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4.3 Software Quality Attributes

1. Reliability: The software must be reliable, ensuring it performs consistently under specified conditions without failure. This will be achieved through comprehensive automated testing to catch and fix bugs early.

2. Maintainability: The software should be easy to maintain, allowing for efficient updates and modifications. This will be achieved by using a modular design to isolate different components, making it easier to update or replace parts of the system without affecting others.

3. Usability: The software must be user-friendly, ensuring that users can easily learn and use it effectively. This will be achieved by designing an intuitive and responsive user interface with clear navigation and feedback mechanisms.

4. Interoperability: The software should be able to interact with other systems and software seamlessly. This will be achieved by using standard communication protocols and data formats to facilitate integration with other systems.

5. Portability: The software should be portable, allowing it to run on different platforms with minimal changes. This will be achieved by writing platform-independent code using cross-platform frameworks and libraries.

6. Adaptability: The software should be adaptable, allowing it to accommodate changes in requirements or environments. This will be achieved by designing the system with flexible architecture and using configuration files to manage settings.

7. Availability: The software must be available and operational at all times, minimizing downtime. This will be achieved by implementing redundancy and failover mechanisms to ensure continuous operation even in case of hardware or software failures.

8. Correctness: The software should perform its intended functions accurately and without errors. This will be achieved by thorough testing, including unit tests, integration tests, and user acceptance tests, to ensure all functionalities work as expected.

9. Flexibility: The software should be flexible, allowing it to be easily modified to meet new requirements. This will be achieved by using a modular design and adhering to coding standards that promote easy modification and extension.

10. Reusability: The software components should be reusable in different contexts or projects. This will be achieved by designing components with clear interfaces and minimal dependencies, allowing them to be easily integrated into other systems.

11. Robustness: The software should be robust, capable of handling unexpected inputs and conditions without crashing. This will be achieved by implementing thorough error handling and validation checks throughout the code.

12. Testability: The software should be easy to test, allowing for efficient identification and resolution of defects. This will be achieved by writing testable code with clear interfaces and using automated testing tools to streamline the testing process.

13. Scalability: The software should be scalable, able to handle increased loads and growing user demands without performance degradation. This will be achieved by designing the system with scalable architecture and using load balancing and distributed computing techniques.

14. Security: The software must be secure, protecting against unauthorized access and data breaches. This will be achieved by implementing strong authentication and encryption methods, conducting regular security audits, and following best practices for secure coding.

15. Performance: The software should perform efficiently, providing quick response times and optimal resource usage. This will be achieved by optimizing code, using efficient algorithms, and conducting performance testing to identify and address bottlenecks.

5. Other Requirements

1. Database Requirements: The system must use a relational database (e.g., MySQL, PostgreSQL) to store all user data, transactions, and logs.

2. Internationalization Requirements: The system must support multiple languages, including but not limited to English, Spanish, French, and Mandarin.

3. Legal Requirements: Ensure compliance with data protection regulations such as GDPR, CCPA, and other relevant laws.

4. Reuse Objectives: Design software components to be reusable in other projects or contexts.

5. Performance Requirements: The system should respond to user actions within 2 seconds under normal load conditions.

6. Environmental Requirements: The system must operate reliably in various environments, including different operating systems (Windows, macOS, Linux) and devices (desktops, tablets, smartphones).