

Software Requirements Specification (SRS) Document

Project Title: Probability-Based Object Distribution Simulator

1. Introduction

1.1 Purpose

This project aims to help users understand how objects can be distributed into drawers, providing insights into probability concepts and their real-world applications, such as logistics and resource allocation.

1.2 Scope

Simulate various probability-based distribution scenarios and provide visual representations to aid understanding

2. System Overview

The system will take input parameters, such as the number of objects and drawers, and determine the likelihood of different distribution outcomes based on probability rules.

3. Difficult-to-Explain Areas

3.1 Probability Distribution Mechanics

Probability distributions form the mathematical backbone of this project. Users may struggle with concepts such as combinatorial analysis (Understanding permutations and combinations in object allocation). To clarify these areas, interactive examples, step-by-step breakdowns, and visual will be incorporated into the project.

3.2 Visual Representation Challenges

Presenting probability data in an easy-to-understand format is crucial. The project must determine the most effective way to visualize distributions

4. Tools and Technologies

Programming Language: C#

Development Environment: Visual Studio