Active chat monitoring and suspicious chat detection

Supplementary Specification

Version 1.0

Revision History

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| --- | --- | --- | --- |
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| 18/03/2018 | 1.0 | Requirements/constraints added | Alvaro |
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Supplementary Specification

# Introduction.

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

# Non-functional Requirements

## 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

## 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.

## 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.

## 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.

## 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 people.

# 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.