Online Museum

SRS

Introduced By Author or Company Name

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Version | Written By | Reviewed By | Approved By | Date |
| 0.X |  |  |  |  |
| 1.X |  |  |  |  |

# Introduction

**Executive Summary**

Overview of product.

**Document Overview**

Overview of the document.

**Abbreviations and Terminologies**

Table of abbreviations and terminologies.

**References**

List of external references.

# System Description

## Introduction

Provide detailed system description.

Use block or context diagram to illustrate the system architecture.

Online museum is a web site that help people who can’t afford to visit real museums or art galleries to see and ,appreciate ,and learn from different kind of arts from around the world, and the site also provide an online opportunity for museums ,amateur artists , professional artist to display their art work and monuments , and the site also provide a service where users can buy and sell their art work .

**Users**

Provide a list of system users with brief explanations.

* Regular people

Regular people who are interested and want to experience art and monuments.

* Amateur individual artists

amateur artists who just starting to present or sell their art and don’t have a name in the field yet get to start using the site.

* professional individual artists

professional artists who already have been known for their art also can use the website to display and sell their new work.

* Museums

museums can display monuments and art they have and let people rate it and it serve as a way of advertisement and sharing the knowledge.

* Art galleries

art galleries can display their pieces online and that give the opportunity to be available to a wider range of people and help selling the pieces.

**Modules**

Provide a list modules with brief explanations.

* Museum module

this module is where users with accounts can display arts via sharing pictures with a brief history or description.

* auction module

This module is where professional artists can display their work and put a price for it or start an auction over it, and for buyers to buy or participate in the auction.

* Community module

# System Users

**User Description**

Provide user role description in details.

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Provide user role description in details.

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# System Modules

## Module Description

Provide module description.

Use block or context diagram to illustrate external and sub-modules.

Use activity diagram, state machine diagram, data flow diagrams to illustrate module operations.

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# System Functions

## [FR\_M] Module Functions

### [FR\_M\_N] Module Function

**Description**​: Provide function description.

**Inputs**​: Provide function inputs.

**Outputs**​: Provide function description.

**Pre-conditions**​: Provide function required conditions to work.

**Post-conditions**​: Provide new conditions after work.

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# System Models

<Make only mandatory diagram to illustrate overall system interaction or to explain complex scenarios>

## Use Case Diagrams

### Use Case Diagram

Show use case diagram.

Provide brief explanation of the diagram.

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Show use case diagram.

Provide brief explanation of the diagram.

## Sequence Diagrams

### Sequence Diagram

Show sequence diagram.

Provide brief explanation of the diagram.

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Show sequence diagram.

Provide brief explanation of the diagram.

# Non-Functional Requirements

## [NFR\_X] <Security> Requirements

**[NFR\_X\_Y] <Security> Requirement**

Non functional requirement description.

## [NFR\_X] <Usability> Requirements

**[NFR\_X\_Y] <Usability> Requirement**

Non functional requirement description.

## [NFR\_X] <Performance> Requirements

**[NFR\_X\_Y] <Performance> Requirement**

Non functional requirement description.

**[NFR\_X] <Technology> Requirements**

**[NFR\_X] <Development> Requirements**

**[NFR\_X] <Delivery> Requirements**

**[NFR\_X] <Operation> Requirements**

# Domain Requirements

## [DR\_X] <Domain> Requirements

**[DR\_X\_Y] <domain> Requirement**

Explain <domain> requirement or constrain.

## [DR\_X] <Domain> Requirements

**[DR\_X\_Y] <domain> Requirement**

Explain <domain> requirement or constrain.

## [DR\_X] <Domain> Requirements

**[DR\_X\_Y] <domain> Requirement**

Explain <domain> requirement or constrain.

# System Interfaces

## User Interfaces

**Module Screens**

List of module screens.

**Module Screens**

List of module screens.

**Communication Interfaces**

**Hardware Interfaces**

## Other Interfaces