**Software Requirements Specification**

**for**

Mar.kt

A Salesportal for Students; by Students

**Version 1.0 (un)approved**

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**Table of Contents**

**Table of Contents ii**

**Revision History ii**

**1. Introduction 1**

1.1 Purpose 1

1.2 Document Conventions 1

1.3 Intended Audience and Reading Suggestions 1

1.4 Product Scope 1

1.5 References 1

**2. Overall Description 2**

2.1 Product Perspective 2

2.2 Product Functions 2

2.3 User Classes and Characteristics 2

2.4 Operating Environment 2

2.5 Design and Implementation Constraints 2

2.6 User Documentation 2

2.7 Assumptions and Dependencies 3

**3. External Interface Requirements 3**

3.1 User Interfaces 3

3.2 Hardware Interfaces 3

3.3 Software Interfaces 3

3.4 Communications Interfaces 3

**4. System Features 4**

4.1 System Feature 1 4

4.2 System Feature 2 (and so on) 4

**5. Other Nonfunctional Requirements 4**

5.1 Performance Requirements 4

5.2 Safety Requirements 5

5.3 Security Requirements 5

5.4 Software Quality Attributes 5

5.5 Business Rules 5

**6. Other Requirements 5**

**Appendix A: Glossary 5**

**Appendix B: Analysis Models 5**

**Appendix C: To Be Determined List 6**

**Revision History**

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
|  |  |  |  |
|  |  |  |  |

# **Introduction**

## **Purpose**

Mar.kt (currently in version 1.0) is a one-stop marketplace geared towards college students for sale of second hand items, or free distribution of electronic learning aids. This document covers the requirements for the entire application up till its proposed version 2.0 release.

## **Document Conventions**

The descriptions of requirements in this document are ordered in increasing order of complexity of the functionality they seek to provide. Thus, they are essentially ordered according to the proposed sequence of integration and testing at any point of time.

## **Intended Audience and Reading Suggestions**

*<Describe the different types of reader that the document is intended for, such as developers, project managers, marketing staff, users, testers, and documentation writers. Describe what the rest of this SRS contains and how it is organized. Suggest a sequence for reading the document, beginning with the overview sections and proceeding through the sections that are most pertinent to each reader type.>*

## **Product Scope**

Mar.kt is envisioned to be a one-stop marketplace especially geared towards college students for sale of second hand items, or free distribution of electronic learning aids. Due to the difficulties in transportation and the unique requirements of colleges (in terms of books, notes etc.), Mar.kt functions within the college environment. It fills the gap in the market in terms of determining pricing through bids, ensuring that both sellers and buyers are getting the best deals. Allowing for seller review functionality for personal items like notes allows students to make informed decisions about their purchases, as well as increasing the seller’s credibility (thus influencing future sales).

## **References**

*<List any other documents or Web addresses to which this SRS refers. These may include user interface style guides, contracts, standards, system requirements specifications, use case documents, or a vision and scope document. Provide enough information so that the reader could access a copy of each reference, including title, author, version number, date, and source or location.>*

# **Overall Description**

## **Product Perspective**

Online shopping is the process whereby consumers directly buy goods, services etc. from a seller interactively in real-time without an intermediary service over the internet. An E-Commerce portal serves as a virtual marketplace, which acts as an interface between buyers and sellers, for the sale of goods and services. Here we create an E-Commerce portal, a web application which acts as an interface between students to buy and sell goods.

## **Product Functions**

* A basic UI where a consumer is provided with an online cart and also access the product catalogue
* A UI where a vendor is provided with an online inventory management system to list products for sale.
* A feedback system where customers can rate the vendors and write a review on the products.

## **User Classes and Characteristics**

*<Identify the various user classes that you anticipate will use this product. User classes may be differentiated based on frequency of use, subset of product functions used, technical expertise, security or privilege levels, educational level, or experience. Describe the pertinent characteristics of each user class. Certain requirements may pertain only to certain user classes. Distinguish the most important user classes for this product from those who are less important to satisfy.>*

There are two classes :

Customer : A customer can view the product catalogue, push items into the online cart and write reviews for the products.

Vendor : A vendor can add and delete the products for sale.

## **Operating Environment**

## **Design and Implementation Constraints**

*<Describe any items or issues that will limit the options available to the developers. These might include: corporate or regulatory policies; hardware limitations (timing requirements, memory requirements); interfaces to other applications; specific technologies, tools, and databases to be used; parallel operations; language requirements; communications protocols; security considerations; design conventions or programming standards (for example, if the customer’s organization will be responsible for maintaining the delivered software).>*

## **User Documentation**

*<List the user documentation components (such as user manuals, on-line help, and tutorials) that will be delivered along with the software. Identify any known user documentation delivery formats or standards.>*

## **Assumptions and Dependencies**

*<List any assumed factors (as opposed to known facts) that could affect the requirements stated in the SRS. These could include third-party or commercial components that you plan to use, issues around the development or operating environment, or constraints. The project could be affected if these assumptions are incorrect, are not shared, or change. Also identify any dependencies the project has on external factors, such as software components that you intend to reuse from another project, unless they are already documented elsewhere (for example, in the vision and scope document or the project plan).>*

# **External Interface Requirements**

## **User Interfaces**

*<Describe the logical characteristics of each interface between the software product and the users. This may include sample screen images, any GUI standards or product family style guides that are to be followed, screen layout constraints, standard buttons and functions (e.g., help) that will appear on every screen, keyboard shortcuts, error message display standards, and so on. Define the software components for which a user interface is needed. Details of the user interface design should be documented in a separate user interface specification.>*

## **Hardware Interfaces**

*<Describe the logical and physical characteristics of each interface between the software product and the hardware components of the system. This may include the supported device types, the nature of the data and control interactions between the software and the hardware, and communication protocols to be used.>*

## **Software Interfaces**

*<Describe the connections between this product and other specific software components (name and version), including databases, operating systems, tools, libraries, and integrated commercial components. Identify the data items or messages coming into the system and going out and describe the purpose of each. Describe the services needed and the nature of communications. Refer to documents that describe detailed application programming interface protocols. Identify data that will be shared across software components. If the data sharing mechanism must be implemented in a specific way (for example, use of a global data area in a multitasking operating system), specify this as an implementation constraint.>*

## **Communications Interfaces**

*<Describe the requirements associated with any communications functions required by this product, including e-mail, web browser, network server communications protocols, electronic forms, and so on. Define any pertinent message formatting. Identify any communication standards that will be used, such as FTP or HTTP. Specify any communication security or encryption issues, data transfer rates, and synchronization mechanisms.>*

# **System Features**

*<This template illustrates organizing the functional requirements for the product by system features, the major services provided by the product. You may prefer to organize this section by use case, mode of operation, user class, object class, functional hierarchy, or combinations of these, whatever makes the most logical sense for your product.>*

## **System Feature 1**

*<Don’t really say “System Feature 1.” State the feature name in just a few words.>*

4.1.1 Description and Priority

*<Provide a short description of the feature and indicate whether it is of High, Medium, or Low priority. You could also include specific priority component ratings, such as benefit, penalty, cost, and risk (each rated on a relative scale from a low of 1 to a high of 9).>*

4.1.2 Stimulus/Response Sequences

*<List the sequences of user actions and system responses that stimulate the behavior defined for this feature. These will correspond to the dialog elements associated with use cases.>*

4.1.3 Functional Requirements

*<Itemize the detailed functional requirements associated with this feature. These are the software capabilities that must be present in order for the user to carry out the services provided by the feature, or to execute the use case. Include how the product should respond to anticipated error conditions or invalid inputs. Requirements should be concise, complete, unambiguous, verifiable, and necessary. Use “TBD” as a placeholder to indicate when necessary information is not yet available.>*

*<Each requirement should be uniquely identified with a sequence number or a meaningful tag of some kind.>*

REQ-1:

REQ-2:

## **System Feature 2 (and so on)**

# **Other Nonfunctional Requirements**

## **Performance Requirements**

*<If there are performance requirements for the product under various circumstances, state them here and explain their rationale, to help the developers understand the intent and make suitable design choices. Specify the timing relationships for real time systems. Make such requirements as specific as possible. You may need to state performance requirements for individual functional requirements or features.>*

## **Safety Requirements**

*<Specify those requirements that are concerned with possible loss, damage, or harm that could result from the use of the product. Define any safeguards or actions that must be taken, as well as actions that must be prevented. Refer to any external policies or regulations that state safety issues that affect the product’s design or use. Define any safety certifications that must be satisfied.>*

## **Security Requirements**

*<Specify any requirements regarding security or privacy issues surrounding use of the product or protection of the data used or created by the product. Define any user identity authentication requirements. Refer to any external policies or regulations containing security issues that affect the product. Define any security or privacy certifications that must be satisfied.>*

## **Software Quality Attributes**

*<Specify any additional quality characteristics for the product that will be important to either the customers or the developers. Some to consider are: adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability. Write these to be specific, quantitative, and verifiable when possible. At the least, clarify the relative preferences for various attributes, such as ease of use over ease of learning.>*

## **Business Rules**

The app grants access to two kinds of individuals, the buyer and the seller. Any given account can function as both a buyer and seller, however to become a seller, the account must fulfill certain criteria. The buyer can bid on items marked for bidding or may buy items at a fixed price, as set by the seller. The seller has the ability to upload items to the app to sell them at a marked price or as a bid, being able to set a minimum bid amount. Additionally, the users must be able to communicate with each other using the provided messaging tool, and share files through the “Downloads” section of the app freely.

# **Other Requirements**

*<Define any other requirements not covered elsewhere in the SRS. This might include database requirements, internationalization requirements, legal requirements, reuse objectives for the project, and so on. Add any new sections that are pertinent to the project.>*

**Appendix A: Glossary**

*<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>*

**Appendix B: Analysis Models**

*<Optionally, include any pertinent analysis models, such as data flow diagrams, class diagrams, state-transition diagrams, or entity-relationship diagrams*.>

**Appendix C: To Be Determined List**

*<Collect a numbered list of the TBD (to be determined) references that remain in the SRS so they can be tracked to closure.>*