Software Requirements Document for

**COURSE REGISTRATION APP**

CS114 Introduction to Software Engineering

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# Revision History

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

# 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

Managing your class schedule will be the main feature of this program. This means users will be able to input what classes they have and receive an output stating what classes they might want to take.

## 3.1 Feature 1

Allow the user to input different classes and store them

## 3.2 Feature 2

Return the easiest minor the user can get based on the classes they have provided.

## 3.3 Feature 3

Return different class options that the user might want to take depending on what classes they still need to take for their major.

# 4 Interface

## 4.1 User Interface

Users will interact with this program through a graphical user interface.

## 4.2 Hardware Interface

Any basic computer with decent specs is needed to run this program.

## 4.3 Software Interface

No external software will be needed to run this program.

# 5 Other Requirements

None.