
Alvaro Suarez del Cueto
Erasmus

**Active chat monitoring and suspicious chat detection
Supplementary Specification**

Version 1.0

Active chat monitoring and suspicious chat detection	Version: 1.0
Supplementary Specification	Date: 18/03/2018
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Revision History

Date	Version	Description	Author
18/03/2018	1.0	Requirements/constraints added	Alvaro

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Supplementary Specification

1. Introduction.

The **Supplementary Specification** captures the system requirements that are not readily captured in the use cases of the use-case model.

2. Non-functional Requirements

2.1 Availability

- Source of stimulus: Chat Member.
- Stimulus: Access the web service through the login webpage.
- Environment: runtime
- Artifact: Active chat monitoring and suspicious chat detection system.
- Response: the system ask for a pair username/password which will uniquely identify the user.
- Response measure: 200 OK is the response if user exist, 404 not found if not

2.2 Performance

- Source of stimulus: Chat Member.
- Stimulus: Submits a message to the chat.
- Environment: runtime
- Artifact: Active chat monitoring and suspicious chat detection system.
- Response: the system receives the text written by the user and shows it on the live chat.
- Response measure: Less than 2 seconds.

2.3 Security

- Source of stimulus: Administrator.
- Stimulus: Access the web service through the login webpage using an administrator account.
- Environment: runtime
- Artifact: Active chat monitoring and suspicious chat detection system.
- Response: the system ask for a pair username/password which will uniquely identify the administrator.
- Response measure: if the user is an administrator he/she will be redirected to its corresponding webpage, if a regular user is instead, trying to access an administrator account an error message will be shown.

2.4 Scalability

- Source of stimulus: Chat Member.
- Stimulus: Submits a message to the chat.
- Environment: runtime
- Artifact: Active chat monitoring and suspicious chat detection system.
- Response: the system receives the text written by the user and shows it on the live chat.
- Response measure The system should not be modified even if the number of users grows Exponentially, the system can handle 25 user connections simultaneously.

2.5 Usability

- Source of stimulus: Chat Member.
- Stimulus: Submits a message to the chat.
- Environment: runtime
- Artifact: Active chat monitoring and suspicious chat detection system.
- Response: the system receives the text written by the user and shows it on the live chat.
- Response measure: webpage design and navigability should be easy for non-informatics familiar

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people.

3. Design Constraints

- The system will be developed using Spring/Java software languages.
- The system will be available in Windows platform and might be further extended to other platforms.
- Maven will be used as a management tool for the system.
- The system will be built using a MVC architecture.
- The structure of the database will be MSQl.
- The source code will be available as a github repository.