Software Requirements Specification

for

Class Pulse

Version

Prepared by Group 5

Syracuse University CSE687

**Table of Contents**

[1 Introduction 4](#_Toc130306218)

[1.1 Purpose 4](#_Toc130306219)

[1.2 Scope 4](#_Toc130306220)

[1.3 Definitions 4](#_Toc130306221)

[1.4 References 4](#_Toc130306222)

[1.5 Overview 5](#_Toc130306223)

[2 Overall Description 5](#_Toc130306224)

[2.1 Product Perspective 5](#_Toc130306225)

[2.2 Product Functions 6](#_Toc130306226)

[2.3 Use Case Descriptions 6](#_Toc130306227)

[2.4 User Characteristics 8](#_Toc130306228)

[2.5 Constraints 8](#_Toc130306229)

[3 Specific Requirements 8](#_Toc130306230)

[3.1 Overview 8](#_Toc130306231)

[3.2 Interface Requirements 8](#_Toc130306232)

[3.3 System Features 9](#_Toc130306233)

[3.4 Performance Requirements 12](#_Toc130306234)

[3.5 Design Constraints 12](#_Toc130306235)

[3.6 Software System Attributes 12](#_Toc130306236)

[3.7 Other Requirements 13](#_Toc130306237)

**Table of Figures**

[Figure 1 System Block Diagram 5](#_Toc162358970)

[Figure 2 ClassPulse Use Cases 5](#_Toc162358971)

[Figure 3 - ClassPulse Activities 12](#_Toc162358972)

**Table of Tables**

[Table 1 Acronyms and Definitions 4](#_Toc130306241)

# Introduction

## Purpose

## Scope

## Definitions

## References

## Overview

# Overall Description

## Product Perspective

Figure System Block Diagram

## Product Functions

The following use case diagram shows the intended users of the system and their interactions with the ‘ClassPulse’ system.

Figure ClassPulse Use Cases

## Use Case Descriptions

### Login

|  |  |
| --- | --- |
| **GENERAL CHARACTERISTICS** | |
| **Intent** | [a summary statement of the purpose of the use case] |
| **Scope** | [one of: company, name of system under design being considered black box, or another as appropriate]  <[owning use case package]> |
| **Primary Actor** | [role name for the primary actor, <optional description>] |
| **Secondary Actors** | [role names of other actors (could be systems) relied upon to accomplish use case] |
| **Preconditions** | [what we expect is already the state of the world] <[pointer to precondition object model]> |
| **Trigger** | [the event that starts the use case] |
| **Success Post Condition** | [the state of the world upon successful completion] <[pointer to post condition object model]> |
| **Failed Post Condition** | [the state of the world if use case abandoned] <[pointer to post condition object model]> |

|  |  |
| --- | --- |
| **MAIN SUNNY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

|  |  |
| --- | --- |
| **MAIN RAINY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

### Register

|  |  |
| --- | --- |
| **GENERAL CHARACTERISTICS** | |
| **Intent** | [a summary statement of the purpose of the use case] |
| **Scope** | [one of: company, name of system under design being considered black box, or another as appropriate]  <[owning use case package]> |
| **Primary Actor** | [role name for the primary actor, <optional description>] |
| **Secondary Actors** | [role names of other actors (could be systems) relied upon to accomplish use case] |
| **Preconditions** | [what we expect is already the state of the world] <[pointer to precondition object model]> |
| **Trigger** | [the event that starts the use case] |
| **Success Post Condition** | [the state of the world upon successful completion] <[pointer to post condition object model]> |
| **Failed Post Condition** | [the state of the world if use case abandoned] <[pointer to post condition object model]> |

|  |  |
| --- | --- |
| **MAIN SUNNY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

|  |  |
| --- | --- |
| **MAIN RAINY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

### Give Feedback

|  |  |
| --- | --- |
| **GENERAL CHARACTERISTICS** | |
| **Intent** | [a summary statement of the purpose of the use case] |
| **Scope** | [one of: company, name of system under design being considered black box, or another as appropriate]  <[owning use case package]> |
| **Primary Actor** | [role name for the primary actor, <optional description>] |
| **Secondary Actors** | [role names of other actors (could be systems) relied upon to accomplish use case] |
| **Preconditions** | [what we expect is already the state of the world] <[pointer to precondition object model]> |
| **Trigger** | [the event that starts the use case] |
| **Success Post Condition** | [the state of the world upon successful completion] <[pointer to post condition object model]> |
| **Failed Post Condition** | [the state of the world if use case abandoned] <[pointer to post condition object model]> |

|  |  |
| --- | --- |
| **MAIN SUNNY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

|  |  |
| --- | --- |
| **MAIN RAINY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

2.4.4 View Feedback

|  |  |
| --- | --- |
| **GENERAL CHARACTERISTICS** | |
| **Intent** | [a summary statement of the purpose of the use case] |
| **Scope** | [one of: company, name of system under design being considered black box, or another as appropriate]  <[owning use case package]> |
| **Primary Actor** | [role name for the primary actor, <optional description>] |
| **Secondary Actors** | [role names of other actors (could be systems) relied upon to accomplish use case] |
| **Preconditions** | [what we expect is already the state of the world] <[pointer to precondition object model]> |
| **Trigger** | [the event that starts the use case] |
| **Success Post Condition** | [the state of the world upon successful completion] <[pointer to post condition object model]> |
| **Failed Post Condition** | [the state of the world if use case abandoned] <[pointer to post condition object model]> |

|  |  |
| --- | --- |
| **MAIN SUNNY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

|  |  |
| --- | --- |
| **MAIN RAINY DAY SCENARIO** | |
| **Step** | **Action** |
| S | [description in words of the main success scenario] <[pointer to scenario and or activity diagrams for the main success scenario]> |
| 1 | ["This use case starts when …" followed by the trigger.] |
| 2 | [step description… <"included" use case pointer>] |
| 3 | [step description… <"included" use case pointer>] |
| 4 | ["This use case ends when …" the final step in main success scenario.] |

## User Characteristics

## Constraints

# Specific Requirements

## Overview

## Interface Requirements

## System Features

##### Stimulus/Response Sequence

Figure - ClassPulse Activities

##### Associated Functional Requirements

## Performance Requirements

## Design Constraints

## Software System Attributes

## Other Requirements

### N/A