



Software Construction and Development

Section A

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LANGUAGE LEARNING PLATFORM

This project is a language learning platform designed to help users improve their skills through lessons, quizzes, and personalized recommendations.

It fosters engagement with rewards and a community forum while enabling efficient content and user management by administrators.

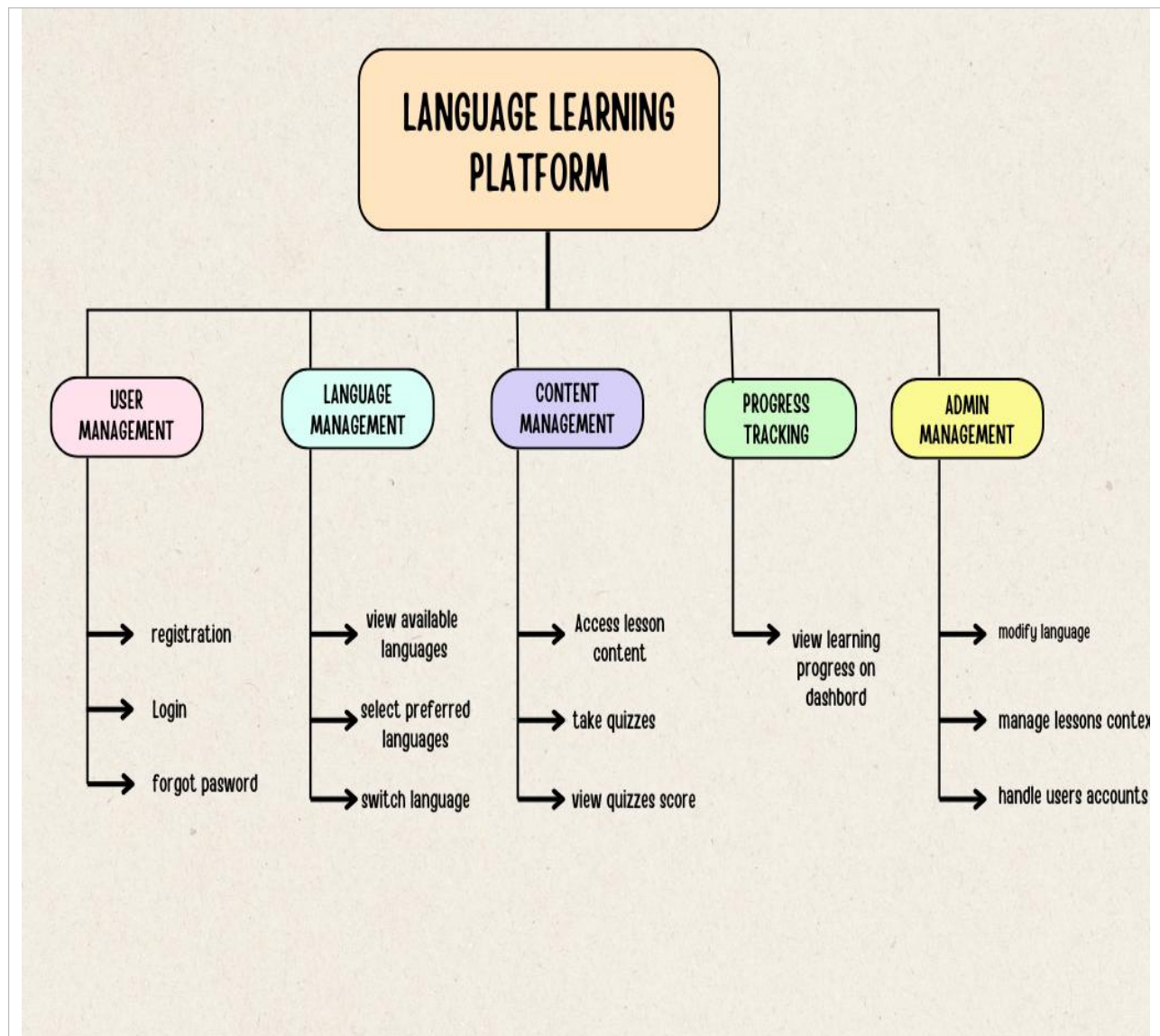
PROJECT SCOPE

The Language Learning Platform is designed to help users learn new languages in a structured and effective way. It offers a variety of languages and organizes lessons into three skill levels: beginner, intermediate, and advanced. Users can take quizzes to test their knowledge, track their progress over time, and receive personalized recommendations based on their learning patterns. The platform also includes features like rewards (points and badges) to encourage continuous learning and improvement.

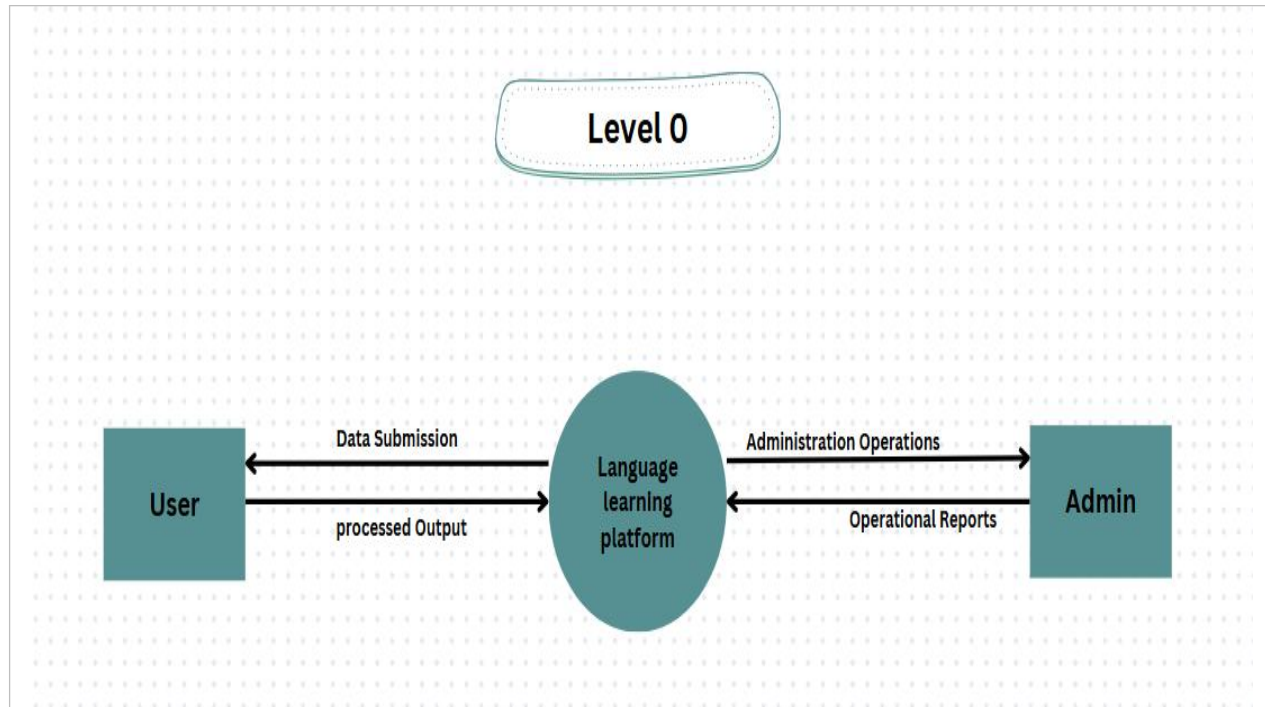
| FR NO | Functional Requirements |
|----------------------------|---|
| 1. User Account Management | |
| 1.1 | The system shall allow users to register by providing their name, email, and password. |
| 1.2 | The system shall allow users to log in using their email and password. |
| 1.3 | The system shall allow users to recover their password using a "Forgot Password" feature. |
| 2. Language Preferences | |
| 2.1 | The system shall allow users to view available languages to learn. |
| 2.2 | The system shall allow users to select their preferred language. |
| 2.3 | The system shall allow users to switch their selected language at any time. |
| 3. Lesson Management | |
| 3.1 | The system shall allow users to access lesson content (text, videos, exercises). |
| 3.2 | The system shall allow users to take quizzes after completing each lesson. |
| 3.3 | The system shall allow users to view their quiz scores. |
| 3.4 | The system shall allow users to view their learning progress on a dashboard. |
| 4. Admin Management | |
| 4.1 | The system shall allow the admin to modify languages in the system. |
| 4.2 | The system shall allow the admin to manage lesson content. |
| 4.3 | The system shall allow the admin to handle user accounts. |

| NFR NO | Non Functional Requirements |
|---------------|--|
| Usability | |
| 1.1 | The system shall be easy to use for both users and administrators. |
| Explanation | The system should have an intuitive interface that allows users to easily register, log in, navigate lessons, and view their progress. Similarly, the admin interface should allow easy management of user accounts and content. |
| Availability | |
| 1.2 | The system shall be available for use at all times, except during scheduled maintenance. |
| Explanation | The system should have minimal downtime, ensuring that users can access their accounts, lessons, and quizzes without interruptions. Regular maintenance should be scheduled and communicated to users. |
| Scalability | |
| 1.3 | The system shall be scalable to handle an increasing number of users and data. |
| Explanation | As the number of users grows, the system should be able to scale efficiently, ensuring consistent performance even with a larger load. |
| Security | |
| 1.4 | The system shall ensure that user data is protected and secure. |
| Explanation | User credentials, personal information, and learning data must be encrypted and stored securely to prevent unauthorized access. Secure authentication (e.g., passwords, two-factor authentication) should be implemented. |
| Compatibility | |
| 1.5 | The system shall be compatible with various devices and web browsers. |
| Explanation | The system should work seamlessly on different platforms (e.g., desktop, tablet, mobile) and popular web browsers (e.g., Chrome, Firefox, Safari, Edge). This ensures that users can access the system regardless of their device or browser choice. |

Feature Tree



Context Level Diagram



Level 1

