

Software Requirements Specification

for

High school scheduling system

Prepared by:

XYZ (2434954)
ABC (123897)

Fontys Hogeschool Techniek en Logistiek, Venlo
Software Engineering

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Chapter 1

Introduction

1.1 Purpose

1.2 Intended Audience

1.3 Intended Use

1.4 Product Scope

1.5 Risk Definition

Chapter 2

Overall Description

2.1 User Classes and Characteristics

2.2 User Needs

2.3 Operating Environment

2.4 Constraints

2.5 Assumptions and Dependencies

2.6 Code Style

<https://mitcommlab.mit.edu/broad/commkit/coding-and-comment-style/>

2.7 Test Style

Will also implement a Test Driven development style, using Unit Testing Principles, Practices, and Patterns by Vladimir Khorikov

TDD will likely be implemented using concepts from parts 1 and 2 of the book. Part 3 is on an as-needed basis.

By combining TDD with this SRS, I will be able to better test outline units of behavior and individual requirements (like Ubuntu dependencies separately)

Chapter 3

Requirements

3.1 Functional Requirements

3.2 External Interface Requirements

3.3 System Features

3.4 Non Functional Requirements

Appendices

Appendix A

Glossary