

A Glossary of Requirements Engineering Terminology

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Requirements Engineering (CPRE) Studies and Exam

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**University of
Zurich**^{UZH}

Department of Informatics



Requirements
Engineering
Research
Group



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Version History

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| Version 1.1 | May 2011: Initial Document |
| Version 2.0.0 | April 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 English 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.

Термин (на русском языке)	Term (English)	Definition (English)
Scrum	Scrum	A popular ↑process framework for ↑agile development of a ↑system.
UML	UML	Abbreviation for Unified Modeling Language, a standardized language for modeling problems or solutions.
Адекватность (требований)	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).
Анализ требований	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.
Артефакт	Artifact	Synonym for ↑work product.
Ассоциация	Association	In UML: A relationship between two ↑classes in a ↑UML ↑class model.
Атрибут	Attribute	A characteristic property of an ↑entity or an ↑object.
Базис	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.

Термин (на русском языке)	Term (English)	Definition (English)
Базис требований	Requirements baseline	A ↑ baseline for a set of ↑ requirements.
Безопасность	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>
Бизнес-требование	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>
Бэклог	Backlog	→ Product backlog, → sprint backlog
Бэклог продукта	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>
Бэклог спринта	Sprint backlog	A set of ↑ product backlog items that have been selected to be implemented in the current ↑ sprint.

Термин (на русском языке)	Term (English)	Definition (English)
Валидация	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>
Вариант	Variant	<p>One of the possible forms that an ↑item (e.g., a ↑requirement) may have.</p>
Вариант использования	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>
Верификация	Verification	<p>The process of confirming that an ↑item (a system, a work product, or a part thereof) fulfills its ↑specification.</p> <p>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.</p>
Версия	Version	<p>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.</p>
Ветвление требований	Requirements branching	<p>→ Branch</p>

Термин (на русском языке)	Term (English)	Definition (English)
Ветка	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>
Вид	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>
Вид требования	Kind of requirement	<p>A classification of requirements according to their kind into ↑system requirements (consisting of ↑functional requirements, ↑quality requirements and ↑constraints), project requirements, and process 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 ↑non-functional requirements.
Видение (системы или продукта)	Vision (for a system or product)	<p>A conceptual imagination of a future ↑system or ↑product, describing its key characteristics and how it will create value for its ↑users.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Владелец продукта	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>
Встроенный прототип	Native prototype	<p>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.</p>
Выполнимость (требований)	Feasibility (of a requirement)	<p>The degree to which a ↑requirement for a ↑system can be implemented under existing ↑constraints.</p>
Выявление (требований)	Elicitation (of requirements)	<p>→ Requirements elicitation</p>
Выявление требований	Requirements elicitation	<p>The process of seeking, capturing and consolidating ↑requirements from available ↑sources, potentially including the re-construction or creation of requirements.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Гибкий	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: 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>
Глоссарий	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>
Граница контекста	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>

Термин (на русском языке)	Term (English)	Definition (English)
Границы системы	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).
Группа контроля изменений	Change control board	<p>A committee of ↑customer 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>
Дефект	Defect	<p>An imperfection or deficiency in a ↑work product that impairs its intended use.</p> <p>Synonyms: bug, fault</p>
Деятельность	Activity	<p>An action or a set of actions that a person or group performs to accomplish a ↑task.</p>
Диаграмма автомата	State machine diagram	<p>A diagrammatic representation of a ↑state machine.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Диаграмма вариантов использования	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>
Диаграмма деятельности	Activity diagram	<p>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.</p>
Диаграмма классов	Class diagram	<p>A diagrammatic representation of a class model.</p>
Диаграмма объектов	Object diagram	<p>A diagrammatic representation of an object model.</p>
Диаграмма переходов состояний	State-transition diagram	<p>→ State machine diagram</p>
Диаграмма последовательности	Sequence diagram	<p>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.</p>
Диаграмма потока данных	Data flow diagram	<p>A diagrammatic representation of a data flow model.</p> <p>Abbreviation: DFD</p>
Диаграмма сгорания	Burndown chart	<p>A diagram plotting the work items that remain to accomplish on a time scale.</p>
Диаграмма состояний	Statechart	<p>A state machine having states that are hierarchically and/or orthogonally decomposed.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Диаграмма сущность-связь	Entity-relationship diagram	A diagrammatic representation of an ↑entity-relationship model. Abbreviation: ERD
Документ требований	Requirements document	A document consisting of a ↑requirements specification. Note: Requirements document is frequently used as a synonym for requirements specification.
Естественный язык	Natural language	A ↑language that people use for speaking and writing in everyday life. Note: This is in contrast to <i>artificial languages</i> that people have deliberately created for specific purposes such as programming or specifying.
завершенность;	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.
Задача	Task	A coherent chunk of work to be done.
Заинтересованное лицо	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.
Запрос на изменение	Change request	In RE: A well-argued request for changing one or more ↑baselined ↑requirements.
Избыточность	Redundancy	Multiple occurrence of the same information or resource.

Термин (на русском языке)	Term (English)	Definition (English)
Изменчивость	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.
Инспекция	Inspection	A formal ↑review of a ↑work product by a group of experts according to given criteria, following a defined procedure.
Инструмент (в проектировании программного обеспечения)	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>
Исследовательский прототип	Exploratory prototype	A throwaway ↑prototype used to create shared understanding, clarify ↑requirements or validate requirements.
История (в контексте ПТ)	Story (in an RE context)	→ User story
История пользователя	User story	<p>A description of a need from a ↑user’s perspective together with the expected benefit when this need is satisfied.</p> <p>Notes:</p> <ol style="list-style-type: none"> 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.
Источник требований	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>

Термин (на русском языке)	Term (English)	Definition (English)
источник;	Source (of a requirement)	→ Requirements source
Итерация	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>
Кардинальность	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 multiplicity is used for cardinality.</p>
Каркас	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>
Карта-история	Story map	<p>A two-dimensional arrangement of ↑user stories.</p> <p>Note: A story map helps understand the ↑functionality of a ↑system, identify gaps and plan releases.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Качество	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>
Класс	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.
Клиент	Customer	A person or organization who receives a ↑system , a ↑product or a ↑service . Also see ↑stakeholder .
Композиция (композитивное агрегирование)	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.
Компонент	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>
Конечный автомат	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.

Термин (на русском языке)	Term (English)	Definition (English)
Конечный пользователь	End user	→ User
Контекст	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>
Контекст системы	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.
Контекстная диаграмма	Context diagram	<ol style="list-style-type: none">1. A diagrammatic representation of a ↑context model.2. In ↑Structured Analysis, the context diagram is the root of the ↑dataflow diagram hierarchy.
Контекстная модель	Context model	A ↑model describing a ↑system in its ↑context.
Конфигурация	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.
Конфигурация требований	Requirements configuration	→ Configuration

Термин (на русском языке)	Term (English)	Definition (English)
Конфликт требований	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>
Корректность	Correctness	<p>The degree to which the information contained in a ↑work product is provably true.</p> <p>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.</p>
Критерий приемки	Acceptance criteria	<p>In agile: Criteria that the implementation of a ↑user story must satisfy in order to be accepted by the ↑stakeholders.</p> <p>Note: Acceptance criteria may also be written for ↑backlog items other than user stories.</p>
Макет (в цифровой системе)	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: In RE, a mock-up primarily serves for specifying and validating user interfaces.</p>
Метод	Method	<p>The systematic application of a ↑technique (or a set of techniques) to achieve an objective or create a ↑work product.</p>
Метод	Technique	<p>A documented set of coherent actions for accomplishing a ↑task or achieving an objective.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Методология	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.
Множественность	Multiplicity	→ Cardinality
Модель	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.
Модель вариантов использования	Use case model	A ↑model consisting of a set of ↑use cases, typically together with a ↑use case diagram.
Модель деятельности	Activity model	A ↑model of the flow of actions in some part of a ↑system.
Модель классов	Class model	A model consisting of a set of ↑classes and relationships between them.
Модель поведения	Behavior model	A ↑model describing the ↑behavior of a ↑system, e.g., by a ↑state machine.

Термин (на русском языке)	Term (English)	Definition (English)
Модель потока данных	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>
Модель предметной области	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. Domain story models specify visual stories about how actors interact with devices, artifacts, and other items in a ↑domain.
Модель сущность-связь	Entity-relationship model	<p>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.</p> <p>Abbreviation: ER Model</p>
Модель требований	Requirements model	<p>A ↑model that has been created with the purpose of specifying ↑requirements.</p>
Модифицируемость	Modifiability	<p>The degree to which a ↑work product or ↑system can be modified without degrading its ↑quality.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Надежность	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.
Недочет	Fault	→ Defect
необходимость.	Necessity (of a requirement)	The degree to which an individual ↑requirement is a necessary part of the ↑requirements specification of a ↑system.
Неоднозначность	Ambiguity	The contrary of →unambiguity
Нефункциональные требования	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.
Обзор	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.
Обсуждение требований	Requirements negotiation	A ↑process where ↑stakeholders are working toward reaching an agreement to resolve ↑requirements conflicts.
Общность	Commonality	The parts of a ↑product line that are shared by all its members.

Термин (на русском языке)	Term (English)	Definition (English)
Объект	Object	<ol style="list-style-type: none"> In general: Anything which is perceivable or conceivable (→ item). 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).
Объектная модель	Object model	A ↑model describing a set of ↑objects and relationships between them.
Объем работ (в системной разработке)	Scope (of a system development)	The range of things that can be shaped and designed when developing a ↑system.
Ограничение (в ПТ)	Constraint (in RE)	A ↑requirement that limits the solution space beyond what is necessary for meeting the given ↑functional requirements and ↑quality requirements.
однозначность;	Unambiguity (of requirements)	The degree to which a ↑requirement is expressed such that it cannot be understood differently by different people.
Омоним	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>
описание внесенных изменений.	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>

Термин (на русском языке)	Term (English)	Definition (English)
Ошибка	Error	<ol style="list-style-type: none">1. A human action that produces an incorrect result.2. A discrepancy between an observed \uparrowbehavior 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>
Переносимость	Portability	The ease with which a \uparrow system can be transferred to another platform while preserving its characteristics.
Период времени	Timebox	A fixed, non-extendable amount of time for completing a set of \uparrow tasks.
Персонаж	Persona	A fictitious character representing a group of \uparrow users with similar needs, values and habits who are expected to use a \uparrow system in a similar way.
Поведение	Behavior	The way in which a \uparrow system reacts to stimuli, changes its state and produces observable results. <p>Note: Stimuli may be events or changes of conditions. Their origin may be external or system-internal.</p>
Полуформальный	Semi-formal	Something which is formal to some extent, but not completely. <p>Note: A \uparrowwork product is called semi-formal if it contains formal parts, but isn't formalized totally. Typically, a semi-formal work product has a defined \uparrowsyntax, while the \uparrowsemantics is partially defined only.</p>
Пользователь	User	A person who uses the \uparrow functionality provided by a \uparrow system. <p>Note: Users (also called end users) always are \uparrowstakeholders of a \uparrowsystem.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Понятность	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.
Поставщик	Supplier	A person or organization who delivers a ↑product or ↑service to a ↑customer.
Поток данных	Data flow	A sequence of data items flowing from a producer to a consumer.
Поток управления	Control flow	The order in which a set of actions is executed.
Пошаговый разбор	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.
Практика	Practice	A proven way of how to carry out certain types of ↑tasks or ↑activities.
Предметная область	Domain	A range of relevant things (for some given matter); for example, an ↑application domain.
Предметная область приложения	Application domain	Those parts of the real world that are relevant for determining the ↑context of a ↑system.
Приемка	Acceptance	The process of assessing whether a ↑system satisfies all its ↑requirements.
Приемочный тест	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.

Термин (на русском языке)	Term (English)	Definition (English)
Приоритет	Priority	The level of importance assigned to an ↑item, e.g., a ↑requirement or a ↑defect, according to certain criteria.
Приоритизация	Prioritization	The process of assigning priorities to a set of ↑items.
Проблема	Problem	A difficulty, open question or undesirable condition that needs investigation, consideration, or solution.
проверяемость;	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>
Продукт (в контексте программного обеспечения)	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.
Продуктовая линейка	Product line	<p>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.</p> <p>Note: The points in a product line where there is more than one ↑variant to select from are called ↑variation points.</p> <p>Synonym: Product family</p>

Термин (на русском языке)	Term (English)	Definition (English)
Проектирование требований	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>
Проектировщик требований	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>
Прототип	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 <ol style="list-style-type: none"> (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.
Прототипирование	Prototyping	<p>A ↑process that involves the creation and evaluation of ↑prototypes.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Процесс	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>
Процессная модель	Process model	<p>A ↑model describing a ↑process or a set of related processes.</p>
Процессный шаблон	Process pattern	<p>An abstract, reusable ↑model of a ↑process which can be used to configure and instantiate a concrete process for a given situation and ↑context.</p>
Рабочий продукт	Work product	<p>A recorded, intermediate or final result generated in a work ↑process.</p> <p>Synonym: ↑Artifact</p>
Разработка	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>.

Термин (на русском языке)	Term (English)	Definition (English)
Разработка (требований)	Elaboration (of requirements)	An umbrella term for requirements ↑elicitation, ↑negotiation and ↑validation.
Раскадровка	Storyboard	A series of sketches or pictures that visualize the execution of a ↑scenario.
Релиз	Release	A ↑configuration that has been released for installation and use by ↑customers.
Рефакторинг	Refactoring	The improvement of the internal ↑quality of source code, particularly the structure of the code, without changing its observable behavior.
Риск	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.
Роль	Role	<ol style="list-style-type: none"> 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.
Семантика	Semantics	The meaning of a sign or a set of signs in a ↑language.
Сервис	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.
Синоним	Synonym	A word having the same meaning as another word.

Термин (на русском языке)	Term (English)	Definition (English)
Синтаксис	Syntax	The rules for constructing structured signs in a ↑language.
Система	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"> • 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 <i>cyber-physical systems</i>. 4. Systems spanning software, hardware, people and organizational aspects are called <i>socio-technical systems</i>. <p>Important: In all definitions referring to system in this glossary, system is 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, procedures</i> or <i>tools</i> that help people or organizations achieve some goal, • System ↑components or ↑compositions of systems.
Системные требования	System requirement	A ↑requirement pertaining to a ↑system.
согласованность;	Consistency (of requirements)	The degree to which a set of ↑requirements is free of contradicting statements.

Термин (на русском языке)	Term (English)	Definition (English)
Соответствие	Compliance	The adherence of a ↑work product to ↑standards, conventions, regulations, laws, or similar prescriptions.
Соответствие	Conformity	The degree to which a ↑work product conforms to regulations given in some ↑standard.
Сопровождаемость	Maintainability	The ease with which a ↑system can be modified by the intended maintainers. Note: Maintainability may be stated as a ↑quality requirement.
Сохранность	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.
Спайк	Spike	In agile development: A task aimed at gaining insight or gathering information, rather than at producing a ↑product ↑increment.
Спецификация	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. Note: A specification may be about required properties (↑requirements specification) or implemented properties (e.g., a technical product specification).

Термин (на русском языке)	Term (English)	Definition (English)
Спецификация на примере	Specification by example	A ↑ technique that specifies test cases and ↑ requirements for a ↑ system by providing examples of how the system should behave.
Спецификация системных требований	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
Спецификация требований	Requirements specification	A systematically represented collection of ↑ requirements, typically for a ↑ system, that satisfies given criteria. Notes: <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.
Спецификация требований заказчика	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 .
Спецификация требований программного обеспечения	Software requirements specification	A ↑ requirements specification pertaining to a software ↑ system. Abbreviation: SRS
Спринт	Sprint	An ↑ iteration in ↑ agile development, particularly when using ↑ Scrum.

Термин (на русском языке)	Term (English)	Definition (English)
Стандарт	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>
Структурный анализ	Structured Analysis	<p>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.</p>
Сущность	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).
Сценарий	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 (instance scenario) or a set of potential sequences (type scenario, ↑use case).
Таблица принятия решений	Decision table	<p>A tabular representation of a complex decision, specifying which actions to perform for the possible combinations of condition values.</p>
Тема	Theme	<p>In agile development: A collection of related ↑user stories.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Точка зрения	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>
Точка изменения	Variation point	<p>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.</p>
Трассируемость	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 <ol style="list-style-type: none"> (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).
Требование	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.
Требование заинтересованного лица	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>
Требование к качеству	Quality requirement	<p>A ↑requirement that pertains to a quality concern that is not covered by ↑functional requirements.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Требования к производительности	Performance requirement	<p>A ↑requirement describing a performance characteristic (timing, speed, volume, capacity, throughput, ...).</p> <p>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.</p>
Требования пользователя	User requirement	<p>A ↑requirement expressing a ↑user need.</p> <p>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.</p>
Требования предметной области	Domain requirement	<p>A ↑domain property in the ↑context of a ↑system that is required to hold.</p>
Удобство использования	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>
Управление изменениями	Change management	<p>A controlled way to effect or deny a requested change of a ↑work product.</p>
Управление требованиями	Requirements management	<p>The process of managing existing ↑requirements and requirements-related ↑work products, including the storing, changing and tracing of requirements (↑traceability).</p>
Управляющий комитет	Steering committee	<p>A committee that supervises a project.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Устойчивость к недочетам	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>
Участник	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: In RE, the subject under consideration typically is a ↑system. In testing, it may be a test ↑object.</p>
Функциональная диаграмма	Feature diagram	A diagrammatic representation of a ↑feature model.
Функциональная модель	Feature model	A ↑model describing the variable features of a ↑product line, including their relationships and dependencies.
Функциональность	Functionality	The capabilities of a ↑system as stated by its ↑functional requirements.
Функциональные требования	Functional requirement	A ↑requirement concerning a result or ↑behavior that shall be provided by a function of a ↑system.
Функция	Feature	<p>A distinguishing characteristic of a ↑system that provides value for ↑stakeholders.</p> <p>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.</p>

Термин (на русском языке)	Term (English)	Definition (English)
Целевая модель	Goal model	<p>A ↑model representing a set ↑goals, sub-goals and the relationships between them.</p> <p>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.</p>
Цель	Goal	<p>A desired state of affairs (that a ↑stakeholder wants to achieve).</p> <p>Note: Goals describe intentions of stakeholders. They may conflict with one another.</p>
Шаблон документа	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>
Шаблон требований	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>
Шаблон формы	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>

Термин (на русском языке)	Term (English)	Definition (English)
Шаблон фразы	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)
Эволюционный прототип	Evolutionary prototype	A pilot system forming the core of a ↑ system to be developed.
Элемент	Item	Anything which is perceivable or conceivable. Synonyms: entity, object
Эпик	Epic	In agile development: An abstract description of a ↑ stakeholder need which is larger than what can be implemented in a single ↑ iteration.
Эффективность	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.
Эффективность	Efficiency	The degree to which resources are expended in relation to results achieved.
Язык	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.
Язык моделирования	Modeling language	A ↑ language for expressing ↑ models of a certain kind. May be textual, graphic, symbolic or some combination thereof.
Язык спецификации	Specification language	An artificial ↑ language that has been created for expressing ↑ specifications.

English - Russian dictionary

Term (English)	Термин (на русском языке)
Acceptance	Приемка
Acceptance criteria	Критерий приемки
Acceptance test	Приемочный тест
Activity	Деятельность
Activity diagram	Диаграмма деятельности
Activity model	Модель деятельности
Actor	Участник
Adequacy (of a requirement)	Адекватность (требований)
Agile	Гибкий
Ambiguity	Неоднозначность
Application domain	Предметная область приложения
Artifact	Артефакт
Association	Ассоциация
Attribute	Атрибут

Term (English)	Термин (на русском языке)
Backlog	Бэклог
Baseline	Базис
Behavior model	Модель поведения
Behavior	Поведение
Branch	Ветка
	Диаграмма сгорания
Burndown chart	Бизнес-требование
Business requirement	Кардинальность
Cardinality	Группа контроля изменений
Change control board	Управление изменениями
Change management	Запрос на изменение
Change request	Диаграмма классов
Class diagram	Модель классов
Class model	Класс
Class	Общность
Commonality	завершенность;
Completeness (of requirements)	Соответствие

Term (English)	Термин (на русском языке)
Compliance	Компонент
Component	Композиция (композитивное агрегирование)
Composition (in a technical context)	Конфигурация
Configuration	Соответствие
Conformity	согласованность;
Consistency (of requirements)	Ограничение (в ПТ)
Constraint (in RE)	Граница контекста
Context boundary	Контекстная диаграмма
Context diagram	Контекстная модель
Context model	Контекст
Context	Поток управления
Control flow	Корректность
Correctness	Спецификация требований заказчика
Customer requirements specification	Клиент
Customer	Поток данных
Data flow	Диаграмма потока данных
Data flow diagram	Модель потока данных

Term (English)	Термин (на русском языке)
Data flow model	Таблица принятия решений
Decision table	Дефект
Defect	Разработка
Design	Шаблон документа
Document template	Модель предметной области
Domain model	Требования предметной области
Domain requirement	Предметная область
Domain	Эффективность
Effectiveness	Эффективность
Efficiency	Разработка (требований)
Elaboration (of requirements)	Выявление (требований)
Elicitation (of requirements)	Конечный пользователь
End user	Сущность
Entity	Диаграмма сущность-связь
Entity-relationship diagram	Модель сущность-связь
Entity-relationship model	Эпик
Epic	Ошибка

Term (English)	Термин (на русском языке)
Error	Эволюционный прототип
Evolutionary prototype	Исследовательский прототип
Exploratory prototype	Устойчивость к недочетам
Fault tolerance	Недочет
Fault	Выполнимость (требований)
Feasibility (of a requirement)	Функциональная диаграмма
Feature diagram	Функциональная модель
Feature model	Функция
Feature	Шаблон формы
Form template	Функциональные требования
Functional requirement	Функциональность
Functionality	Глоссарий
Glossary	Целевая модель
Goal model	Цель
Goal	Омоним
Homonym	описание внесенных изменений.
Increment (in software development)	Инспекция

Term (English)	Термин (на русском языке)
Inspection	Элемент
Item	Итерация
Iteration	Вид требования
Kind of requirement	Язык
Language	Сопровождаемость
Maintainability	Метод
Method	Методология
Methodology	Макет (в цифровой системе)
Mock-up (of a digital system)	Модель
Model	Язык моделирования
Modeling language	Модифицируемость
Modifiability	Множественность
Multiplicity	Встроенный прототип
Native prototype	Естественный язык
Natural language	необходимость.
Necessity (of a requirement)	Нефункциональные требования
Non-functional requirement	Диаграмма объектов

Term (English)	Термин (на русском языке)
Object diagram	Объектная модель
Object model	Объект
Object	Требования к производительности
Performance requirement	Персонаж
Persona	Шаблон фразы
Phrase template	Переносимость
Portability	Практика
Practice	Приоритизация
Prioritization	Приоритет
Priority	Проблема
Problem	Процессная модель
Process model	Процессный шаблон
Process pattern	Процесс
Process	Бэклог продукта
Product backlog	Продуктовая линейка
Product line	Владелец продукта
Product owner	Продукт (в контексте программного обеспечения)

Term (English)	Термин (на русском языке)
Product (in the context of software)	Прототип
Prototype	Прототипирование
Prototyping	Требование к качеству
Quality requirement	Качество
Quality	Избыточность
Redundancy	Рефакторинг
Refactoring	Релиз
Release	Надежность
Reliability	Требование
Requirement	Анализ требований
Requirements analysis	Базис требований
Requirements baseline	Ветвление требований
Requirements branching	Конфигурация требований
Requirements configuration	Конфликт требований
Requirements conflict	Документ требований
Requirements document	Выявление требований
Requirements elicitation	Проектировщик требований

Term (English)	Термин (на русском языке)
Requirements Engineer	Проектирование требований
Requirements Engineering	Управление требованиями
Requirements management	Модель требований
Requirements model	Обсуждение требований
Requirements negotiation	Источник требований
Requirements source	Спецификация требований
Requirements specification	Шаблон требований
Requirements template	Обзор
Review	Риск
Risk	Роль
Role	Сохранность
Safety	Сценарий
Scenario	Объем работ (в системной разработке)
Scope (of a system development)	Scrum
Scrum	Безопасность
Security	Семантика
Semantics	Полуформальный

Term (English)

Semi-formal

Sequence diagram

Service

Software requirements specification

Source (of a requirement)

Specification by example

Specification language

Specification

Spike

Sprint backlog

Sprint

Stakeholder requirement

Stakeholder

Standard

State machine diagram

State machine

Statechart

Термин (на русском языке)

Диаграмма последовательности

Сервис

Спецификация требований программного обеспечения

источник;

Спецификация на примере

Язык спецификации

Спецификация

Спайк

Бэклог спринта

Спринт

Требование заинтересованного лица

Заинтересованное лицо

Стандарт

Диаграмма автомата

Конечный автомат

Диаграмма состояний

Диаграмма переходов состояний

Term (English)

State-transition diagram

Steering committee

Story (in an RE context)

Story map

Storyboard

Structured Analysis

Supplier

Synonym

Syntax

System boundary

System context

System requirement

System requirements specification

System

Task

Technique

Theme

Термин (на русском языке)

Управляющий комитет

История (в контексте ПТ)

Карта-история

Раскадровка

Структурный анализ

Поставщик

Синоним

Синтаксис

Границы системы

Контекст системы

Системные требования

Спецификация системных требований

Система

Задача

Метод

Тема

Период времени

Term (English)

Термин (на русском языке)

Timebox

Инструмент (в проектировании программного обеспечения)

Tool (in software engineering)

Трассируемость

Traceability

UML

UML

однозначность;

Unambiguity (of requirements)

Понятность

Understandability

Удобство использования

Usability

Диаграмма вариантов использования

Use case diagram

Модель вариантов использования

Use case model

Вариант использования

Use case

Требования пользователя

User requirement

История пользователя

User story

Пользователь

User

Валидация

Validation

Изменчивость

Variability

Вариант

Variant

Точка изменения

Variation point

проверяемость;

Term (English)

Verifiability (of requirements)

Verification

Version

View

Viewpoint

Vision (for a system or product)

Walkthrough

Wireframe

Work product

Термин (на русском языке)

Верификация

Версия

Вид

Точка зрения

Видение (системы или продукта)

Пошаговый разбор

Каркас

Рабочий продукт