System Requirements

Specification

for

Earthquake Risk Assessment

**Version 1**

**PREPARED FOR**

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**Revision History**

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| Earthquake Risk assessment | 7 March, 2020 | 1 |
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|  |  |  |

# 1 Introduction

## 1.1 Purpose

The purpose of this document is to present a detailed description of the mobile application Earthquake risk assessment. It will explain the purpose and features of the application and what the application will do. This document is intended for the developers, testers, project leader and users of the application.

## 1.2 Domain

Our application is developed for individuals and insurance companies. Both of them have access to search and risk assessment functionalities. Users are allowed to enter a location and our app will not only list past earthquake information but also give a risk assessment based on earthquake frequency, magnitude and population density. Individuals can search for historical occurrences of earthquakes near a specific location and consider the risk of the place they are settled in. Insurance companies can use the earthquake history as reference data and take the risk as a factor when they are making earthquake related insurance plans for houses, vehicles and people to ensure that they are making profit. Since individuals and insurance companies are sharing the same datasets, individuals can check our app to make sure that prices are reasonable when they are buying insurance, which raises their confidence towards the company. In the meanwhile, the company’s reputation and credibility are largely improved among customers. Our app is devoted to achieving a win-win situation between insurance companies and individuals.

## 1.3 Definitions, acronyms, and abbreviations

ERA - Earthquake Risk Assessment

## 1.4 References

830-1998 - IEEE Recommended Practice for Software Requirements Specifications

<https://www.docsity.com/en/ieeexplore-srs-template/591509/>

# 2 Overall description

## 2.1 Product perspective

ERA is developed for people who care about the potential earthquake risks in their target areas. They can search the historical earthquake information for a specific location and get the relative earthquake risk for the location. The app is developed to run on android phones. We will have a module to inject advertisements for insurance companies to provide users with multiple earthquake insurance plans.

## 2.2 Product functions

**Search and Display:**

* Location: choose a location in the map (the software will convert the geographic location to be a point of longitude and latitude)
* Radius: enter a distance with the unit of km
* Display: displays the list of earthquake information

**Risk Assessment:**

* Location: choose a location in the map
* Display: display the earthquake frequency, magnitude and population density for the given location
* Risk Rating: show the relative risk rating base on the risk assessment formula

## 2.3 User characteristics

* Primary users: Insurance companies, who want to use ERA as a reference for making earthquake insurance plans.
* Individuals: Such as homeowners, who want to use ERA to assess the earthquake risk in their community and decide if it is worth buying earthquake insurance which is not covered by homeowners’ insurance.

## 2.4 Constraints

Software constraints:

ERA is developed in Java, and it uses a modular design where every feature is wrapped into a separate module and the modules depend on each other through APIs. The app will run under Android.

## 2.5 Assumptions and dependencies

* The future earthquake risk is related to the past earthquake frequency and magnitude as well as the current city population density. We calculate the relative risk rating based on the three parameters.
* Software is dependent on access to the internet. We will use the Google Mapkit interface to get the user's location and convert the location to the global position coordinates.

# 3 Specific requirements

## 3.1 External interface requirements

**user interface:**

* **Login:** Username and password
* **Search:**
  + Location: choose a location on the map and convert the location to global position coordinates
  + Radius: enter a number with a unit of km
  + Display:show the list of earthquakes
* **Risk Assessment:** 
  + Location: choose a location on the map and convert the location to global position coordinates
  + Display: display the earthquake frequency, magnitude and population density for the given location
  + Risk Rating: show the relative risk assessment result

## 3.2 Functional requirements

**ProductBacklog:**

Our application produces a list of earthquakes that had happened within close proximity for a specific location. The application also generates an earthquake risk rating for a specific location, based on the frequency, magnitude and population density.

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Completion** |
| 1 | Create a CSVreader to read earthquakes & populations | |
| 2 | Create initial use relationships of application modules | |
| 3 | Display earthquakes with a given radius of input location | |
| 4 | Set up EarthquakeT to accurately represent earthquake data | |
| 5 | Set up GeoLoc to accurately represent geographical location data | |
| Sprint 1 | Transform data from .csv files to java objects | 100% |
| 6 | Search EarthquakeT within a given radius of input location | |
| 7 | Sort EarthquakeT objects based on magnitude using MergeSort & QuickSort | |
| 8 | Represent GeoLoc objects using an undirected graph | |
| 9 | Fetch data for a customizable location from the geographical API | |
| 10 | Display the average population within a radius of a customizable location | |
| 11 | Calculate a risk rating using both earthquake and population data | |
| Sprint 2 | Completion of Internal Workings of the application | 0% |
| 12 | Make an input form to take user inputs | |
| 13 | Configure scrollable lists to display earthquakes for an input location | |
| 14 | Add options to filter the displayed list of earthquakes | |
| Sprint 3 | Application with Android graphical user interface | 0% |
| Release 1 | Public version without Advertisements |  |
| 17 | Inject advertisements using Google AdSense | |
| 18 | Change current location automatically according to location detection | |
| Sprint 4 | Location detection & advertisements display | 0% |
| Release 2 | Second version with Advertisements from stakeholders |  |

## 3.3 Nonfunctional requirements

Human-computer interface:

* Our application displays a searchable list of earthquakes on an android phone
* Our application assigns a color-rating based on the magnitude of the earthquake

Reliability:

* We expect the Graphical User Interface to be separate from our application interface logic, in order to make GUI easier to update, and also to maintain reliability across future updates to the GUI.
* The application adheres to functional requirements when implementing functionality of the modules.
* We will provide a clear scope of our software service, and make assumptions known to the user.

Accuracy of results:

* We expect the generated list of earthquakes for a specific location to be 100% accurate.
* We expect the average population for a specific location to be 60% accurate.

Performance:

* We expect to display a list of earthquakes for a specific location with 2 seconds of user submission of an input location.
* We expect to generate a risk rating for a specific location within 4 seconds.

Software quality attributes:

* We will track the modules using Module Interface Specification to ensure accurate naming and implementations of functionality of modules.
* We will use modules to encapsulate related functionality of our application.

## 3.4 Requirements on the development and maintenance process

* Quality Control: After implementing a function, the individual will have to make sure his or her implementation works by doing a simple unit test. And when all the pieces are put together, some of the team members will be in charge of doing integration tests. Finally, do system tests by:
  + 1.make test plans
  + 2.make up test cases
  + 3.implement test classes
  + 4.locating bugs
  + 5.bug fixing
  + 6.move to step 1.
* Priorities of the required functions: The Earthquake ADT and City ADT and related functions (set function, get function .etc) have the highest priority to implement. And then, algorithms related functions. Finally, other functions.
* Likely changes to the system maintenance procedure: We might add a phase to provide new features of our program, and a phase to locate potential bugs.
* Other requirements
  + Our program needs to be correct, but not necessarily robust.
  + Our program needs to be reliable which means it does what is intended to do.
  + Verifiability is important.
  + And good reusability of code.