
Software Requirements Specification

4CBookClub

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1. Introduction

1.1 Purpose

Our team has decided to create a web application for the 4C Book Club. This section gives a brief introduction on the purpose of the web application & its scope. This gives us the detailed description about the project purpose, project goals and, features ,etc.

1.2 Project Scope

The web application to be developed has three user levels; Admin, commutative member and the manager. The Admin can view all the member details while the common user can view only a limited no. of details. A member is a person who is registered to the app and he can only see his details. The viewer is a person who can only view the content of the website. In order to view more he needs to log in to the system providing with credentials, his/her details..... etc

Admin: He can view each information about the members.

Manager: Managing the website

Member: Can add, update or delete his/her information.

Viewer: Just viewing the books.

1.3 References

Web Sites that were useful for us.

- https://www.youtube.com/watch?v=01mgc2rrr_o
- <http://www.studentstutorial.com/java-project/jsp-delete-data.php>
-

2. Overall Description

2.1 User Classes and Characteristics

Member, Admin, Book and the Manager are the classes that we used.

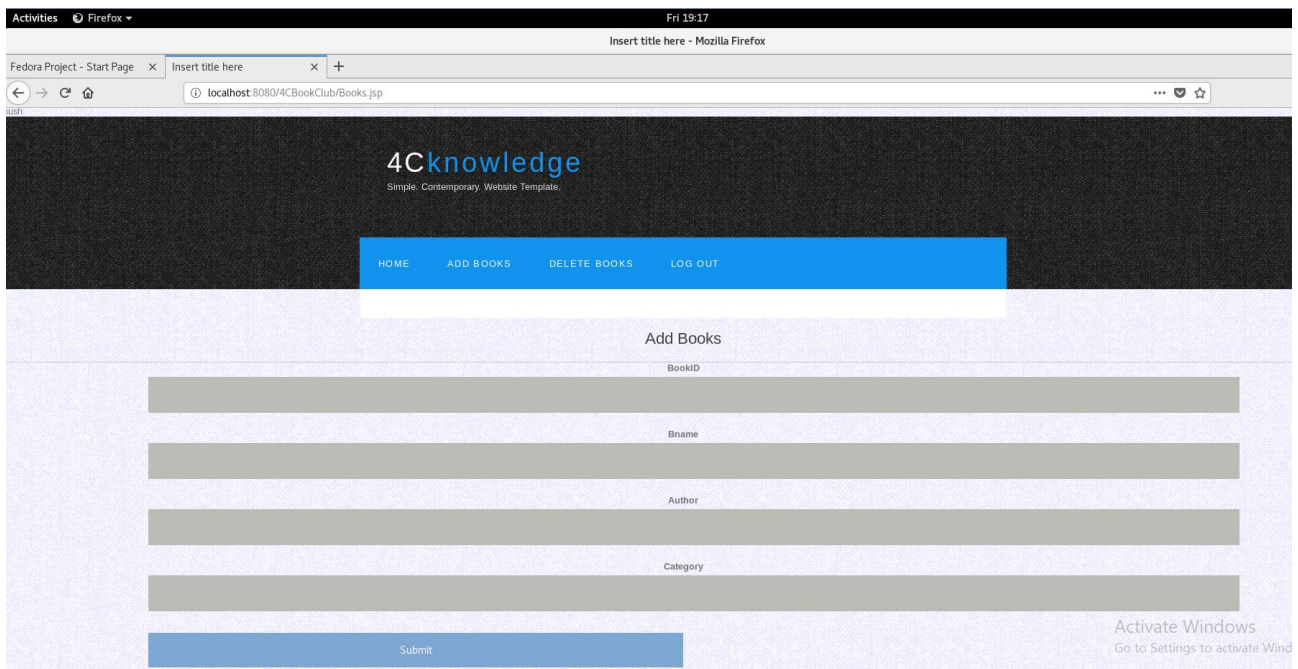
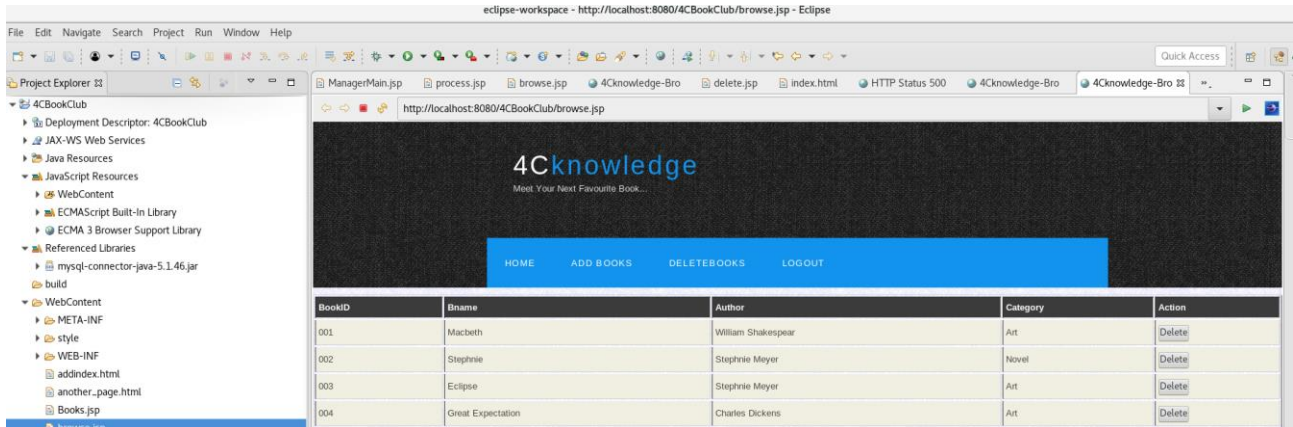
2.2 Operating Environment

We used the fedora environment and inside it there are eclipse, Tomcat Server, Java JDK and MySQL Workbench.

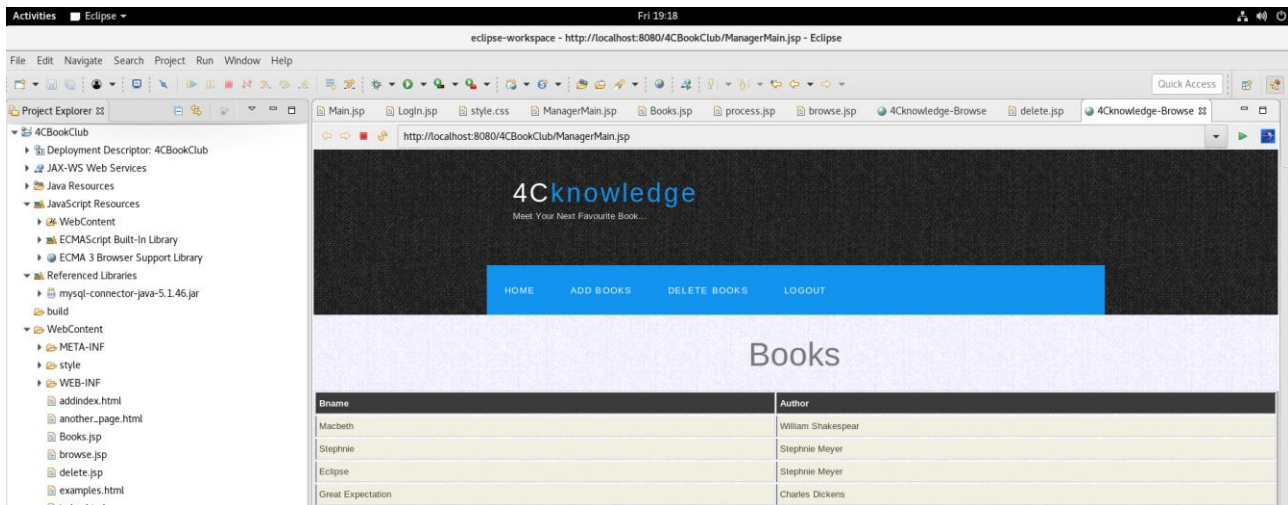
3. External Interface Requirements

3.1 User Interfaces

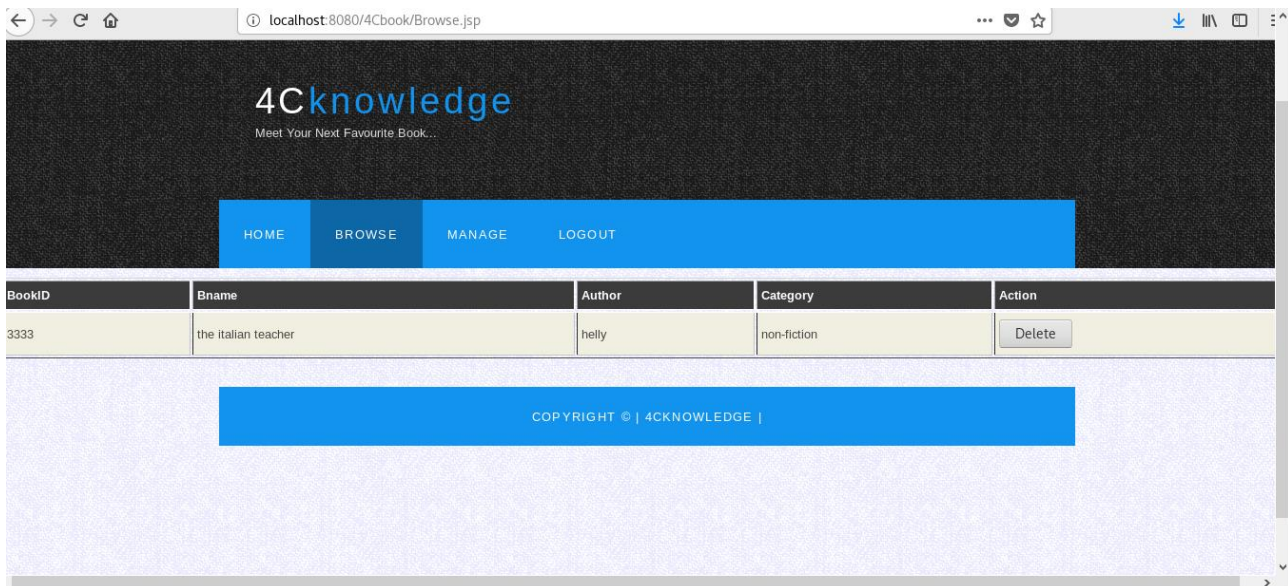
Interfaces That are visible to the Manager



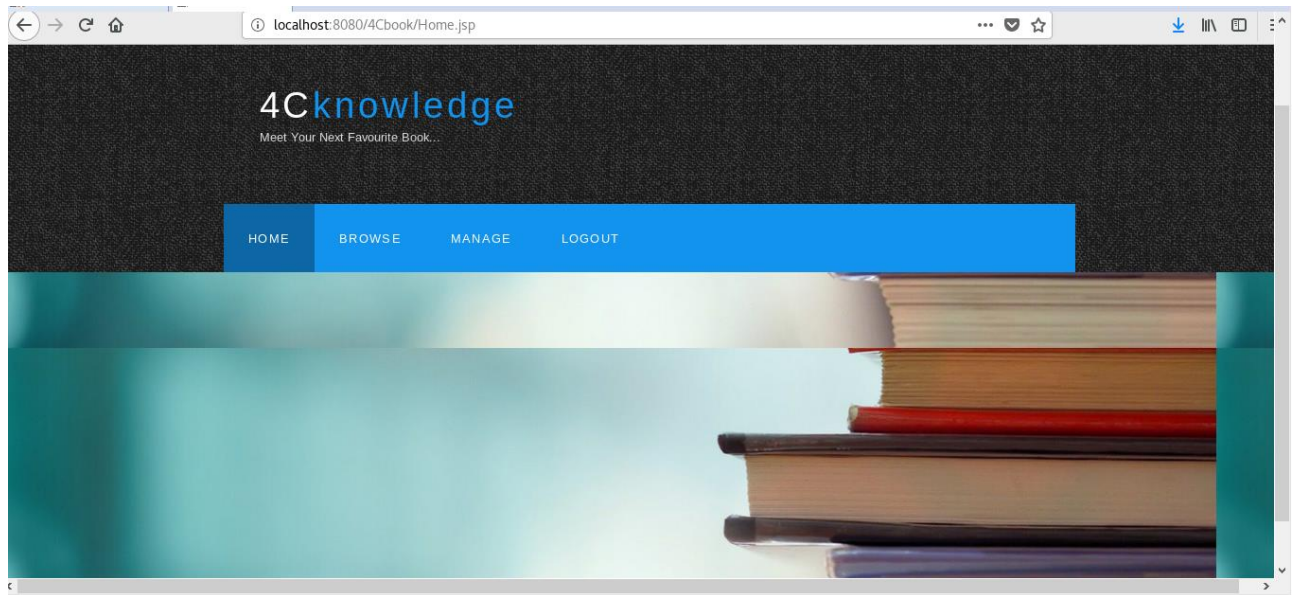
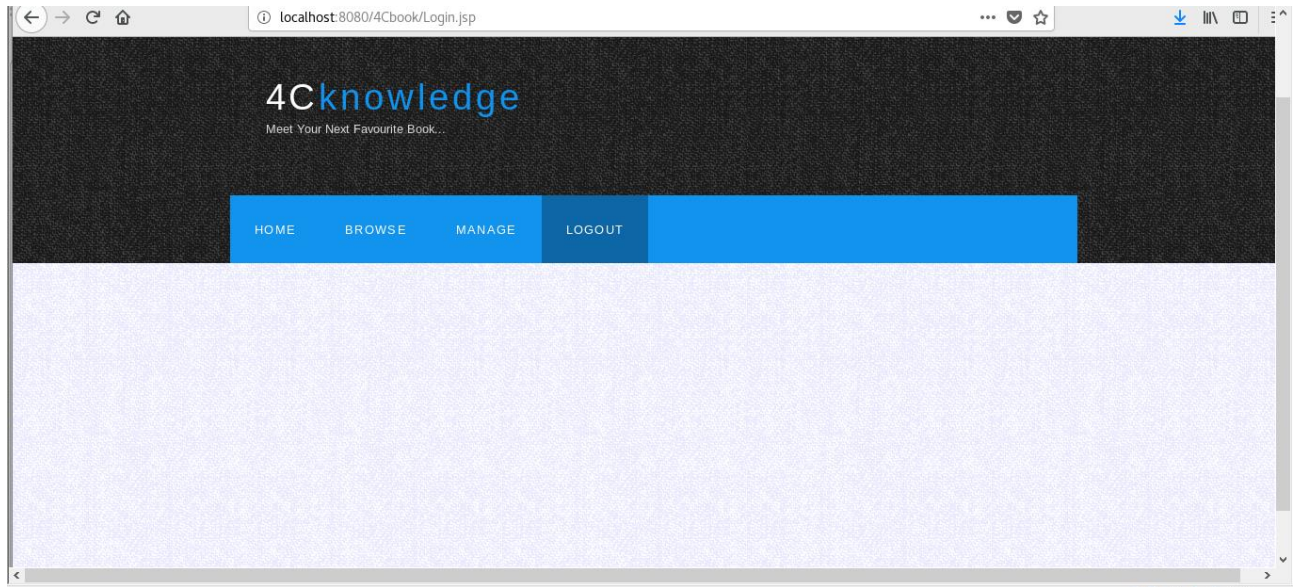
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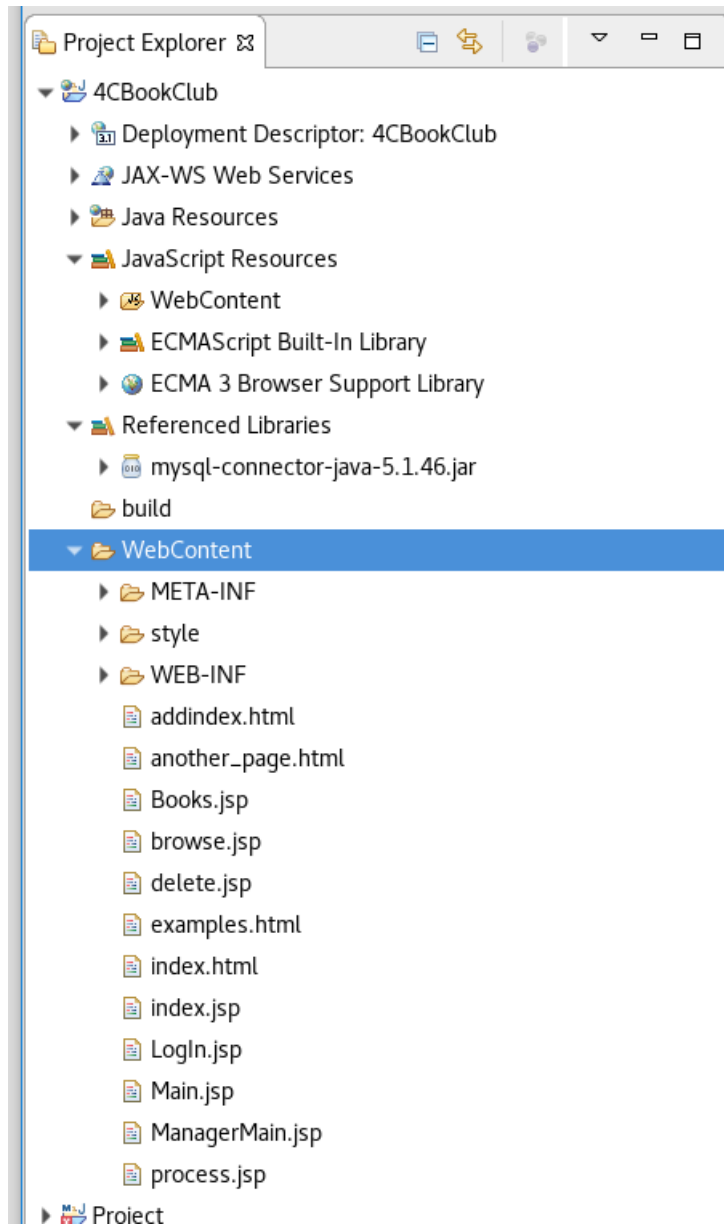
Interfaces That are visible to the Admin



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3.2 Software Interfaces



4. Other Nonfunctional Requirements

security

The system should be able to transfer data without accessing permission for editing them by unauthorized parties. Provide fully protection for data.

Usability

Mainly describe the easiness and learnability of the product. The System should able to understand easily and maintain the system. Measuring usability can be done through the interaction of the computer system to the code and also study the principles behind the product.

Reliability

Reliability defines how the system facing to the failures, in the mathematical definitions it can define as; $\text{reliability} = (1 - \text{Probability of failures})$.

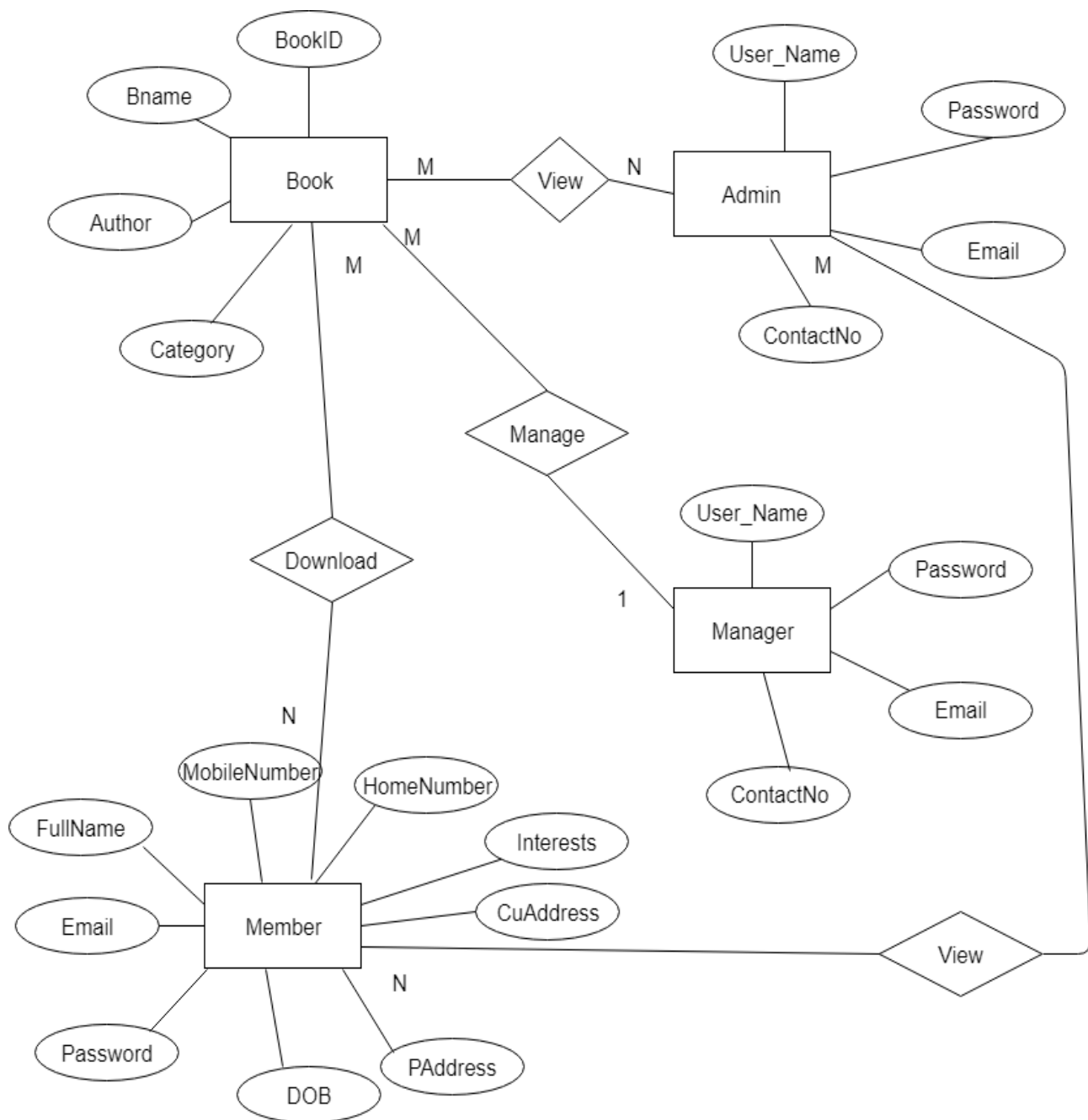
Performance

Performance describe the utility of the system, how the system works in the frame of described time and the flow.

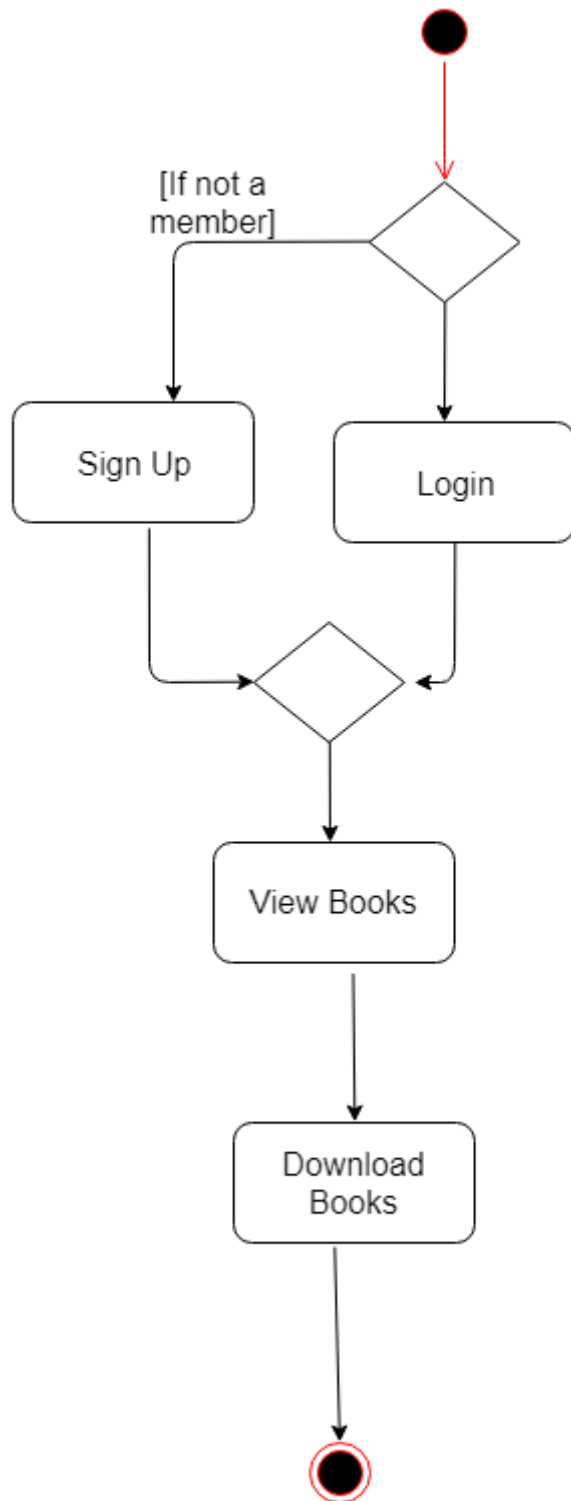
5. Other Requirements

Appendix B: Analysis Models

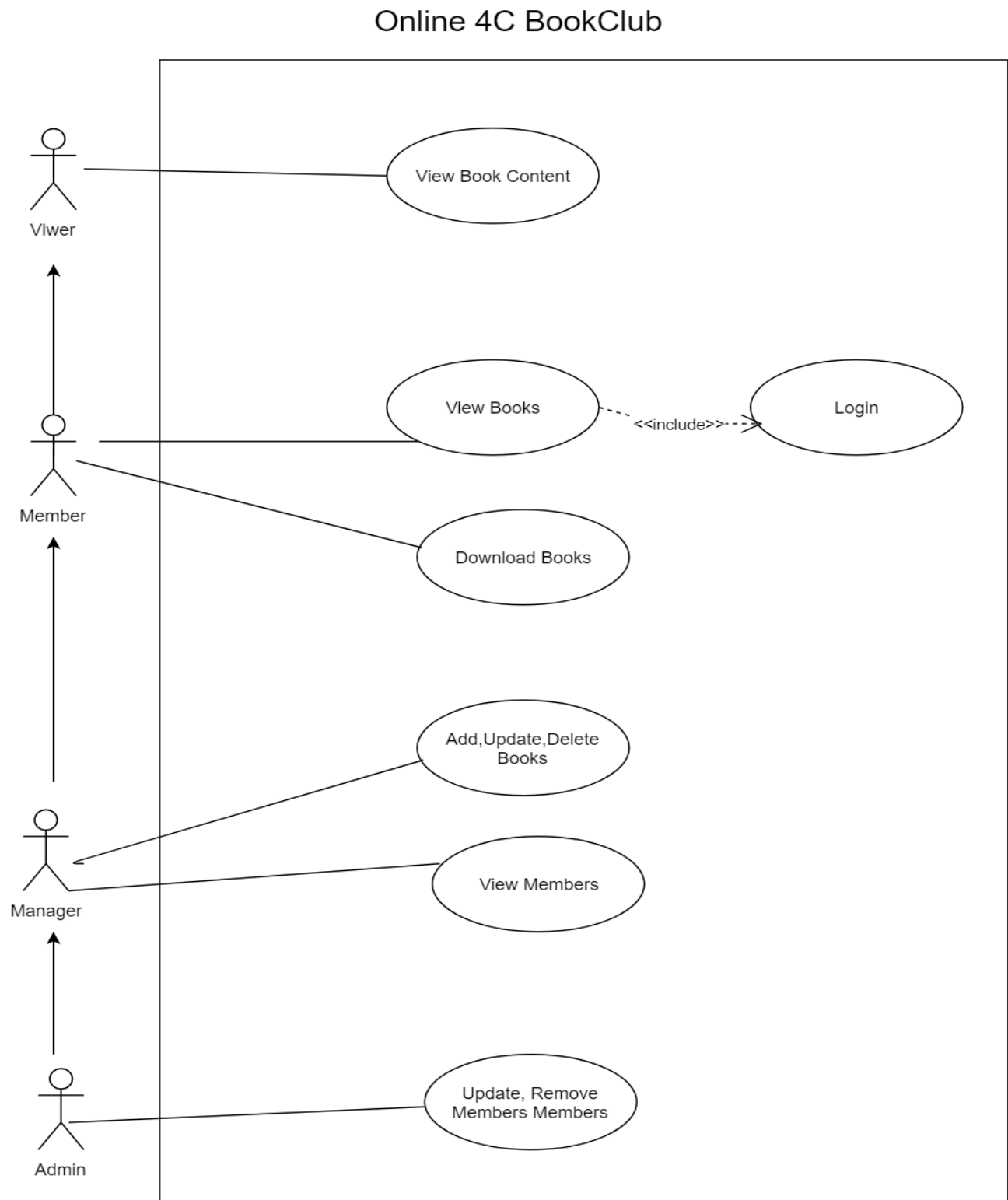
ER- Diagram



Activity Diagram for Downloading a book



Use Case Diagram



Group Members

A.A.N.H.Amarasinghe	IT16017498
M.I.Z.S.Nuzrath	IT16030954
D.P.Madanayake	IT16038288
H.L.K.Tharushika	IT16017702