<Company Name>
<Company Name>

<Electronic Shop for Festival Tickets>
Supplementary Specification

Version <1.0>

Revision History

Date	Version	Description	Author
<dd/mmm/yy>	<x.x>	<details>	<name>

Table of Contents

Supplementary Specification

1. Introduction

The Supplementary Specification captures the system requirements that are not readily captured in the use cases of the use-case model. Such requirements include:

Legal and regulatory requirements, including application standards.

Quality attributes of the system to be built, including usability, reliability, performance, and supportability requirements.

Other requirements such as operating systems and environments, compatibility requirements, and design constraints.

2. Non-functional Requirements

2.1 Availability

Application availability is the extent to which an application is operational, functional and usable for completing or fulfilling a user's or business's requirements. Theoretically, excluding technical issues cases, the application should be functional and available 24/7.

2.2 Performance

There are two sets of application performance: The first, and by far the more important, is the actual performance experienced by the end users of the application, such as the average response time under normal or peak loads and the second set involves measurements of computational resources consumed by the application for doing its tasks.
The performance of this system is not such a problem, because even if there could be a relatively big amount of ongoing festivals, the number won't be as big as it would cause problems. One thing that could lead to performance issues would be the searching process, so it's response to be as fast as possible.
Another problem would be the number of users that simultaneously can use the application

2.3 Security

Application security is the use of software, hardware, and procedural methods to protect applications from external threats.
Security measurements : - the users will be advised to choose a relatively complex password
- communication through HTTPS for security

2.4 Testability

2.5 Usability

Usability is the quality of a system that makes it useful in achieving a user's goals.
For ESFT, the usability would consist of having a user friendly and intuitive user interface, as well as searching to have a lot constraint possibility, so the searching process to be easier for the user.

3. Design Constraints

Software constraints : the application should be a web one

Hardware constraints : internet connection