Software Requirements Specification

for

Developer Portfolio

Version 1.0 Approved

Prepared

Amrit kumar Singh

Table of contents

Tab	le of	Contents	.i
Revision Historyii			. ii
1.	In	troduction	1
	1.1	Purpose	1
	1.2	Document Conventions	.1
	1.3	Intended Audience and Reading Suggestion	.1
	1.4	Product Scope	.1
	1.5	References	.1
2.	Ov	erall Description	.1
	2.1	Product perspective	.1
	2.2	Product Functions	.2
	2.3	Operating Environment	.2
3.	Ext	External Interfaces Requirement	
	3.1	User Interfaces	2
	3.2	Hardware Interfaces	.2
	3.3	Software Interfaces	.2
4.	System Features		.2
	4.1	Description	.2
	4.2	Functional Requirements	.3
5.	N	onfunctional Requirements	.3
	5.1	Performance	3
	5.2	Usability	.3

1. Introduction

1.1. Purpose

The aim of this document is to provide a clear and concise description of the of the developer portfolio website that showcases your best work, personality, talent and skills. It describes expertise of developer. The primary purpose is to demonstrate the developer's skills and experience to potential employers or clients.

1.2. Document Convention

This document follows MLA Format. Bold-faced text has been used to emphasize section and sub-section headings.

1.3. Intended Audience and Reading Suggestions

This document is to be read by hiring managers, recruiters, project managers, or other developers who may be interested in working with you on a project. This document is to provide a clear and concise overview of skills, experience, and previous work to help potential employers or clients understand your value and how you can contribute to their organization.

1.4. Product Scope

The scope of this project is to design and develop a developer portfolio website that showcases the developer skills, projects, and experience.

1.5. Reference

Google

2. Overall Description

2.1. Product Perspective

This website is capable of handling multiple of visitors at once without any problem.

2.2. Product Function

This project will load fast any machine and it is responsive friendly.

2.3. Operating Environment

This project will be operating in windows, mac OS or in any other operating environment with having basic features. The only requirements for using this project is having machine.

3. External Interfaces Requirement

3.1. User Interfaces

The user interface is key to application usability. This project includes Interactive design it loads quickly and responsive in any device. Each part of user interface intends to be as user friendly as possible. The fonts and button used will be intended to be very fast and easy to load on web pages. The pages will be kept in light space so that it won't take long time for the page to load.

3.2. Hardware Interfaces

Processor:- Pentium I or above

RAM:-128MB or above

HD:-20GB or above

NIC:-For each party

3.3. Software Interfaces

The following are needed requirements

Operating system: Unix, Linux, Mac, Windows etc.

Development tool: HTML and CSS.

Application: Sublime

4. System Features

4.1. Description

This website showcases best work and track records of a developer. All the languages, framework, libraries and tools which a developer have learnt and experiences gained by the developer.

4.2. Functional Requirements

This website provided with buttons, links for social media accounts such as git hub, linked etc.

5. Nonfunctional Requirements

5.1. Performance

This website loads quickly and it is responsive to user interaction.

5.2. Usability

This website is easy to use and navigates users of all levels of technical expertise.