Technical University of Cluj-Napoca

Watch2Gether
Supplementary Specification

Version 1.0

Revision History

Date	Version	Description	Author
17/03/2018	1.0	Initial documentation	Rogoz Bogdan

Table of Contents

1.   Introduction

This paper contains information regarding the non-functional aspect of the project's development process.

2.   Non-functional Requirements

2.1 Availability

Definition : the proportion of time a system is in a functioning condition
Source of stimulus : human
Stimulus : power outage
Environment : unknown
Artifact : the whole system
Response : system shuts down
Response measure : undeterminable
Tactics : only hardware solutions are effective

2.2 Performance

Definition : the time it takes the system to complete a certain task
Source of stimulus : a large number of clients
Stimulus : a large number of database accesses
Environment : idle
Artifact : disk access
Response : normal database access
Response measure : much longer response times
Tactics : better hard disks / Internet bandwidth

2.3 Security

Definition : the confidentiality and integrity of data
Source of stimulus : human
Stimulus : sql injection
Environment : idle
Artifact : the users database
Response : normal database access
Response measure : same as for normal database access
Tactics : code obfuscation / encryption

2.4 Testability

Definition : the reproducibility of test cases
Source of stimulus : human
Stimulus : invalid username
Environment : idle

Artifact : users database
Response : an error is returned
Response measure : same time as for successful operation
Tactics : study the error and provide valid input

2.5 Usability

Definition : the ease of use and learnability of a certain object or device
Source of stimulus : human
Stimulus : user data is provided, then the "New User" button is pressed
Environment : idle
Artifact : the users database
Response : a new user is created
Response measure : normal user creation time
Tactics : increase simplicity

3. Design Constraints

Running environment : Web browser

Development technologies : HTML5, CSS3 etc.