Software Requirements Specification for Software Engineering: subtitle describing software

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September 27, 2024

Contents

1	Purpose of the Project vi						
	1.1	User Business	vi				
	1.2	Goals of the Project	vi				
2	Stakeholders						
	2.1	Client	vi				
	2.2	Customer	vi				
	2.3	Other Stakeholders	vi				
	2.4	Hands-On Users of the Project	vi				
	2.5	Personas	vi				
	2.6	Priorities Assigned to Users	vi				
	2.7		vii				
	2.8	Maintenance Users and Service Technicians	vii				
3	Ma	ndated Constraints	vii				
	3.1	Solution Constraints	vii				
	3.2	Implementation Environment of the Current System	vii				
	3.3	Partner or Collaborative Applications	vii				
	3.4	Off-the-Shelf Software	vii				
	3.5	Anticipated Workplace Environment	vii				
	3.6	Schedule Constraints	vii				
	3.7	Budget Constraints	vii				
	3.8	Enterprise Constraints	⁄iii				
4	Naming Conventions and Terminology vii						
	4.1	Glossary of All Terms, Including Acronyms, Used by Stake-					
		holders involved in the Project	⁄iii				
5	Rel	evant Facts And Assumptions v	iii				
	5.1	Relevant Facts	/iii				
	5.2	Business Rules					
	5.3	Assumptions					
6	The	e Scope of the Work	iii				
	6.1	The Current Situation	/iii				
	6.2	The Context of the Work					
	6.3						

	6.4	Specifying a Business Use Case (BUC)	ix
7	Bus	iness Data Model and Data Dictionary	ix
	7.1	Business Data Model	ix
	7.2	Data Dictionary	ix
8	The	Scope of the Product	ix
	8.1	Product Boundary	ix
	8.2	Product Use Case Table	ix
	8.3	Individual Product Use Cases (PUC's)	ix
9	Fun	ctional Requirements	ix
			ix
10	Loo	k and Feel Requirements	X
		Appearance Requirements	Х
		Style Requirements	
11	Usa	bility and Humanity Requirements	X
		Ease of Use Requirements	Х
	11.2	Personalization and Internationalization Requirements	Х
	11.3	Learning Requirements	Х
	11.4	Understandability and Politeness Requirements	Х
	11.5	Accessibility Requirements	Х
12	Peri	formance Requirements	X
	12.1	Speed and Latency Requirements	Х
	12.2	Safety-Critical Requirements	хi
		v 1	хi
		±	хi
		1 0 1	хi
		v i	хi
	12.7	Longevity Requirements	хi
13		1	xi
		- •	хi
		*	хi
			xii
	13 /	Productization Requirements	vii

	13.5 Release Requirements	xii
14	Maintainability and Support Requirements	xii
	14.1 Maintenance Requirements	
	14.2 Supportability Requirements	xii
	14.3 Adaptability Requirements	xii
15	Security Requirements	xii
	15.1 Access Requirements	xii
	15.2 Integrity Requirements	xii
	15.3 Privacy Requirements	
	15.4 Audit Requirements	
	15.5 Immunity Requirements	
16	Cultural Requirements	xiii
	16.1 Cultural Requirements	xiii
17	Compliance Requirements	xiii
	17.1 Legal Requirements	
	17.2 Standards Compliance Requirements	
18	Open Issues	xiii
19	Off-the-Shelf Solutions	xiii
	19.1 Ready-Made Products	xiii
	19.2 Reusable Components	
	19.3 Products That Can Be Copied	
20	New Problems	xiv
	20.1 Effects on the Current Environment	xiv
	20.2 Effects on the Installed Systems	
	20.3 Potential User Problems	
	20.4 Limitations in the Anticipated Implementation Environment	
	That May Inhibit the New Product	
	20.5 Follow-Up Problems	xiv
21	Tasks	xiv
	21.1 Project Planning	
	21.2 Planning of the Development Phases	

22	Migration to the New Product	
	22.1 Requirements for Migration to the New Product	XV
	22.2 Data That Has to be Modified or Translated for the New System	XV
23	Costs	$\mathbf{x}\mathbf{v}$
24	User Documentation and Training	$\mathbf{x}\mathbf{v}$
	24.1 User Documentation Requirements	XV
	24.2 Training Requirements	XV
25	Waiting Room	$\mathbf{x}\mathbf{v}$
26	Ideas for Solution	$\mathbf{x}\mathbf{v}$

Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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12.3 Precision or Accuracy Requirements

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12.4 Robustness or Fault-Tolerance Requirements

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12.5 Capacity Requirements

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12.6 Scalability or Extensibility Requirements

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12.7 Longevity Requirements

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13 Operational and Environmental Requirements

13.1 Expected Physical Environment

Insert your content here.

13.2 Wider Environment Requirements

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25 Waiting Room

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26 Ideas for Solution

Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

- 1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
- 2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?