

# NMS

(NGO Management System)

## System Requirement Specification

- 14CS30026 Pranjal Shankhdhar
- 14CS10055 Yash Agrawal

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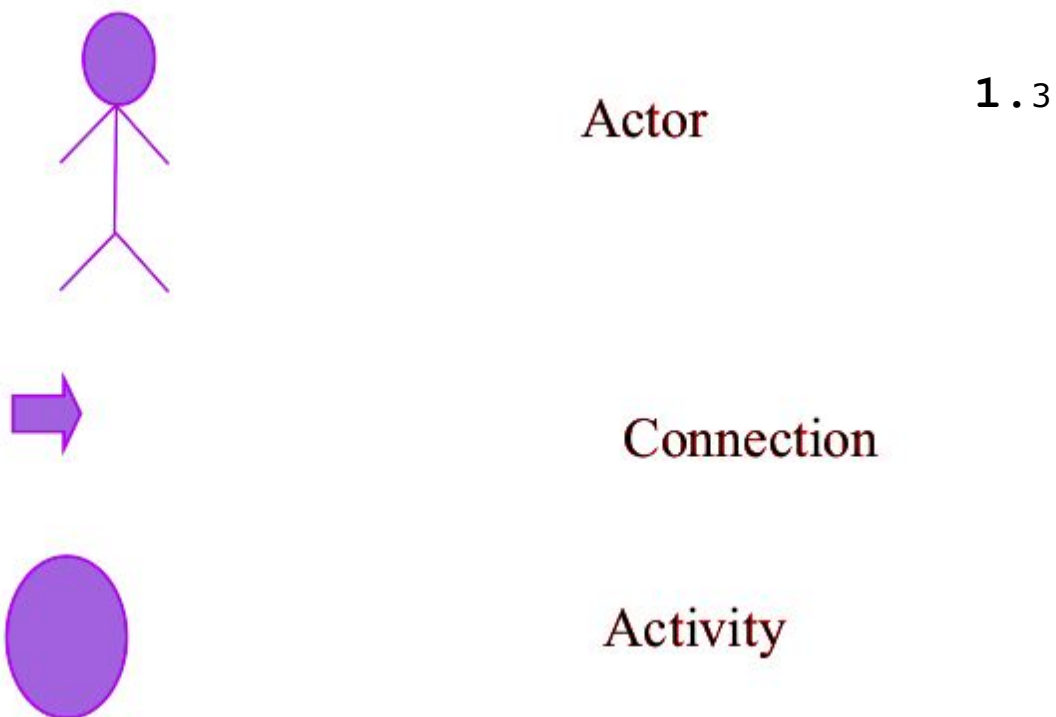
4.1 User Interface.

## **1.0 Introduction**

### **1.1 Aim**

This SRS describes all specifications for the NMS developed for the NGO for helping poor school children.

### **1.3 Document Convention**



### **Audience and reading suggestion**

The expected audience consists of the helpers and the manager at NGO and the donors.

**NMS** : NGO Management Software

**Helper** : Helpers/Volunteers at NGO. Poor students and paraphernalia donors approach them.

**Manager** : The person who supervises the workings and contacts pledged donors.

**Pledged Donor** : The person who has pledged to help NGO financially.

## **1.4 Scope**

- The NMS is designed to provide NGO a system to help poor students.
- It allows the helpers to register poor students who approach them for help and maintain track record of their performance. Also people can donate paraphernalia for students' help.
- Donors can register and can enter the amount they intend to donate.
- President can supervise things, register helpers and can contact pledged donors.
- The Software is user-friendly and easy to use.

## **1.5 References**

1. [IEEE] the applicable IEEE standards are published in "IEEE Standards Collection", 2001 Edition.
2. Class slides.

## **2.0 Overall Description**

The NMS provides the NGO with a system for its management. The helpers register poor students, update their various info and accept paraphernalia as donations.

The pledged donors can donate by registering with the amount of money or they can

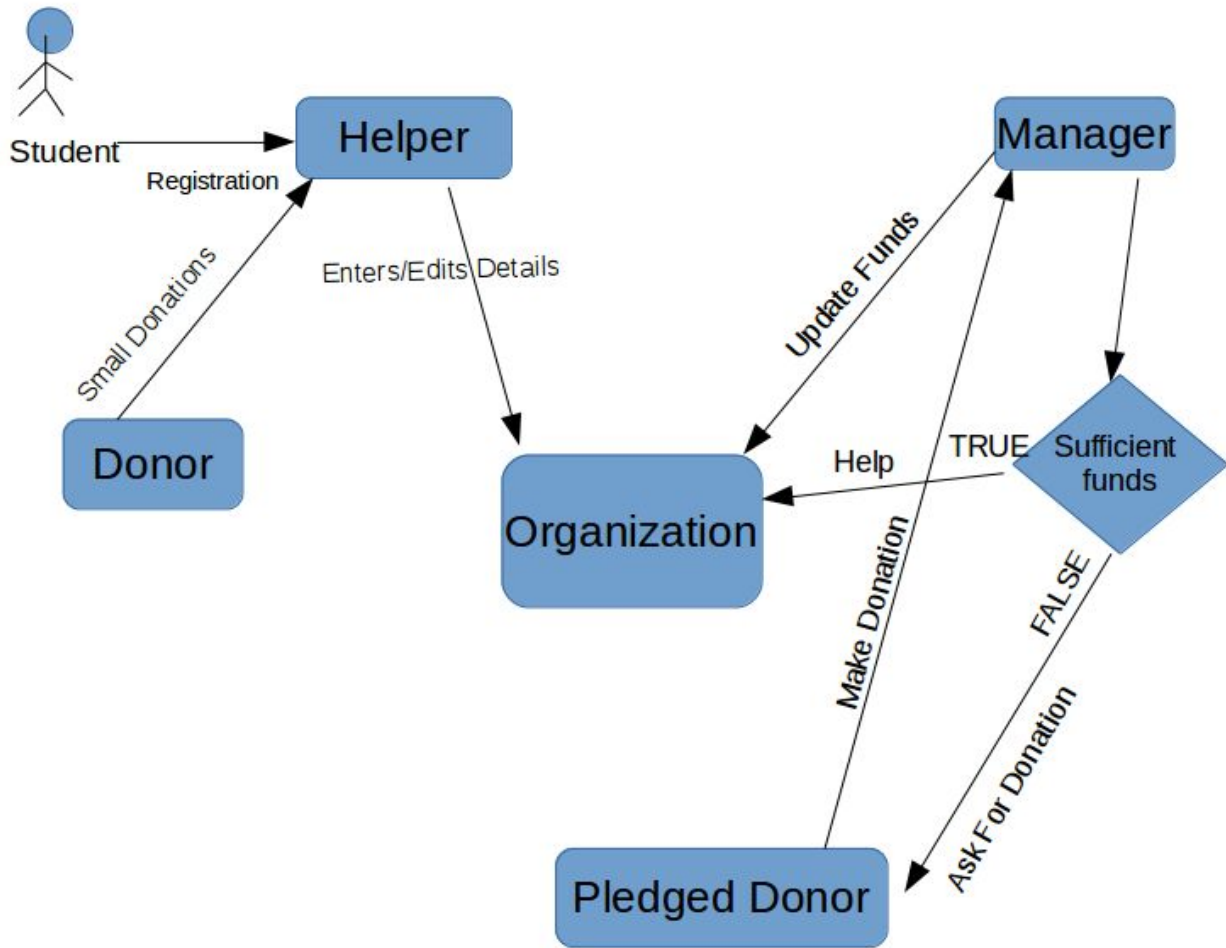
The manager checks the records, checks the funds, contacts pledged donors and keeps an account of expenditure.

### **2.1 Product Perspective**

This software is a new, self-contained product which provides the NGO a system for its management.

The NMS is developed as an extension of the work previously done manually and/or on paper.

This software makes the work of both helpers and manager easy.



## 2.2 Product Features

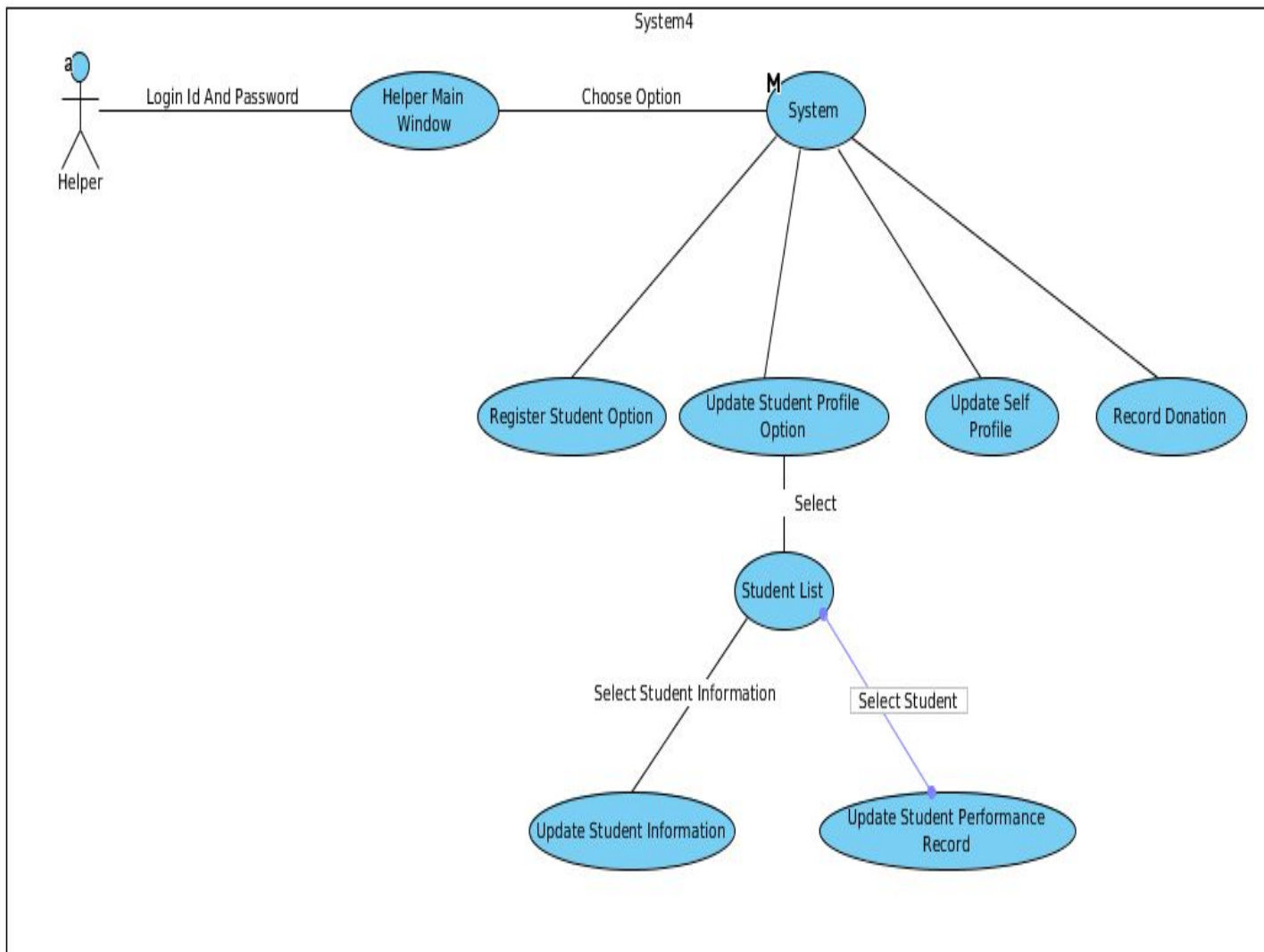
The main aim of this software is to provide the NGO a system for its management. Records can be maintained as a soft copy.

Lesser manual work will be required as this is convenient, efficient and less error prone.

All of the calculations and bookkeeping are done automatically. The interface is obvious enough to use without any experience.

## 2.3 User classes and characteristics

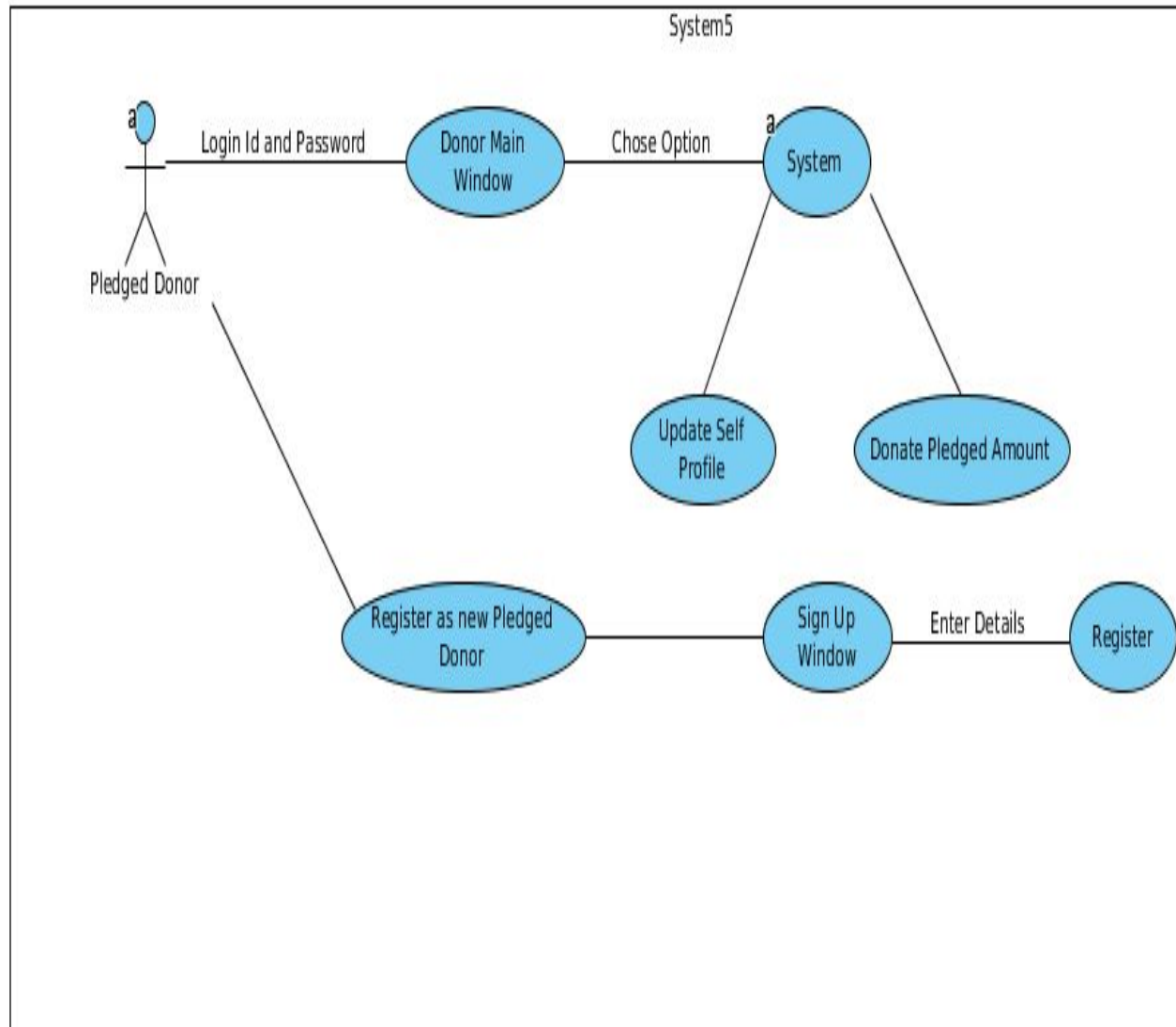
### 2.3.1 HELPERS



- Enter login ID and password provided by manager.
- Select what to do :
  - Register student
  - Edit student info

Edit profile (own)

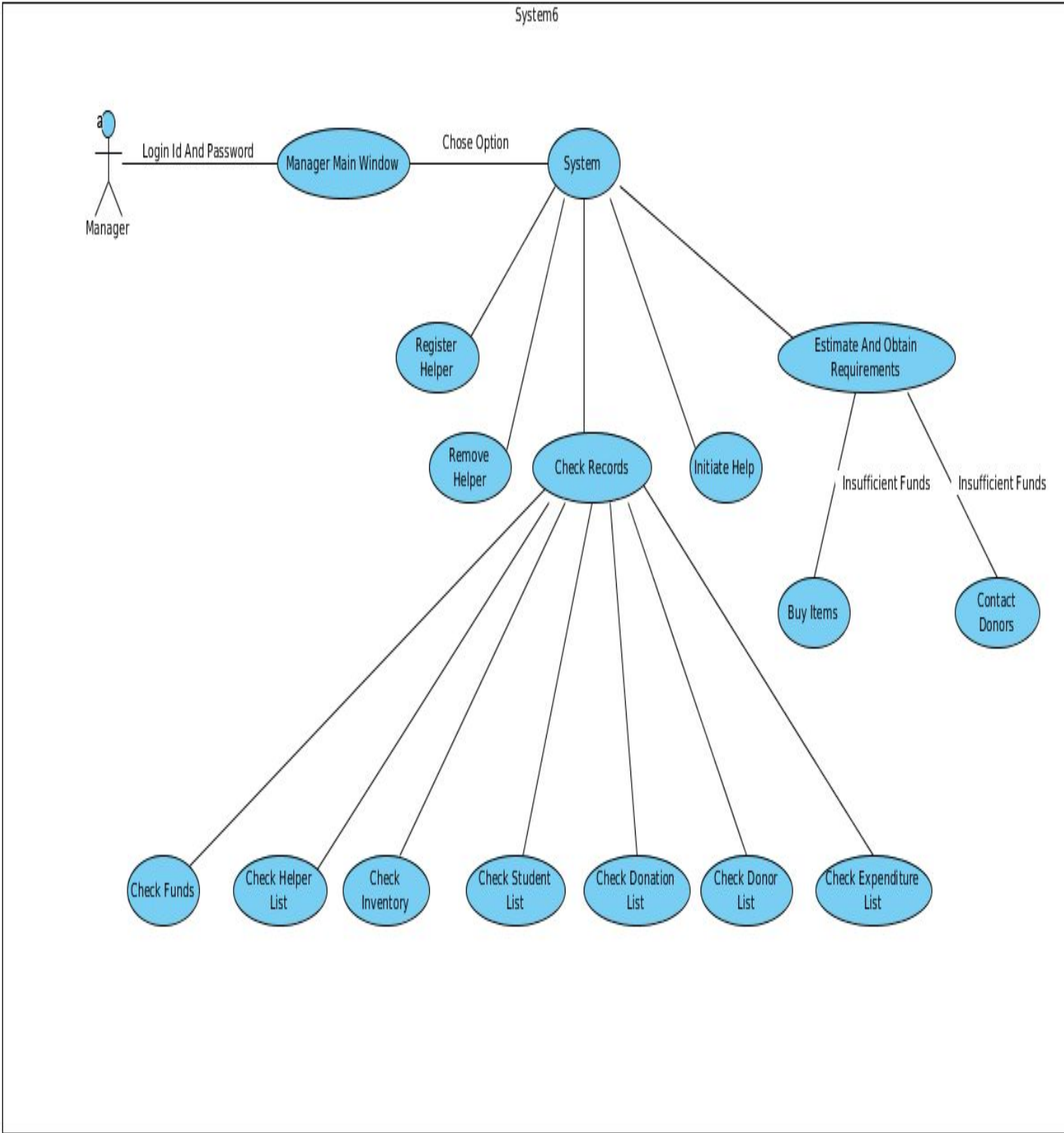
### 2.3.2 Pledged Donor



- Register (new) / Login(existing). Main window will open.
- Donor can pledge money and change frequency of donation.
- Donor can also edit his details



2.3.2 Manager



- Login with id and password provided by our firm.
- Manager can access all records which exist(students, donors, helpers)
- Manager can contact donors for funds.
- Manager can see an account of financial expenses.
- Manager can exclusively add/remove helpers.

## **2.4 Operating Environment**

NMS will run on both Linux and Windows. Any personal computer with an INTERNET connection will do. Required software includes Java. No special hardware is required.

## **2.5 Design and Implementation Constraints**

The software runs on Windows and Linux platform and is in English.

## **2.6 User Documentation**

This is a user friendly software with an easy to understand GUI. It is highly unlikely that anyone will have a problem using it. It only involved basic clicking and typing operations. In case of further queries, an e-mail can be sent to the specified ID.

## **2.7 Assumptions and Dependencies**

The software uses a 2-level hierarchy with manager and helpers. Manager can see all the information. Manager receives alerts to verify the payment by donors.

## **3.0 Functional Requirement**

### **3.1 External Interface Specifications**

None.

### **3.2 Functional Requirements**

#### **3.2.1 Access to Helper**

User Case Name	Access to Helper
Priority	Necessary
Trigger	Select appropriate buttons
Pre-Condition	Device should support NMS and should have login ID, password.
Basic Path	Login screen appears where identity of helper is confirmed. Helper can register a student by entering his various info. Helper can update a student's profile

	<p>with his marks or any other changed info.</p> <p>Helper can change his own profile details.</p> <p>Helper can accept donations of paraphernalia like books, bags, shoes etc.</p>
Alternate Path	-
Post Condition	Helper should be on starting dialog box
Exception Path	If entered ID/Password is/are incorrect, access is denied and window does not change. An error is shown in a dialog box when adding details in incorrect format.

### 3.2.1 Access to Donor

User Case Name	Access to Donor
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Priority	Necessary
Trigger	Select appropriate buttons
Pre-Condition	Device should support NMS.
Basic Path	<p>Login screen appears where donor can register(new) or login if he has an existing account. Donor can change his pledged amount and frequency of donations in a year (one or two). Donor can donate his pledged money if he is contacted.</p>
Alternate Path	-
Post Condition	Donor should be on starting dialog box
Exception Path	If entered ID/Password is/are incorrect, access is denied and window does not change. An error is shown in a dialog box when adding details in incorrect format.

### 3.2.3 Access to Manager

User Case Name	Access to Manager
Priority	Necessary
Trigger	Select appropriate buttons
Pre-Condition	Device should support NMS.
Basic Path	<p>Login screen appears where manager logins.</p> <p>Register Helper : A new helper is given an id, password.</p> <p>Remove Helper : An existing helper is removed.</p> <p>Check Records : Manager can access all lists : inventory, students, helpers, donors, expenses, funds.</p> <p>Contact donors : Manager can contact donors for financial aid.</p>
Alternate Path	-
Post Condition	Manager should be on starting dialog box
Exception Path	If entered ID/Password is/are incorrect, access is denied and window does not change. An error is shown in a

	dialog box when adding details in incorrect format.
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### 3.3 Non Functional Requirements

**Hardware:** Personal computer

**Operating System:** Windows or Linux

**Internet Connection:** Any suitable connection.

**Code Standard:** Coding is done in Eclipse editor with WindowManager plugin.

**Performance:** The software should function correctly always.

### 4.0 External Interface Requirements

#### 4.1 User Interface

The software is easy to use, user friendly and self explanatory.