***Software Requirements Specification***

***for***

***<Exceed Vote Project>***

***a Prepared by JACS***

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Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Change** | **Version** |
| Chayanon Pokturng | 5/9/2012 | create template based on Process Impact templ. | 1.0 |
| Supayut Raksuk | 23/9/2012 | add & modify an introduction part | 1.1 |
| Jaturawit Jantarasriwongs | 27/9/2012 | add & modify Use Case 1 & 2 | 1.2 |
| Apiwat Srisirisittikul | 23/10/2012 | review, check the correction and add something in SRS | 1.3 |

# 1. Introduction

## 1.1 Purpose

The eXceed vote project will be used in the eXceed camp. This program can vote software project of each teams by the voter. Such as students, guests, teachers and committee.

## 1.2 Project Scope

In the last the eXceed camp, there was a software carnival that professors and students could watched and tested the software that other students created. After the carnival, they had ballots to give to the best software in their opinion but this process took a long time and very confuse. So this software can vote software project then count the result and show the result. it is easy to use for all of eXceed camp member.

## 1.3 References

***GUI***

http://csis.pace.edu/~bergin/sol/java/gui/

<http://www3.ntu.edu.sg/home/ehchua/programming/java/J4a_GUI.html>

<http://docs.oracle.com/javase/tutorial/index.html>

***Database***

<http://www.hibernate.org/>

<http://www.javabeat.net/2007/04/jpa/>

2. Overall Description

## 2.1 Product Perspective

In the past eXceed camp, we used ballot papers to vote the best software in the camp and it had many problems that occur while voting and counting. This software was proposed by the camp’s committee for make the voting time become more comfortable for voters.

## 2.2 Product Features

## - Authenticate and login system for each kind of users.

- Voters can modify their vote until they submit.

- Voters can comment about the project in the eXceed camp.

- Support both Thai and English languages.

## 2.3 User Classes and Characteristics

Administrator

- Modify an interface before voting time. Such as project names of each teams.

Voters

- Vote and modify it until submit.

## 2.4 Operating Environment

The program will be use in eXceed camp. The software will send the data back and forth between client - server

## 2.5 Design and Implementation Constraints

Developer uses JAVA to develop the program and uses Eclipse as an IDE.

client : Use JAVA to develop.

server : Use JAVA to develop.

database : Use JPA to manage databases.

## 2.6 User Documentation

There will be a user’s guide of the program for new user to make user understand how to use the program. This will reduce problems while using program.

## 2.7 Assumptions and Dependencies

The program can open on PC and notebook. Voters will vote through GUI of the program. Admin can modify details through admin’s specific GUI.

3. System Features

***UC-1 : Register***

**Scope**

eXceed Vote

**Level**

Main function

**Primary Actor**

Voters

**Stakeholders and their interests**

Commissioner wants to know who use the software.

**Preconditions**

Voter must not be registered before.

**Main Success Scenario**

1. Users create a new username and password.

2. System will create a new register.

3. A register will be send through server and the database will keep it.

4. The server will tell users that they have finished registration.

**Alternative Flows** **or Extensions**

3a. If username has been used already.

- The system will tell users to use other name until the username wasn’t use before.

3b. If users confirm the wrong password.

- The system will users to confirm the password again or use the new password until they confirm the same password.

## *UC-2 : Authenticate User*

**Scope**

eXceed Vote

**Level**

Main function

**Primary Actor**

Voters

**Stakeholders and their interests**

Commissioner wants their program to be secure.

**Preconditions**

Voters must be in the logged-out state.

**Main Success Scenario**

1. The system will ask if user have registered before.

2. If users registered already, they must input the username and password to confirm to the system.

3. After users input both, the system will check the data that users input and the database of the program are the same.

4. The program will change into the voting interface if the username and password is correct.

**Alternative Flows** **or Extensions**

3a. If users input the wrong username or password.

- The system will notify users to know that the username or password that they input is wrong and tell users to try to input again.

- If the users forget username or password, users must input an e-mail that use when they register. The system will check if the mail is correct, It’ll send username and password into the mail.

***UC-3 : Voting***

*After users vote and submit it, the system will send result of user to the server and the server will update scores of each teams. On the user’s interface, it’ll show that user can modify the vote until the voting time finished.*

***UC-4 : Edit The Voting***

*If user choose to modify the vote, the interface will change into the voting interface again.*

***UC-5 : Add or Remove eXceed Project (Admin)***

*Administrator can add or remove the software project of each teams, so voters will be able to see and vote. Also after the camp, admin can remove and clear the projects out of the voting interface and prepare for the next camp.*

***UC-6 : Add and Modify Project Description(Team)***

*Each teams can edit the details or fix the problems of their projects.*

***UC-7 : Comment On Projects***

*Voters can comments or give an advice on any projects that they want to.*

**4. External Interface Requirements**

## 4.1 User Interfaces

An interface is simple and uncluttered. It makes user use the program easily and not confused. It supports for both Thai and English. It also has a guide line on menu tab. So, new user can use this program easily.

## 4.2 Hardware Interfaces

For hardware interface, the program will display by on monitor and use mouse and keyboard for voting.

**4.3 Software Interfaces**

GUI for voters will have commands that can use to vote easily.

GUI for admin will have commands to manage every details such as add projects, see the results of any teams, etc.

## 4.4 Communications Interfaces

The GUI for client that voters will use to vote should login through the server to authenticate before vote. Every time voters vote, the data will send through server and the databases will keep it.

**5. Other Nonfunctional Requirements**

## 5.1 Usability Requirements

US1 - For new user, the software will show the tip for using this software as a video or a help document.

US2 - If user want to know or forget how to use, user can click on help menu button to support your using.

## 5.2 Performance Requirements

PE1 - The software can manage and process the voting system in a short time and it doesn’t have an effect to the system or the data that has been sent.

## 5.3 Supportability Requirements

## 5.4 Safety Requirements

SA1 - The software will always backup the data. It can also set the time to start the backup. When the software hang or shutdown immediately, we can recover the data easily and the data won’t be damaged.

## 5.5 Security Requirements

SE1 - Every time before users can use the program, they must login with username and password that they registered.

## 5.6 Software Quality Attributes

The software can keep every datas about the vote until admin delete the data that doesn’t necessary then, restart it.

The software can adapt for use in many kinds of vote.

# 6. Other Requirements

RE1 - The good database.

RE2 - Keep the results annually

RE3 - Can see the results of any year that use this software to vote.

RE4 - Can be applied to various devices such as smartphone, tablet, etc.

# 7. Acceptance Criteria

The program should finish within time and we should test it to make this program perfect.

Appendix A : Glossary

eXceed camp : The software develop training camp in Kasetsart University.