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Requirements of software

Project: Management system to control tutoring, teachers and student progress of a business that provides educational and holistic services to early childhood children "Magic Place"

Document File

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1. **Introduction**

   This document is a software requirement specification for the system which control the use of table games. This specification has been structured based on the guidelines given for the standard IEEE Recommended practice for software requirements specifications ANSI/IEEE 830, 1998.

   1.1 Purpose

   The present document has as purpose define the functional specifications, nonfunctional requirements for the development of a software which manage tutoring, teachers and student progress of a business that provides educational and holistic services to early childhood children.

   1.2 Scope

   This software requirements is made for the person who will manage the different ways to organize teachers' schedule, students' classes and all the payments to keep track of the movements that every person involved does.

   1.3 Stuff involved

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1.4 Definition, acronyms and abbreviations

Name	Description
User	The person who will use the software to manage schedules
FR	Functional requirements
NFR	Nonfunctional requirements

1.5 References

| Document Title	Reference

1.6 Abstract

This document has three sections. In the first section we have an introduction and a general vision of the software to manage teachers an students' schedules. In the second section we have a general description of the software so we can know the main functions it has to do, restrictions and dependencies which affect the development. And finally, in the third section we detail all the requirements which satisfy the software.

2. General description

2.1 Perspective of the product

The software will be a desktop application that will run on the manager's computer, with this, the application will help the manage to know teachers' and students' schedules and if all the payments are made.

2.2 Functionality of the product
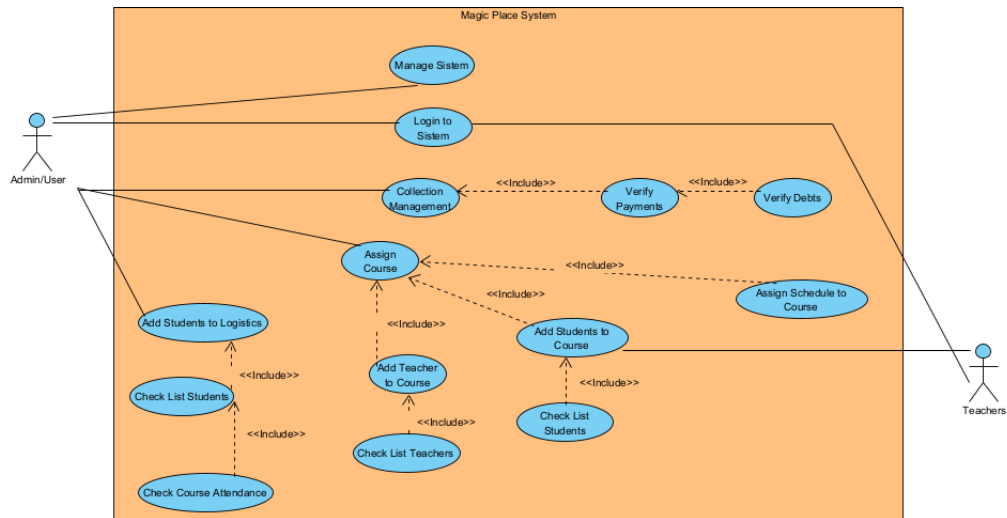
2.3 User's characteristics

User type	Business Manager
Training	Management
Activities	The management of the system

2.4 Restrictions

- Interface only can be used my manager
- Languages and technologies: Java
- The software will have to be easy to use
- We will have to manage a database
- Design will must be approved by the user

2.5 Assumptions and dependencies
- Computers where the software will be running, will must have the enough hardware and software capacity so we can be sure the software will work efficiently.
- It is assumed that the database will be updated by the owner.

3. Specific requirements

3.1 Common requirements of the interfaces

3.1.1 User's interfaces

The user interface will have 3 options so the manager can choose if he wants to go into teachers, students' schedule or if he wants to see all the payments.
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3.1.2 Hardware's interfaces

It will be necessary to have a computer in good conditions with:

- o Mouse
- o Keyboard
- o Internet connection

3.1.3 Software's interfaces

- o Windows XP or higher

3.1.4 Communication's interfaces

- o The software will communicate with the database using the internet so we just will need a normal internet connection.

3.2 Functional requirements

3.2.1 Functional requirement 1

- o **Register and delete teachers**: The user can update teachers

  - ➤ The software can access to the database an upload a new teacher.
  - ➤ The software can access to the database an delete a new teacher.

3.2.2 Functional requirement 2

- o **Register and delete and student:** The user can update students.

  - ➤ The software can access to the database an upload a new student.
  - ➤ The software can access to the database an delete a new student.

3.2.3 Functional requirement 3

- o **Assign a date:** The user can assign a date in the schedule

➢ He can assign a teacher or a student a new data for the class.

3.2.4 Functional requirement 4

o **See if the payment are done:** The user can see and update the date when a payment was done.

3.3 Nonfunctional requirements

3.3.1 Performance requirements

Guarantee the design and hardware requirement will not affect the fluency and the usability of the software.

3.3.2 Security

o Guarantee the security of the information that is put into the database.
o Guarantee the functionality of the software in the real use.
o Guarantee the user can know all the information saved into de database.

3.3.3 Reliability

o The interface must be easy to use and easy to maintain.
o The interface must adjust to the restaurant requirements.

3.3.4 Availability

o The availability of the software must be in all the day, every day, so it can be used in the time when people go to eat and if it has a bug, it can be resolved in another time of the day.

3.3.5 Maintainability

o The system must have a documentation that every programmer can understand so the maintenance can be done by another person.
o The interface has to be easy to use so any person who is in charge of the management can use it.

3.3.6 Portability

The software will be able to be installed in every computer with Windows.