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Software Requirement Specification of Campus 4.0 Version 1.0



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1. Introduction

Campus 4.0 is an API (Application Programming Interface) based LMS (Learning Management System) developed for Softwarica College. Campus 4.0 is used by both teachers and students. Teachers can create classes and add content for the students to read off. Only the teacher and the admin staff are allowed to modify the data in the API. Students are able to access the modules that they are studying. Other modules are denied to the students. There are various features such as attendance that the teacher can take in every class of each students which makes the attendance checking process much easier and transparent. Similarly, the student can request anything from the respective module leader which makes formal communication very efficient. Weekly Quiz can be held as well and most importantly; the progress of student can monitored that helps in the evolution of the student.

1.1 Purpose

Establish a virtual environment for studying and a system to monitor teacher and student activity.

1.2 Project Scope

This project is made to create an online studying place for the student which has been of much use due to the covid-19 pandemic and lockdown. The teachers are able to upload studying materials for the students. Similarly, the teachers can assign assignments to the students which in return can be reviewed and appropriate feedback can be given. The attendance is incorporated so the teacher can keep track of a particular student and their overall activity and progress in their module. Weekly Quiz can be implemented as well and their result can be shown as well. If the student either misses a class or fails the quiz; they are served with a ticket that also helps to keep track of the students.

2. Specific Requirements

2.1 Functional Requirements

- Robust API.
- User friendly.
- Maintenance.

2.2 Non-Functional Requirements

- Belong to Softwarica.
- Compulsory for students and teacher.

3. Interface Requirement

3.1: Software Interface

- API.
- Frontend.
- Backend.

3.2 Hardware Interface

- Server.
- PCs.