# System Interfaces (5 kişi)

[Interface Requirements are part of the + in the FURPS+ classification of supporting requirements. Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and so forth, so that the software can be developed and verified against the interface requirements.]

## User Interfaces

[Describe the user interfaces that are to be implemented by the software. The intention of this section is to state requirements relating to the interface. Interface design may overlap the requirements gathering process.]

The interface should make easier the usage by displaying an organized and good-looking design.

### Look & Feel

[Provide a description of the spirit of the interface. Your client may have given you particular demands such as style, colors to be used, and degree of interaction and so on. This section captures the requirements for the interface rather than the design for the interface.]

The interface should be elaborate. It should not have an ordinary look with default styles and themes generated by Android Studio, but it should not be very complex neither. In this manner, we aim to make it simple but elegant.

In the website, we plan to use responsive design. In this way, our web site works on all screen sizes correctly. Besides that, we also use bootstrap 4 for implementing the material design. It helps us to provide a modern look.

### Layout and Navigation Requirements

[Capture requirements on major screen areas and how they should be grouped together.]

Since there are lots of user operations, they should be categorized. The user should know the category that s/he might reach the operation needed, for this reason, the related categories to operations should be determined wisely. It is planned to design a menu for those categories.

In website design, we aim to minimum click to maximum performance. So, we design navbar and dropdown buttons with this methodology. Besides that, we don’t want to complex menu design. Therefore, we are working on adjusting weight between simplicity and usability.

### Consistency

[Consistency in the user interface enables users to predict what will happen. This section states requirements on the use of mechanisms to be employed in the user interface. This applies both within the system and with other systems and can be applied at different levels: navigation controls, screen areas sizes and shapes, placements for entering / presenting data, terminology.]

The icons and titles that lead to a category from menu should be related to context and give the intuition of that context.

Since there are web and mobile applications in this system, the applications look similar and give the intuition to users that they are built for the same management system.

### User Personalization & Customization Requirements

[Requirements on content that should automatically displayed to users or available based on user attributes. Sometimes users allowed to customize the content displayed or to personalize displayed content.]

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(We will make a general and default theme and style for mobile application for all users without allowing personalization. Other than this, the application should preserve the quality of view in various screen sized devices as well.)

In website side, The Managers and Owners have management panel for managing the sport center. The members cannot access to this panel. Besides that, no difference between all types of members (Normal, Premium- Platin) in customization side and all users cannot personalize the own screens.

## Interfaces to External Systems or Devices

[Are there any external systems with which this system must interface? Are there any constraints on the nature of the interface between this system and any external system, such as the format of data passed between these systems, and any particular protocol used? Consider both provided and required interfaces.]

### Software Interfaces

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this SRS, but with which this software application must interact.]

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The web and mobile applications are synchronized, and they use the same database.

As the external parts, system interacts with the bank and takes their verification for the payment. The software of the ID Card Reader in the center saves the entrance information, e.g. to classes, of the customer to our database system. It is assumed that the external parts are working correctly.

### Hardware Interfaces

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, and so on.]

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### Communications Interfaces

A communications interface is not available.