

Software Requirements Specification

for

Library Management System

Draft

Prepared by Team 7

Syracuse University CSE687

March 21, 2024

Table of Contents

1	Introduction.....	4
1.1	Purpose.....	4
1.2	Scope.....	4
1.3	Definitions	4
1.4	References	4
1.5	Overview	4
2	Overall Description	5
2.1	Product Perspective	5
2.2	Product Functions	5
2.3	Use Case Descriptions.....	5
2.4	User Characteristics.....	5
2.5	Constraints.....	5
3	Specific Requirements	5
3.1	Overview	5
3.2	Interface Requirements	5
3.3	System Features.....	5
3.4	Performance Requirements	5
3.5	Design Constraints	5
3.6	Software System Attributes.....	5
3.7	Other Requirements	5

Table of Figures

Figure 1	System Block Diagram.....	
Figure 2	Library Management System Use Cases.....	Error! Bookmark not defined.
Figure 3	Library Management System Activities	

Software Requirements Specification 3
Library Management System
Draft March 21, 2024

Table of Tables

Table 1 Acronyms and Definitions 4

1 Introduction

1.1 Purpose

1.2 Scope

1.3 Definitions

Table 1 Acronyms and Definitions

BDD: Block Definition Diagram.

IA: Information Assurance.

IP: Internet Protocol.

SRS: Software Requirements Specification.

STIGS: Security Technical Implementation Guides.

TCP: Transmit Control Protocol.

UDP: User Datagram Protocol.

UML: Unified Modeling Language.

V&V: Verification and Validation.

1.4 References

1. IEEE Std 830-1998 - IEEE Recommended Practice for Software Requirements Specifications - Revision of IEEE Std 830-1993

1.5 Overview

This document follows the recommended format specified in IEEE Std 830-1998 IEEE Recommended Practice for Software Specifications. For Section 3, the specific template A.5 for organizing information by feature is followed.

2 Overall Description

2.1 Product Perspective

2.2 Product Functions

2.3 Use Case Descriptions

2.4 User Characteristics

2.5 Constraints

3 Specific Requirements

3.1 Overview

3.2 Interface Requirements

3.2.1 User Interfaces

3.2.2 Hardware Interfaces

3.2.3 Software Interfaces

3.2.4 Communications Interfaces

3.3 System Features

3.4 Performance Requirements

3.5 Design Constraints

3.6 Software System Attributes

3.7 Other Requirements