1. The system will support three measurement units. The measurement units that will be used are US gallons, imperial gallons, and liters. These are the units being used because they are the units that are most used by gas pumps around the world.

2. The tank details, such as tank capacity and quantity of fuel left, will be given in the units of measure of the car. This is because the car will be displaying the capacity of its own tank and the remaining fuel that it has left.

3. There must be a way to convert from any unit to any other unit. This means that no matter what unit the car, pump, and driver are using, there can be a conversion from one unit to the other unit. This is necessary, since you would not want to make more than one calculation to convert to another unit, as this would result in less accuracy.

4. Numbers must be displayed with a maximum of two numbers after decimal points. This is to increase readability and remove excess information. Realistically, most people will not pay any attention to the decimals in how much gas they need. Drivers will be looking at the whole number and maybe one or two decimals. This formatting should not impact the accuracy of the calculations.

5. The units for the car, pump, and driver must be randomly selected and no user input should be required for the program to run. The tank capacity and quantity of fuel left will also be randomly selected. This random selection will result in test results in possibly every situation, which is ideal for testing if the program works.

6. All the information must be formatted logically. First, the units of measure for the car, pump, and driver will be displayed. Then, the tank capacity and fuel remaining will be displayed. Last, the quantity of fuel to be filled will be displayed in the units for the car, pump, and driver.

- Assumes that the driver is using one of the three available measurements units.