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The requirements engineering is a critical process for software development. It is the first part of the book, consisting in:

- The term "requirement"
- The differentiation between functional requirements, quality requirements and constraints
- The embedding of requirements engineering in the organization of teams
- The development of requirements engineering from an initial software development phase to a continuous project and product-oriented activity
- The difference between problem definition and solution description

In addition, our framework for requirements engineering is described in this part of the book. The framework consists of the following building blocks:

- The four generic stages: problem definition, the requirements engineering system, and the development of solutions
- The three core activities: elicitation, documentation, and negotiation
- Two cross-functional activities: validation and management
- Three kinds of requirements: technical, social, and organizational requirements

The framework provides the backbone of the book. The structure of this book is explained in more detail at the end of this part.