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Online Medieval Weapon and Armour Store
Supplementary Specification

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Revision History

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Supplementary Specification

1. Introduction

This document presents the non-functional requirements(availability, performance, security, testability, usability) which the application meets as well as design constraints imposed for developing it(tools and environment).

2. Non-functional Requirements

3. Availability

Availability is the ratio of time a system or component is functional to the total time it is required or expected to function.

Source of stimulus: user

Stimulus: login

Environment: normal environment

Artifact: user interface

Response: access to user page

Response measure: functionality of feature

4. Performance

Performance represents the software response time.

Source of stimulus: user

Stimulus: item creation

Environment: normal environment

Artifact: database access and user interface

Response: placement of item in cart

Response measure: speed of response

5. Security

Security represents protection against harm from external sources.

Source of stimulus: user

Stimulus: logging in

Environment: normal environment

Artifact: whole system

Response: user page access

Response measure:

Tactics: Using validation for the login data:

6. Testability

Testability represents to which software supports testing.

Source of stimulus: developer

Stimulus: trying to access data from the database

Environment: normally running

Artifact: database access layer

Response: the result of the test

Response measure: the accuracy of the result

Tactics: using JUnit test

7. Usability

Usability represents the degree to which software can be used by consumers to achieve objectives efficiently.

Source of stimulus: user

Stimulus: cart checkout

Environment: normal environment

Artifact: whole system

Response: checkout receipt

Response measure: the quantifiable indication of the response

8. Design Constraints

This application will be developed using Java and Spring in a Windows environment using Eclipse and MySQL.