

Lab Report for Software Engineering course  
Lab 6: Demand Documentation

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## Chapter 1

# Revision History of the demand documentation

## Chapter 2

# Project Outline

- 2.1 Background information of the project
- 2.2 Overview of the features of the project
- 2.3 Module division of the project
- 2.4 User characteristics of the project
- 2.5 Runtime environment
- 2.6 Conditions and restrictions

## Chapter 3

# Feature Demands

### 3.1 Refined function requirements

#### 3.1.1 Administration access Authorization

1. Any shop assistant must first get authorized administration access of the system before he conducts all the normal routines including signing up, logging in, matching drinks, getting drink descriptions and ordering.
2. Anyone except shop assistants is unauthorized to the administration access.
3. To get the authorized administration access, the shop assistant must do XXXXXX.

#### 3.1.2 Signing up

1. Any shop assistant can use the unique username and password to sign up.
2. The username will be persistently recorded in the user.csv (?) after the shop assistant signs up.
3. The username must start with **starbb**;
4. The username can consist of **letters**, **numbers** and **underline**, excluding any other symbols;
5. The username should have a length greater than or equal to 8 and less than 50.
6. The password can consist of **letters**, **numbers** and **\_**, excluding any other symbols;
7. The password must consist of all the three types, i.e. **letters**, **numbers** and **\_**, excluding any other symbols;
8. The password should have a length greater than or equal to 8 and less than 100.

### 3.1.3 Logging in

1. Only if the shop assistant logs in successfully can he do the other normal routines including matching drinks, getting drink descriptions and ordering.
2. The shop assistant will log in successfully if and only if the username and password are matched.
3. The login status will be recorded after the shop assistant logs in successfully.
4. If the shop assistant fails to log in, the system will throw a runtime exception to prompt the failed login.
5. If the shop assistant fails to log in because of wrong password, the system will prompt **Username or password error**;
6. If the shop assistant fails to log in, he will not allowed to conduct any other operations.

### 3.1.4 Matching drinks

1. The shop assistant can get different drinks considering different cup sizes and different kinds and numbers of ingredients.

### 3.1.5 Obtaining drink descriptions

1. The shop assistant can obtain and check different descriptions of drinks.
2. The customer can obtain and check different descriptions of drinks.

### 3.1.6 Order charge calculation

1. The shop assistant can order according to the verbal instructions of the customer.
2. The shop assistant can calculate the order charge.
3. The customer can check the order charge.

### 3.1.7 Drinks supported

1. The default drinks include coffee and tea.
2. The default coffee includes Espresso and Cappuccino.
3. The default tea includes GreenTea and RedTea.
4. Different stores can customize their own drinks of local characteristics.
5. Every drink should have attributes of its name, price and description.

### 3.1.8 Ingredients supported

1. The default ingredients include milk, chocolate, cream and sugar.
2. Different kinds and numbers of Ingredients can be added .

### 3.1.9 Cup size supported

1. There are totally three kinds of cup size : large, middle and small.

### 3.1.10 Discount supported

1. Different discount strategies can have superposition.
2. 2 cups of Large-cup Espresso will have 20% off discount.
3. Buying three cups of tea will send one for free.
4. Cappuccino second half price.
5. All drinks full 100 minus 30
6. Double Eleven all drinks 50% off.
7. Order including both tea and coffee will have 15% discount.

### 3.1.11 Language switch

1. The system language can be switched to the official language of different countries and regions.
2. The language switch should cover everywhere customers can see and check

### 3.1.12 Currency switch

1. The currency switch will not consider exchange rate fluctuations.
2. The currency should be switched according to different countries and regions.

### 3.1.13 Price fix

1. The system can fix the prices of all the items.

### 3.1.14 Configuration and Maintenance

1. The maintenance personnel can configure and maintain all the settings including drinks, ingredients, cup-size, discount, language, currency and price-fixing.
2. The system must provide log information for the maintenance personnel.

### 3.1.15 log information supported

1. Which kind of log information should be recorded.

## **3.2 Detailed description of refined function requirements**



## Chapter 4

# Performance Demands

4.1 Massive end user support

4.2 Stability over long period of time

## Chapter 5

# Appendix

5.1 Organized interview records

5.2 Code change logs in response of new demands

# Bibliography

- [1] Wikipedia contributors. (2019, March 22). JUnit. In *Wikipedia, The Free Encyclopedia*. Retrieved 14:53, April 1, 2019, from <https://en.wikipedia.org/w/index.php?title=JUnit&oldid=888928403>