**SEN PRACTICAL 2**

**Functional requirements.**

1. The practical need for an loan management system is likely to do what it says. Functional requirement describes what the code should do, while non-functional requirements include constraints on how the system will do that.
2. Performance requirements dictate the function or program component that the system should be ready to execute. will be written in various ways. the first most common are the descriptions in the text and use cases.
3. -User information should be included in the system: this method does exactly that in the user organization.
4. The administration can reassure the user and will help them enroll in a loan management program.
5. User can add customers: users are ready to add customers, who take out bank loans.

**Non-Functional Requirements.**

1. Non-functional requirements equate to other requirements than functional requirements. This unit needs to define standard methods to select the functionality of the system, rather than specific behaviour.
2. A unit of non-functional requirements within the "system will" style, linking the entire system property as a whole or of something and not a specific function. The system features as a whole show the advantages between whether an event project is successful or not successful.
3. Non-functional requirements - they are usually divided into 2 major categories: Killer features, such as safety and usability, that unit is visible during operation. Evolutionary features, such as debt, sustainability, flexibility and limitations, are that unit that contains the code structure. Non-functional requirements impose restrictions on the item of sale, the method of the event, and specify the external constraints that the goods must meet.
4. Our project fits all levels of efficiency and inefficiency and the system identifies good performance. The most important feature of the app world is that it is easy to-use application. Everything should be done differently by using a combination of specified colors all that really needs to be highlighted with the focus colors.
5. we are able to use simple structures like card and grid placement etc. With the variation of color and other UI combinations, many good and accurate descriptions can be made. Which ultimately makes the interface easier to use for a valid time.
6. Unlike classic style wherever the purpose is to make an item or its use physically appealing, the purpose of visual style is to make user intervention technology as accurate and understandable as it is available - often referred to as usercreated style Where artistic / industrial style is intriguing and eye-catching, the smart visual style shows disinterest. and be invisible