
Software Requirements Specification

for

Typing tutor

Version <1.0>

Prepared by

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1.0 Introduction

1.1 Purpose

The purpose of this document is to present a detailed description of the Typing Tutor Website System. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is intended for both the stakeholders and the developers of the system.

1.2 Scope of Project

This software system will be a Typing Tutor Website for the beginners who want to learn 10 thumbs. This system will be designed to maximize the user's typing speed by providing lessons to help them in learning and practicing typing 10 thumb efficiently and properly. By maximizing the user's typing speed, users can improve the efficiency and productivity of using and utilizing the computer in their works as well as entertainment.

More specifically, this system is designed to help the users learn from the first step of typing 10 thumbs through the basic lessons. In turn, they can practice typing from easy levels to advanced levels by applying some rules and tips we provide. The software will facilitate not only users, but also the editors who can easily create and post new post on website.

1.3 Glossary

| Term | Definition |
|-------------------------------------|---|
| Basic Lesson | The basic lesson provided for users to practice |
| Advanced Lesson | The high-level lesson for users to practice |
| User | An account registering on website |
| Database | Collection of all the information monitored by this system. |
| Editor | Person who create and post lessons on the website. |
| | |
| Software Requirements Specification | A document that completely describes all of the functions of a proposed system and the constraints under which it must operate. For example, this document. |
| Stakeholder | Any person with an interest in the project who is not a developer. |

1.4 *References*

IEEE. *IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications*. IEEE Computer Society, 1998.

1.5 *Overview of Document*

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter.

The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product.

Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.

2.0 Overall Description

2.1 System Environment

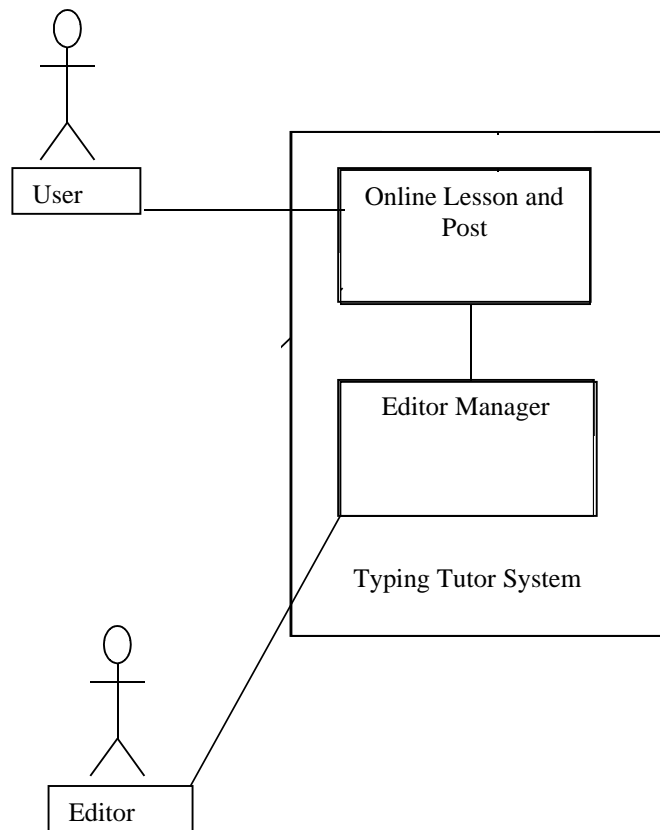


Figure 1 - System Environment

The Web Typing Tutor System has two active actors including The User and The Editor. The User and Editor access the system through the Internet and login directly through the account registered using social network authentication.

2.2 Functional Requirements Specification

This section outlines the use cases for each of the active users separately. The editor has only two use cases while the user is main actor in this system with 4 use cases.

2.2.1 User Use Case

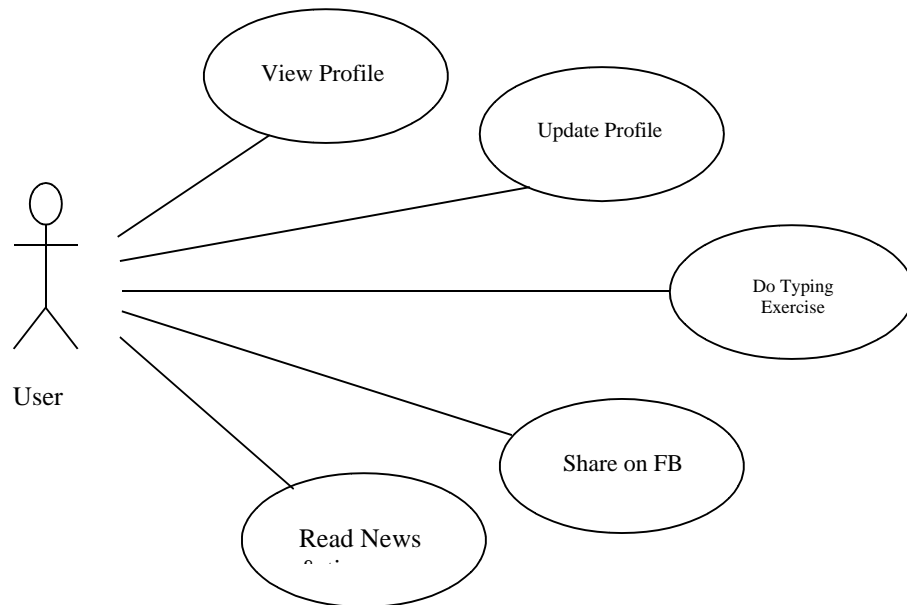
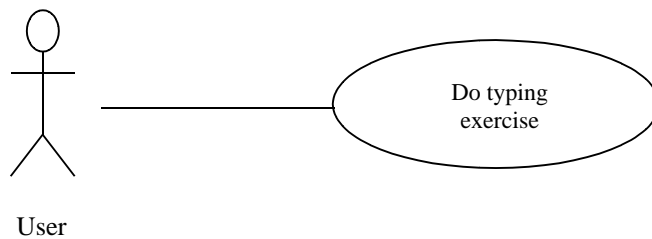


Figure 2 – User Use Cases

Use case: Do Typing Exercise

Diagram:



Brief Description

The User does a typing exercise.

Initial Step-by-Step Description

Before this use case can be initiated, the User has already selected a typing lesson or a paragraph.

1. The system presents a dialog that tells the user to begin typing.
2. The User press Enter or click the OK button on the dialog.
3. The system presents the content of the typing test in a text box, along with the keyboard guide and the user's current statistics. The first character of the text is highlighted.
4. The corresponding key in the keyboard is highlighted. If the user types the correct character, the next character is selected. Otherwise, the current character will be highlighted differently to reflect the error. This is repeated until there are no more characters.
5. The system displays a dialog informing the user that he/she has completed the exercise.
6. The user chooses to go back, practise again or share the progress on Facebook

Xref: Section 3.1.1, Do Typing Exercise

Use case: Use case: Share on Facebook

Diagram

Brief Description

The User shares his/her progress using his/her Facebook account

Initial Step-by-Step Description

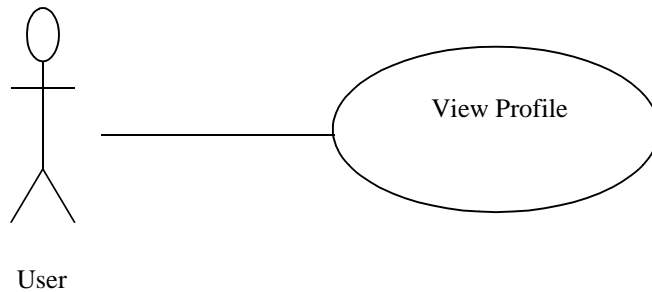
Before this use case can be initiated, the User has already completed an exercise. The User also has to be logged in.

1. The system presents a dialog that prompts the user to share his/her progress on Facebook.
2. The User enters the content of the post.
3. The User chooses where to share the above post.
4. The User chooses to share the post on Facebook or cancel the action.

Xref: Section 3.1.2, Share on Facebook

Use case: View Profile Information

Diagram:



Brief Description

The User view profile to see their personal information and progress

Initial Step-by-Step Description

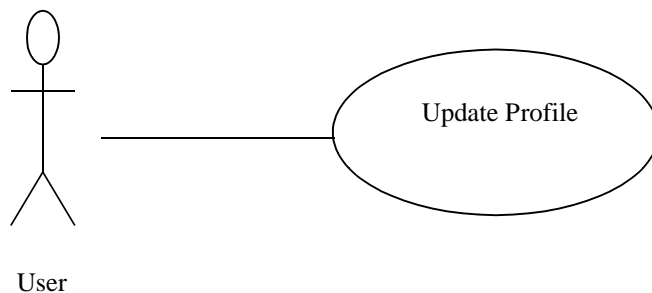
Before this use case can be initiated, the User has already logged in.

1. The system presents the user's personal information and the typing progress.
2. The personal information includes profile picture, username, level, date of birth, joined date and an option for the user to change their personal information
3. If the user click on Profile, then it allows them to view their personal information including the following information: profile picture, username, date of birth and the typing progress which includes the user average speed, average accuracy, frequently mistyped keys, a list of finished basic lesson and a chart showing the user statistics in the last 50 exercises.

Xref:

Use case: Update Profile Information

Diagram:



Brief Description

Users can update their profile by editing their personal information.

Initial Step-by-Step Description

Before this use case can be initiated, the User has already logged in.

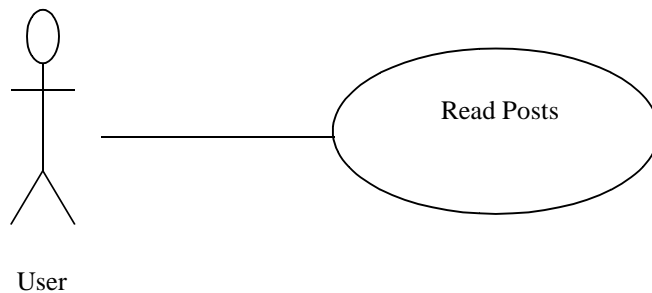
1. The system presents the user's personal information and the typing progress.
2. The users click on Profile, and then it allows them to view their profile.

2. The personal information includes profile picture, username, level, date of birth, joined date and an option for the user to change their personal information.
3. If the user choose to change their personal information, the system will allow the user to change the following information: profile picture, username, date of birth. The user choose to save changes or cancel.

Xref:

Use case: Read Posts

Diagram:



Brief Description

Users can view and read posts and tips from Website to update new information or knowledge.

Initial Step-by-Step Description

Before this use case can be initiated, the User has already logged in.

1. The users click on Posts, and then it allows them to view a list of posts.
2. The users click on each post, and then it allows them to view a specific posts
3. The user choose to save changes or cancel.

2.2.2 Editor Use Case

The Editor has the following sets of use cases:

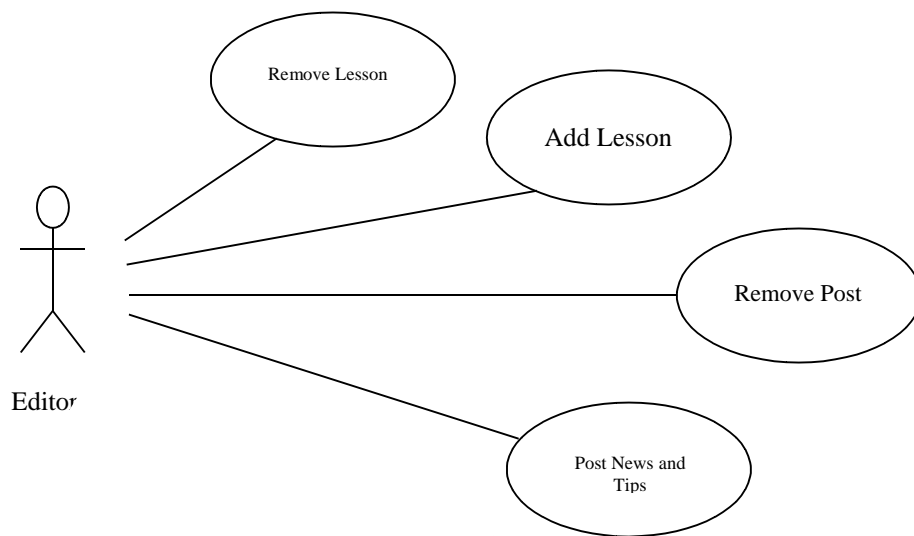
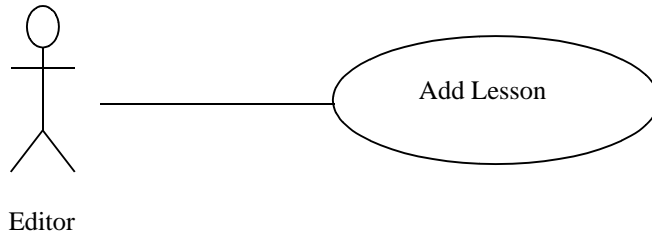


Figure 2 - Editor Use Cases

Update Information use cases

Use case: Post Lesson

Diagram:



Brief Description

The Editor can add and update the lesson on Website for users to practice..

Initial Step-By-Step Description

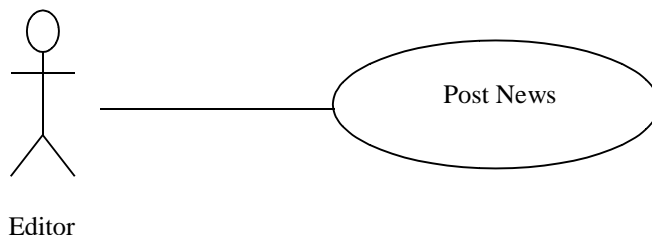
Before this use case can be initiated, the Editor has already accessed the main page of the Editor Manager.

1. The Editor selects to *Add/Update Lesson*.
2. The system presents a choice of adding or updating.
3. The Editor chooses to add or to update.
4. If the Editor is updating a new lesson, the system presents a grid filling in with the information; else the system presents a blank grid.
5. The Editor fills in the information and submits the form.
6. The system verifies the information and returns the Editor to the Editor Manager main page.

Xref:

Use case: Post News and Tips

Diagram:



Brief Description

The Editor can post a news and tips on the website to provide information to users.

Initial Step-By-Step Description

Before this use case can be initiated, the Editor has already accessed the main page of the Editor Manager.

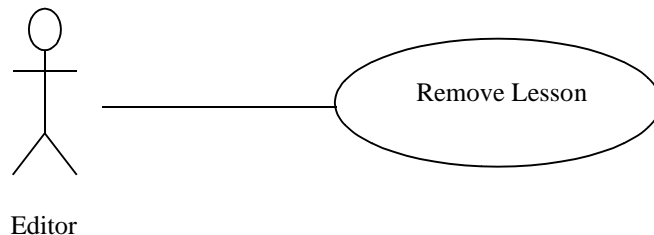
1. The Editor selects to Post News and Tips.
2. The system presents the form for editors to fill the information about the tips and news.
3. The Editor updates and submits the form.
4. The system verifies the information and returns the Editor to the Editor Manager main page.

Xref:

Use case: Remove Lesson

This use case is for editors can remove the lesson on the Website.

Diagram:



Brief Description

The Editor removes a lesson from the website.

Initial Step-By-Step Description

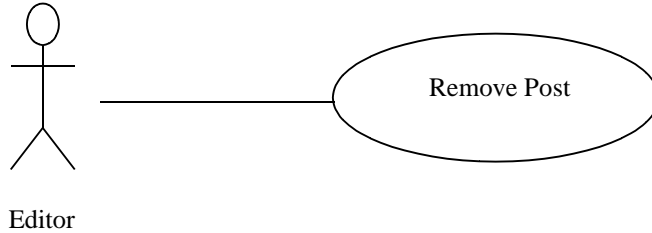
Before this use case can be initiated, the Editor has already accessed the the main page of the Editor Manager.

1. The Editor selects to remove a lesson from the active database.
2. The system provides a list of lessons with the status of each.
3. The Editor selects a lesson for removal.
4. The system removes the lesson from the active lesson database and returns the Editor to the Editor Manager main page.

Xref:

Use case: Remove Post

This use case is for editors can remove the lesson on the Website.

Diagram:**Brief Description**

The Editor removes a post from the website.

Initial Step-By-Step Description

Before this use case can be initiated, the Editor has already accessed the the main page of the Editor Manager.

5. The Editor selects to remove a post from the active database.
6. The system provides a list of posts with the status of each.
7. The Editor selects a post for removal.
8. The system removes the post from the active post database and returns the Editor to the Editor Manager main page.

Xref:**2.3 User Characteristics**

The User is expected to be Internet literate and be able to use a search engine.

The Editor is expected to be Windows literate and to be able to use button, pull-down menus, and similar tools.

2.4 Non-Functional Requirements

- The system operates smoothly and responsively on localhost with high speed.
- The system run efficiently without a waste of memory and data of users' devices.
- The system can function properly on any platforms which supports and possess the web browsers like Chrome, FireFox, Internet Explorer.
- The system uses API Facebook, therefore requiring the security for users' information and enforce and secure users' information from bad deed.

3.0 Requirements Specification

3.1 Functional Requirements

3.1.1 Do Typing Exercise

| | |
|--------------------------|--|
| Use Case Name | Do Typing Exercise |
| XRef | Section 2.2.1, Do Typing Exercise |
| Trigger | The User selects a basic lesson or a paragraph type. |
| Precondition | The Editor has accessed the “Lessons” or “Practice” page. |
| Basic Path | <ol style="list-style-type: none">1. The system accesses the database and presents a web page with the corresponding typing exercise and a dialog that tells the user to press Enter or click “OK” to start typing.2. The User press Enter or click “OK”. The dialog disappears, revealing the typing exercise, along with a keyboard guide and the user’s statistics (CPM, accuracy, time elapsed).3. The system highlights the current character, its corresponding key on the keyboard and its hand position.4. The User types a letter and the system highlights the next character if the letter typed is correct.5. The User repeats step 4 until every character of the exercise is entered correctly.6. The system shows a dialog to tell the user that the exercise has ended.7. The system updates the database with the user’s result.8. The system presents the user with an option to go back (which will take the user to the use case ... or ...). |
| Alternative Paths | <p>In step 4, if the User enters an incorrect character, the system highlights the current character to reflect the error.</p> <p>In step 8, if the User chooses the option to practise again, the use case is repeated. If the User chooses to share his/her progress on Facebook, the system takes the user to the use case ... (Share on Facebook).</p> |
| Postcondition | The User’s results are added to the database. |
| Exception Paths | The User may abandon the exercise at any time. |
| Other | None. |

3.1.2 Share on Facebook

| | |
|----------------------|--|
| Use Case Name | Share on Facebook |
| XRef | Section 2.2.1, Share on Facebook |
| Trigger | The User selects “Share on Facebook”. |
| Precondition | The User has signed into the system and completed a typing exercise. |
| Basic Path | <ol style="list-style-type: none">1. The system presents a dialog that prompts the user to share a post on Facebook.2. The User enters the content of the post he/she wants to share. |

| | |
|--------------------------|--|
| | 3. The User selects where to share the post from a list. 4. The User presses “OK” and the post is displayed |
| Alternative Paths | In step 4, if the User enters an incorrect character, the system highlights the current character to reflect the error. In step 8, if the User chooses the option to practise again, the use case is repeated. If the User chooses to share his/her progress on Facebook, the dialog disappears and the User is taken to the final step of the previous use case. |
| Postcondition | A post is added to the User’s Facebook account with a link to the Typing Tutor website. |
| Exception Paths | The User may cancel the operation at any time. |
| Other | |

3.2 Detailed Non-Functional Requirements

3.2.1 Logical Structure of Data

The data descriptions of each of these data entities is as follows:

User Entity

| Data Item | Type | Description | Comment |
|------------------|-------------|--------------------------|---|
| User ID | Integer | ID number of user | Used as key for the user |
| Email | Text | The email of user | Through this the user will log in the website |
| Join Date | Date | The day the user sign up | |

Text Entity

| Data Item | Type | Description | Comment |
|------------------|-------------|--------------------------|----------------------------|
| Text ID | Integer | ID number of lesson | Used as key for the lesson |
| Source | Text | The source of the text | |
| Type | Char | Basic or Advance | |
| Length | Integer | The length of the lesson | |

Log Entity

| Data Item | Type | Description | Comment |
|------------------|-------------|---------------------------------------|----------------|
| User ID | Integer | ID number of user | |
| Text ID | Integer | ID number of lesson | |
| Time | Integer | The time the user begin the lesson | |
| CPM | Integer | The CPM of the user at that time | |
| Accuracy | Integer | The accuracy of the user at that time | |

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User 1, 3, 4, 5, 6, 7, 8, 10, 11, 12