

## **Examples of Problems with Requirements:**

*The following portion of a Requirements Document relates to a section about calculating a value for the TOTAL. You may assume that the purpose of the TOTAL has been introduced and detailed elsewhere.*

- 3 The program shall modify the total according to the integer supplied by the user**
  - 3.1 If the supplied integer is positive, then the total will increase**
    - 3.1.1 If the supplied integer is even, then add the integer to the total**
    - 3.1.2 If the supplied integer is odd and greater than 100, add 10 to the total**
    - 3.1.3 If the supplied integer is odd, but too small, then only add 1 to the total**
    - 3.1.4 If the user did not supply an integer, then request one from the user**
  - 3.2 If the supplied integer is negative, then the user's total shall change**
    - 3.2.1 If the supplied integer is even, then add the user input to the total**
    - 3.2.2 If the supplied integer is odd, then call the method `absoluteValue()` to convert the number from negative to positive and add that to the total**
  - 3.3 If the supplied integer is exactly 60, then the total should be doubled**
  - 3.4 If the supplied integer is unacceptable, then request a new integer**