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1	Fu	inctional Requirements	
1.	1 F	unctionality	
	• M	ust convert text tablature to MusicXML tablature	
	• M	ust be able to read quitar drum and bass toyt tabs	

- Must be able to read guitar, drum and bass text tabs
- Must be able to access and edit the original text tab after conversion
- Must be able to account for drop tunings
- Must be able to account for an unusual amount of strings in guitar
- Must be compatible with music in any time signature or key
- Should be able to notate techniques such as bends, slides, hammer-ons, pull-offs, etc.

1.2Usability

- Must have an intuitive visual interface
- Must be able to accept copy-pasted text or text read from a file
- Must automatically detect which instrument the tab is for
- Must allow the user to override this instrument detection

1.3 Reliability

- Must be able to work with lots of variation in the format of the text tab
- The converted MusicXML tablature must be error free

1.4 Performance

• Must convert the text tab in a reasonable amount of time

1.5 Supportability

- Should allow the user to configure their preferences for how they want the drums sheet music to be displayed (selecting the value and noteheads). Can have a default notation but should be able to be customized through preferences
- Must be testable via automated testing

2 Non-Functional Requirements

• Should have an API that can be used by other programs

3 Use Cases

3.1 Convert Text Tab

Primary Actor: Musician Goal: The musician has a text tab, and they want a MusicXML file Success Scenario:

- 1. Musician starts program
- 2. Musician inputs the text tab
- 3. System identifies what instrument it is for
- 4. Musician tells system to convert text tab
- 5. System converts text tab to MusicXML
- 6. Musician saves output
- 7. Musician closes program

3.1.1 Extensions

3a. If system cannot identify instrument, user can choose instrument manually. 5a. If text tab is unrecognizable, notify user and restart at step 2

3.2 Change Settings

Primary Actor: Musician Success Scenario:

- 1. Musician starts program (if it isn't already started)
- 2. Musician changes settings
- 3. System updates settings internally
- 4. Musician stops program or continues using program for something else