Software Requirements Document for

**COURSE REGISTRATION APP**

CS114 Introduction to Software Engineering

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# Revision History

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Responsible Person** | **Version** |
|  |  |  |  |  |
|  |  |  |  |  |

# 1 Introduction

## 1.1 Project Scope and Purpose

The purpose of our application is to provide assistance in regards to course scheduling and make the registration process simpler.

## 1.2 Intended Audience

The intended audience is mainly SNHU students who need to register for classes. Faculty may also benefit from the additional/future functionality planned.

# 2 Description

## 2.1 Product Description

The project will help make the course registration process easier for students. The main function is to provide possible schedule options, given the days times of course sections available. Other functionality may include providing the easiest minor to get given the courses already taken, determining what courses to take next semester to make sure course prerequisites don’t hold-up future course flow. Faculty utilities may include planning course sections, professor, meeting times and places.

## 2.2 Operating Environment

Target platform is Windows executable; development environment will be C# WinForms.

## 2.3 User Classes

### 2.3.1 Class 1

<give a list of classes that you will be designing with methods and attributes. At this point the list does not have to be exhaustive. This is to prompt you to think about your project. It will change as you are coding.>

Course class: will encapsulate data for an individual course section. Attributes will include multiple CourseBlocks to store the times a course meets, string CourseNumber, etc.

### 2.3.2 Class 2

CourseBlock class: a custom data type for when a course section meets, without regard to date (just day of the week). Will use built in DateTime class. May be obsolete if DateTime class has this functionality available.

### 2.3.3 Class 3

CourseSchedule class: a class to encapsulate data about 1 possible course schedule.

### [2.3.4 Class 4]

SchedulerApp class: a class to encapsulate all data and methods used for the course scheduler app. Will include attributes like List of type Schedule

# 3 Features

<Here you will talk about features of your software>

## 3.1 Feature 1

<Substitute the name of the feature>

## 3.2 Feature 2

## 3.3 Feature 3

# 4 Interface

## 4.1 User Interface

<How are users going to interact with the software: graphical, web, command line?>

## 4.2 Hardware Interface

<What hardware is needed>

## 4.3 Software Interface

<What software is going to be used>

# 5 Other Requirements

<Anything you need to add such as security considerations, connectivity and other>