)
End user	Użytkownik końcowy
Entity	Encja
Entity-relationship diagram	Diagram związków encji
Entity-relationship model	Model związków encji
Epic	Epika
Error	**Błąd**

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Term (English)	Term (Polish)
Evolutionary prototype	**Prototyp ewolucyjny**
Exploratory prototype	**Prototyp eksploracyjny**
Fault tolerance	**Tolerowanie usterek**
Fault	**Usterka**
Feasibility (of a requirement)	Wykonalność (wymagania)
Feature diagram	Diagram cech
Feature model	Model cech
Feature	**Cecha**
Form template	Szablon formularza
Functional requirement	**Wymaganie funkcjonalne**
Functionality	**Funkcjonalność**
Glossary	**Słownik**
Goal model	**Model celów**
Goal	**Cel**
Homonym	Homonim
Increment (in software development)	**Przyrost** (w wytwarzaniu oprogramowania)
Inspection	**Inspekcja**

Term (English)	Term (Polish)
Item	Pozycja
Iteration	**Iteracja**
Kind of requirement	**Rodzaj wymagania**
Language	Język
Maintainability	Utrzymywalność
Method	Metoda
Methodology	Metodologia
Mock-up (of a digital system)	**Makieta** (systemu informatycznego)
Model	**Model**
Modeling language	**Język modelowania**
Modifiability	**Modyfikowalność**
Multiplicity	Krotność
Native prototype	**Prototyp natywny**
Natural language	**Język naturalny**
Necessity (of a requirement)	**Konieczność** (wymagania)
Non-functional requirement	**Wymaganie niefunkcjonalne**
Object diagram	Diagram obiektów

Term (English)	Term (Polish)
Object model	**Model obiektów**
Object	**Obiekt**
Performance requirement	**Wymaganie wydajności**
Persona	**Persona**
Phrase template	Szablon wyrażenia
Portability	Przenaszalność (przenośność)
Practice	Praktyka
Prioritization	Priorytetyzacja
Priority	**Priorytet**
Problem	Problem
Process model	**Model procesu**
Process pattern	Wzorzec procesowy
Process	**Proces (w odniesieniu do procesów biznesowych) lub przetwarzanie (jako czynność)**
Product backlog	**Backlog produktu**
Product line	Linia produktowa
Product owner	Właściciel produktu
Product (in the context of software)	**Produkt** (w kontekście oprogramowania)

Term (English)	Term (Polish)
Prototype	**Prototyp**
Prototyping	Prototypowanie
Quality requirement	**Wymaganie jakościowe**
Quality	**Jakość**
Redundancy	**Nadmiarowość**
Refactoring	Refaktoring
Release	**Wydanie**
Reliability	**Niezawodność**
Requirement	**Wymaganie**
Requirements analysis	Analiza wymagań
Requirements baseline	Punkt odniesienia dla wymagań
Requirements branching	Rozgałęzianie wymagań
Requirements configuration	Konfiguracja wymagań
Requirements conflict	**Konflikt wymagań**
Requirements document	**Dokument wymagań**
Requirements elicitation	**Pozyskiwanie wymagań**
Requirements Engineer	**Inżynier wymagań**

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Term (English)	Term (Polish)
Requirements Engineering	**Inżynieria wymagań**
Requirements management	**Zarządzanie wymaganiami**
Requirements model	Model wymagań
Requirements negotiation	**Negocjowanie wymagań**
Requirements source	**Źródło wymagań**
Requirements specification	**Specyfikacja wymagań**
Requirements template	**Szablon wymagań**
Review	**Przegląd**
Risk	**Ryzyko**
Role	**Rola**
Safety	**Bezpieczeństwo**
Scenario	Scenariusz
Scope (of a system development)	**Zakres** (wytwarzania systemu)
Scrum	Scrum
Security	**Zabezpieczenia**
Semantics	**Semantyka**
Semi-formal	Półformalny, średnioformalny

Term (English)	Term (Polish)
Sequence diagram	**Diagram sekwencji**
Service	**Usługa**
Software requirements specification	**Specyfikacja wymagań na oprogramowanie**
Source (of a requirement)	Źródło (wymagania)
Specification by example	Specyfikacja na przykładach
Specification language	Język specyfikacji
Specification	**Specyfikacja**
Spike	Spike
Sprint backlog	Backlog sprintu
Sprint	**Sprint (przebieg)**
Stakeholder requirement	**Wymaganie interesariusza**
Stakeholder	**Interesariusz**
Standard	**Standard**
State machine diagram	**Diagram maszyny stanów**
State machine	**Maszyna stanów**
Statechart	**Schemat stanu**
State-transition diagram	Diagram przejść pomiędzy stanami

Term (English)	Term (Polish)
Steering committee	Komitet sterujący
Story (in an RE context)	Historyjka (w kontekście IW)
Story map	Mapa historyjek
Storyboard	Tablica historyjek (storyboard)
Structured Analysis	Analiza ustrukturyzowana
Supplier	Dostawca
Synonym	**Synonim**
Syntax	**Składnia**
System boundary	**Granica systemu**
System context	Kontekst systemu
System requirement	**Wymaganie systemowe**
System requirements specification	**Specyfikacja wymagań na system**
System	**System**
Task	Zadanie
Technique	Technika
Theme	Temat
Timebox	Ograniczenie czasowe (timebox)

Term (English)	Term (Polish)
Tool (in software engineering)	**Narzędzie** (w inżynierii oprogramowania)
Traceability	**Śledzenie powiązań pomiędzy wymaganiami**
UML	**UML**
Unambiguity (of requirements)	**Jednoznaczność** (wymagań)
Understandability	**Zrozumiałość**
Usability	**Użyteczność**
Use case diagram	**Diagram przypadków użycia**
Use case model	Model przypadków użycia
Use case	**Przypadek użycia**
User requirement	**Wymaganie użytkownika**
User story	**Historyjka użytkownika**
User	**Użytkownik**
Validation	**Walidacja**
Variability	Zmienność
Variant	Wariant
Variation point	Punkt odchylenia
Verifiability (of requirements)	**Weryfikowalność** (wymagań)

Term (English)	Term (Polish)
Verification	Weryfikacja
Version	**Wersja**
View	**Widok**
Viewpoint	Punkt widzenia
Vision (for a system or product)	**Wizja** (systemu lub produktu)
Walkthrough	**Przejrzenie**
Wireframe	**Szkielet** (wireframe)
Work product	**Produkt pracy**