System-Wide Requirements Specification

# Introduction

# Requisitos Funcionais do sistema

## Docente

# RF\_01: Gerenciamento de Plano de Curso

# RF\_02: Gerenciamento de Cronograma de Turma

# RF\_03: Gerenciamento das notas de avaliações

# RF\_05: Gerenciamento de freqüência dos alunos

# RF\_06: Imprimir dados contidos no sistema

# RF\_07: Imprimir relatórios estatísticos gerados pelo sistema

# RF\_08: Exportar dados contidos no sistema para planilhas do Microsoft Office Excel e Open Office

## Discente

# RF\_01: Visualizar Histórico

# RF\_02: Acompanhamento do cronograma de cada turma em que está matriculado

# RF\_03: Efetuar matrícula

# RF\_04: Imprimir dados contidos no sistema

# System Qualities

[Qualities represent the URPS in FURPS+ classification of supporting requirements.]

## Usabilidade

[Describe requirements for qualities such as easy of use, easy of learning, usability standards and localization.]

## Confiabilidade

[Reliability includes the product and/or system's ability to keep running under stress and adverse conditions. Specify requirements for reliability acceptance levels, and how they will be measured and evaluated. Suggested topics are availability, frequency of severity of failures and recoverability.]

## Performance

[The performance characteristics of the system should be outlined in this section. Examples are response time, throughput, capacity and startup or shutdown times.]

## Suportabilidade

[This section indicates any requirements that will enhance the supportability or maintainability of the system being built, including adaptability and upgrading, compatibility, configurability, scalability and requirements regarding system installation, level of support and maintenance.]

## Segurança

## Estabilidade

# System Interfaces

[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.]

### 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.]

### Layout and Navigation Requirements

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

### 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.]

## 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.]

### 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.]

### Communications Interfaces

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so on.]

# System Constraints

[Constraints are part of the + in the FURPS+ classification of supporting requirements. Describe any design; implementation or deployment constraints on the system being built that have been mandated and must be adhered to. Examples include software implementation languages, prescribed use of developmental tools, third-party components or class libraries, platform support, resource limits and requirements on the shape, size or weight of the resulting hardware housing the system.]