<Company Name>

<Project Name>
Supplementary Specification

Version <1.0>

Revision History

Date	Version	Description	Author
<dd/mmm/yy>	<x.x>	<details>	<name>

Table of Contents

Supplementary Specification

1. Introduction

*[The introduction of the **Supplementary Specification** should provide an overview of the entire document. It should include the purpose, scope, definitions, acronyms, abbreviations, references and overview of this **Supplementary Specification**.*

The Supplementary Specifications capture the system requirements that are not readily capturable in the use cases of the use-case model. Such requirements include:

- *Legal and regulatory requirements and application standards.*

- *Quality attributes of the system to be built, including usability, reliability, performance and supportability requirements.*

- *Other requirements such as operating systems and environments, compatibility requirements, and design constraints.]*

1.1 Purpose

*[Specify the purpose of this **Supplementary Specification.**]*

1.2 Scope

*[A brief description of the scope of this **Supplementary Specification**; what Project(s) it is associated with, and anything else that is affected or influenced by this document.]*

1.3 Definitions, Acronyms and Abbreviations

*[This subsection should provide the definitions of all terms, acronyms, and abbreviations required to interpret properly the **Supplementary Specification**. This information may be provided by reference to the project Glossary.]*

1.4 References

*[This subsection should provide a complete list of all documents referenced elsewhere in the **Supplementary Specification**. Each document should be identified by title, report number (if applicable), date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]*

1.5 Overview

*[This subsection should describe what the rest of the **Supplementary Specification** contains and explain how the document is organized.]*

2. Functionality

[This section describes the functional requirements of the system for those requirements that are expressed in the natural language style. For many applications, this may constitute the bulk of the SRS Package and thought should be given to the organization of this section. This section is typically organized by feature, but alternative organizational methods such as organization by user, or organization by subsystem may also be appropriate. Functional requirements may include feature sets, capabilities and security.

Where application development tools (requirements tools, modeling tools, etc) are employed to capture the functionality, this section document will refer to the availability of that data and indicate the location and name of the tool which is used to capture the data.]

2.1   <Functional Requirement One>

[The requirement description.]

3.   Usability

[This section should include all of those requirements that affect usability. Examples:

- *Specify the required training time for a normal user and power users to become productive at particular operations.*

- *Specify measurable task times for typical tasks, or*

- *Base usability requirements of the new system on other systems that the users know and like.*

- *Specify requirements to conform to common usability standards – e.g., IBM's CUA standards, or the GUI standards published by Microsoft for Windows 95.]*

3.1   <Usability Requirement One>

The requirement description.

4.   Reliability

[Requirements for reliability of the system should be specified here. Suggestions:

- *Availability – specify % of time available (xx.xx%), hours of use, maintenance access, degraded mode operations etc.*

- *Mean Time Between Failures (MTBF) – this is usually specified in hours, but it could also be specified in terms of days, months, or years.*

- *Mean Time To Repair (MTTR) – how long is the system allowed to be out of operation after it has failed?*

- *Accuracy – specify precision (resolution) and accuracy (by some known standard) that is required in the systems output.*

- *Maximum bugs or defect rate – usually expressed in terms of bugs/KLOC (thousands of lines of code), or bugs per function-point.*

- *Bugs or defect rate – categorized in terms of minor, significant, and critical bugs: the requirement(s) must define what is meant by a "critical" bug (e.g., complete loss of data, complete inability to use certain parts of the functionality of the system).]*

4.1   <Reliability Requirement One>

[The requirement description.]

5.   Performance

[The performance characteristics of the system should be outlined in this section. Include specific response times. Where applicable, reference related Use Cases by name.

- *Response time for a transaction(average, maximum)*

- *Throughput (e.g., transactions per second)*

- *Capacity (e.g., the number of customers or transactions the system can accommodate)*

- *Degradation modes (what is the acceptable mode of operation when the system has been degraded in some manner)*

- *Resource utilization: memory, disk, communications, etc.]*

5.1 <Performance Requirement One>

[The requirement description.]

6. Supportability

[This section indicates any requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, maintenance utilities.]

6.1 <Supportability Requirement One>

[The requirement description.]

7. Design Constraints

[This section should indicate any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, etc.]

7.1 <Design Constraint One>

[The requirement description.]

8. Online User Documentation and Help System Requirements

[Describes the requirements, if any, for on-line user documentation, help systems, help about notices, etc.]

9. Purchased Components

[This section describes any purchased components to be used with the system, any applicable licensing or usage restrictions, and any associated compatibility/interoperability or interface standards.]

10. Interfaces

[This section defines the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, etc, so that the software can be developed and verified against the interface requirements.]

10.1 User Interfaces

[Describe the user interfaces that are to be implemented by the software.]

10.2 Hardware Interfaces

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, etc.]

10.3 Software Interfaces

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application, or components being developed for subsystems outside of the scope of this SRS, but with which this software application must interact.]

10.4 Communications Interfaces

[Describe any communications interfaces to other systems or devices such as local area networks, remote

serial devices, etc.]

11. Licensing Requirements

[Defines any licensing enforcement requirements or other usage restriction requirements which are to be exhibited by the software.]

12. Legal, Copyright and Other Notices

[This section describes any necessary legal disclaimers, warranties, copyright notices, patent notice, wordmark, trademark, or logo compliance issues for the software.]

13. Applicable Standards

[This section describes by reference any applicable standards, (and the specific sections of any such standards that apply to the system being described). For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, etc.]