## Software Requirements Specification for Software Engineering: subtitle describing software

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## **Revision History**

| Date   | Version | Notes |
|--------|---------|-------|
| Date 1 | 1.0     | Notes |
| Date 2 | 1.1     | Notes |

## 1 Purpose of the Project

#### 1.1 User Business

Insert your content here.

#### 1.2 Goals of the Project

Insert your content here.

#### 2 Stakeholders

### 2.1 Client

Insert your content here.

#### 2.2 Customer

Insert your content here.

#### 2.3 Other Stakeholders

Insert your content here.

## 2.4 Hands-On Users of the Project

Insert your content here.

#### 2.5 Personas

Insert your content here.

## 2.6 Priorities Assigned to Users

#### 2.7 User Participation

Insert your content here.

#### 2.8 Maintenance Users and Service Technicians

Insert your content here.

#### 3 Mandated Constraints

#### 3.1 Solution Constraints

Insert your content here.

# 3.2 Implementation Environment of the Current System

Insert your content here.

## 3.3 Partner or Collaborative Applications

Insert your content here.

#### 3.4 Off-the-Shelf Software

Insert your content here.

## 3.5 Anticipated Workplace Environment

Insert your content here.

#### 3.6 Schedule Constraints

Insert your content here.

#### 3.7 Budget Constraints

#### 3.8 Enterprise Constraints

Insert your content here.

## 4 Naming Conventions and Terminology

4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project

Insert your content here.

## 5 Relevant Facts And Assumptions

#### 5.1 Relevant Facts

Insert your content here.

#### 5.2 Business Rules

Insert your content here.

#### 5.3 Assumptions

Insert your content here.

## 6 The Scope of the Work

#### 6.1 The Current Situation

Insert your content here.

#### 6.2 The Context of the Work

#### 6.3 Work Partitioning

Insert your content here.

#### 6.4 Specifying a Business Use Case (BUC)

Insert your content here.

## 7 Business Data Model and Data Dictionary

#### 7.1 Business Data Model

Insert your content here.

#### 7.2 Data Dictionary

Insert your content here.

## 8 The Scope of the Product

#### 8.1 Product Boundary

Insert your content here.

#### 8.2 Product Use Case Table

Insert your content here.

## 8.3 Individual Product Use Cases (PUC's)

Insert your content here.

## 9 Functional Requirements

## 9.1 Functional Requirements

## 10 Look and Feel Requirements

#### 10.1 Appearance Requirements

Insert your content here.

#### 10.2 Style Requirements

Insert your content here.

## 11 Usability and Humanity Requirements

#### 11.1 Ease of Use Requirements

Insert your content here.

# 11.2 Personalization and Internationalization Requirements

Insert your content here.

## 11.3 Learning Requirements

Insert your content here.

### 11.4 Understandability and Politeness Requirements

Insert your content here.

#### 11.5 Accessibility Requirements

Insert your content here.

## 12 Performance Requirements

## 12.1 Speed and Latency Requirements

#### 12.2 Safety-Critical Requirements

Insert your content here.

#### 12.3 Precision or Accuracy Requirements

Insert your content here.

#### 12.4 Robustness or Fault-Tolerance Requirements

Insert your content here.

#### 12.5 Capacity Requirements

Insert your content here.

#### 12.6 Scalability or Extensibility Requirements

Insert your content here.

#### 12.7 Longevity Requirements

Insert your content here.

# 13 Operational and Environmental Requirements

## 13.1 Expected Physical Environment

Insert your content here.

## 13.2 Wider Environment Requirements

# 13.3 Requirements for Interfacing with Adjacent Systems

Insert your content here.

#### 13.4 Productization Requirements

Insert your content here.

#### 13.5 Release Requirements

Insert your content here.

## 14 Maintainability and Support Requirements

#### 14.1 Maintenance Requirements

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## 15.2 Integrity Requirements

#### 15.3 Privacy Requirements

Insert your content here.

#### 15.4 Audit Requirements

Insert your content here.

#### 15.5 Immunity Requirements

Insert your content here.

## 16 Cultural Requirements

#### 16.1 Cultural Requirements

No major cultural requirements are identified for this project but some that could be taken into consideration are:

#### Data Privacy and Ethical Use

**Student Privacy**: In some cultures and institutions, the handling of student work and data is highly regulated. Laws like the General Data Protection Regulation (GDPR) in the European Union mandate strict data privacy standards. The system should ensure that student data, including their code submissions, is securely handled, anonymized where possible, and not stored unnecessarily.

#### Differences in Academic Integrity Norms

Varying Definitions of Plagiarism: Some cultures and instituitions promote collaboration as well as code borrowing so it is essential to define what plagiarism is in the context of this project. The tool should also be modifiable in its threshold for detecting plagiarism so instituitions can change it to their needs.

## 17 Compliance Requirements

#### 17.1 Legal Requirements

Insert your content here.

#### 17.2 Standards Compliance Requirements

Insert your content here.

## 18 Open Issues

Insert your content here.

### 19 Off-the-Shelf Solutions

#### 19.1 Ready-Made Products

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## 19.3 Products That Can Be Copied

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## 20 New Problems

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Insert your content here.

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Insert your content here.

## 20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

Insert your content here.

#### 20.5 Follow-Up Problems

Insert your content here.

#### 21 Tasks

#### 21.1 Project Planning

Insert your content here.

## 21.2 Planning of the Development Phases

Insert your content here.

## 22 Migration to the New Product

# 22.1 Requirements for Migration to the New Product Insert your content here.

## 22.2 Data That Has to be Modified or Translated for the New System

#### 23 Costs

Insert your content here.

## 24 User Documentation and Training

## 24.1 User Documentation Requirements

Insert your content here.

#### 24.2 Training Requirements

Insert your content here.

## 25 Waiting Room

Insert your content here.

#### 26 Ideas for Solution

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

- 1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
- 2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?