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## Railway Reservation System:

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### Problem Statement:

A railway management system aims to develop software that effectively manages various aspects of its operation such as check availability, cancel & book tickets, make payments etc.

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### SRS

1.

#### Introduction

- To clearly define functional and non functional requirements by ensuring effective reservation system.
- Provides quality service that ensures better user experience.
- Development time depends on how complex the management system is and the size of system.
- SRS contains functional requirements, general description, non functional requirements, interface and design constraints.

2.

#### General Description:

Helps user to effectively manage railway ticket reservations. Features are: check price, check seat availability, reserve seats, book seats etc. User community would include customers, IT professionals and maintenance team.

3.

#### Functional Requirements:

- Making sure that the seats can be booked easily.
- checking availability of seats.
- Providing secure and fast payment gateway.



## Interface requirements:

4. Use friendly interface with simple steps to make ticket reservations.

Making it easily accessible by integrating with multiple platforms such as mobile phones, laptops, tablets etc.

## Performance requirements:

5. User requests have to be accomplished in a short period of time.

should be able to handle multiple users simultaneously.

User details should be secure and free from cyber attacks.

Payment gateways must be fast and reliable.

## Design Constraints:

6. Constraints on the amount of data that be stored and processed at a time.

Constraint on the number of users who can access the system without any errors or lags.

Cannot take multiple years to develop & implement.

## Non functional attributes:

7. Has to work on different platforms such as tablets, laptops, mobiles etc.

Has to be compatible with the already existing software that the railways uses.

Ensure that data leak does not occur.

8.

## Preliminary schedule and budget:

- Planning: 3 months
- Development phase: 6 months
- Testing: 2 months
- Hardware: \$10,000 - \$20,000
- Training: \$10,000
- Personnel: \$5,000