SRS (Software Requirements Specification)

August 3, 2015

Nakov’s Beer Bank

1. Introduction

1.1 Purpose

The purpose of this is document is to give detailed description about Nakov’s Beer Bank. It will explain in details the purpose of the software, the GUI (Graphics User Interface), and how the software is operating.

1.2 Scope

This software is designed for clients of the Nakov’s Beer Bank. It will show the deposit of beers in the client’s bank account. It’s designed very simple to facilitate the users.

* 1. Overview

The next chapters of this document gives us overview of the functionality of the software. In the Overall Description we will find how the software is working and about the GUI. In the third chapter System Specifications section is mainly for developers and describes in details the functionality of the software

2.0 Overall description

The Nakov’s Beer Bank system has two actors. Both of them are accessing their parts of the system. The Client has access to his account in the bank. The Editor has access to the systems administration. The Editor main task is to add new client’s and remove the bank accounts that are closed by the clients.

2.1 Accessing the system

The Nakov’s Beer Bank can be accessed from everywhere if you have QABankSoftwareApplication.exe. If you don’t have it yet we recommend it to down load it and have a nice and fun time. The user just have to click on the file and it will start. Very easy to operate.

2.2 Make an account

The Nakov’s Beer Bank is very exquisite bank system. Not any one can be a bank user. You have to be an elite drinker or beer lover.

2.3 GUI (Graphical user interface)

The Nakov’s Beer Bank GUI is very innovative and fun. It show’s one of the biggest beer lovers. The GUI is very simple and elegant, like a bottle of cold Heineken. It contains two fields and one button. It is in the “MainMethod[design]”.

2.3 Using the system

The Nakov’s Beer Bank is very easy to use and it’s especially made for people who are drunk and want to take more beers from the system. When you start the software your find two fields and a button. The First Name field is where the client type’s his first name. The Last Name field is where the client type’s his last name. The user have to push the Show User button. If he has a bank account it will show his account of beers. If he is not a bank user it will show him a message that he is a bank user.

2.4 Administration

The administration part is used for editor’s purpose. The editor uses to system to add or remove bank accounts. Also the editor can update the software or add new features.

1. System specification

The section specifies the specifications of The Nakov’s Beer Bank software. Information about what IDE is used, about the classes and the methods in the system.

3.1 IDE used for the project

The software code is written in Microsoft Visual Studio. It’s used Windows Form Application and Console Application.

3.2 Clients data

The client’s data is in the folder “models” where we have a ClientsData.txt file and “class Client.cs”.

3.2.1 “ClientsData.txt”

In the ClientsData.txt file is the place that the “class Form1” is accessing the information if the name’s that are entered are correct and they are in the data of the system.

3.2.2 “Client.cs”

The “class Client.cs” holds methods and constructors which are used to display the correct output of the client’s names.

3.2.3 “class MainMethod”

The “MainMethod” is where all the other classes are inherited and used by the software to work correctly. In this class the methods and constructors are used by the “MainMethod[design]” to work. The method “Btn\_GetInfo\_Click” is responsible for the actions of the button “Show user”. The method “SeedData” is responsible for the correct input in the “First name” field and “Last name” field.