Linked List

Requirements Definition

Linked List

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Συγγραφέας:

Partigiano.

Client:

Unknown Organization

Πίνακας Περιεχομένων

Λίστα Πινάκων

Chapter 1: Version History

1.1   History Table

Date	Version	Description	Author
20/7/2024	<1.0>	1st version of the requirements definition document	Partigiano

Chapter 2: Introduction

2.1   Objective

The objective of this project is to develop a robust, offlinen one-way *linked list*.

Chapter 3: Development process and organization issues

3.1   The Aproach

The development team will implement the "Scrum" approach to put through this project, i.e., plan a number of sprints during which the team shall implement **user stories** from the project backlog and their **tests**. The deadline for the project is 22/3/2025.

3.2   Issues

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Chapter 4: Functional Requirements / User Stories

4.1   General User Stories

US ID	User story
US1	As a user, I want to be able to **create** my linked list.
US2	As a user, I want to be able to **add nodes** to my linked list, either in **start** or **finish** or **at index** 'n'.
US3	As a user, I want to be able to be flexible, in the sense of the data that my nodes will hold.
US4	As a user, I want to be able to **delete** a node of my linked list either in **start** or **finish** or **at index** 'n'.
US5	As a user, I want to be able to **retrieve** the **data** that a node holds.
US6	As a user, I want to be able to access the "High Scores Table" in order to set my personal goals for the game.
US7	

Chapter 5: Non-Functional Requirements

Chapter6:Technical Requirements/Constraints/Recomendations

6.1 Technologies

Following, there is a list of technologies that Object Army uses to develop its clean software:

- C
- Clion
- Jira
- Github

References

Jure Leskovec, et al (2014). Mining *of Massive Datasets*. (http://mmds.org/)