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**Subject:** SPM Tutorial 2 – SRS

## **Introduction**

### **Purpose**

The purpose of this document is to present a detailed description of the E-Learning System. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is intended for both the stakeholders and the developers of the system.

### **Scope of Project**

This software system will be a E-Learning System for Students of different streams. This system will be designed to make the best possible use of lockdown. As we all know, Human never stops learning, so here we are with a beautiful idea that helps students utilize their free time learning. But knowledge is of no use if not utilized. That's the exception this software creates. The most important part of this software is the tests or call it exams.

More specifically, this system is designed to allow users to manage and keep track of what they learn, how they perform as well as customize what they want to learn. The software will facilitate communication between Students and the coordinator in the interface built with itself. Preformatted reply forms are used in different stages of the system to provide a uniform review process. The system also contains a document-based database containing a list of Students, Courses, Tests and Articles.

### **System Environment**

The E-Learning System has Two active actors and one cooperating system.

The Admin or Coordinator accesses the entire system directly through the Internet. Any Student communicates with the system through separate Interface provided.

## **Functional Requirements Specification**

This section outlines the use cases for each of the actors separately.

### **Student Use Case:**

Before this use case can be initiated, the Student has already accessed the E-Learning Application.

1. The Student chooses to browse/search courses by subject name or tag.
  2. The system displays the choices to the student.
  3. The student selects the course desired and enrolls.
  4. The system presents the abstract of the course to student.
  5. The student chooses to access study material.
  6. The system provides the requested documents.
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1. The student post some query/doubt.
  2. The system checks for list of FAQs.
  3. The system responds with suitable answer for the query.
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Before this use case can be initiated, the Student has already Enrolled for a course.

1. The Reader chooses to apply for the exam/ regular test.
2. The system displays the active exams going on.
3. The student appears for the exam(online).
4. The system presents the questions of the exam.
5. On successful Submission, The System provides a summarized result for the exam.

### **Admin Use Case:**

1. Create Different Courses/Streams.
2. Manage Tests/Questions.
3. Manage Material.
4. Manage User Queries.

### **User Characteristics**

The Student is expected to be Smartphone User and be able to use applications. The main screen of the E-Learning Application will have the search function and user dashboard.

### **Non-Functional Requirements**

The Backend will be on a server with high-speed Internet capability. The software developed here assumes the use of a cloud services for connection between the Web pages/Client and the database. The speed of the Student's connection will depend on the hardware used rather than characteristics of this system.

### **Functional Requirements**

- Add Courses
- Add Material
- Add Tests
- Manage FAQs
- Respond to Queries
- User Registration
- Enroll
- Attempt Test
- Post Queries
- Attend Sessions
- Access Material