APPROVALS:

Name	Job Title	Signature	Date
Scott Pletzer	Director of Quality & Program Management	*[signature]*	28JUN12
Andrew Mason	Chief Technology Officer	*[signature]*	6/28/12

REVISION HISTORY

Revision	Revision Date	Reason for Revision/Change Request	Revised By
000	28Jun12	Initial Release	S. Pletzer

1.0   Purpose

The purpose of this document is to define the interaction between ClearView, the Synchronization service that run as a Windows service, and the EPIC Central web-services.

2.0   Scope

The scope consists of the EPIC Central system as a whole, no other systems requirements are defined in this document. The initial release of this document addresses only the requirements for the core system; this will be augmented as new requirements are introduced.

3.0   Definitions

Webservice	A web service is typically an application programming interface (API) or Web API that is accessed via Hypertext Transfer Protocol (HTTP) and executed on a remote system, hosting the requested service.

4.0   System Requirements

4.1   A queuing application shall be written that will run as a standalone windows service.

4.2   The queuing service should produce a log of all activity that contains the time and date of the activity as well as the text that describes the activity.

4.3   The service should start when Windows starts and shall appear in the list of windows services.

4.4   The windows service must have a debug console that can be instantiated.

    4.4.1   The console must be protected with a User Id and password.

    4.4.2   The console must show the transactions as they are being issued as well as the responses.

    4.4.3   The console must be able to show the log that was created by the service.

    4.4.4   Historical counts (count of calls made, by date) All calls (functions) should be tracked.

4.5   The debug console shall be able to be started and stopped without requiring a reset of the service.

4.6   The console must show a real-time count of the number of items in the queue by item type.

Document Name: EPIC ClearView Synchronization Service Requirements   Confidential & Proprietary
Document Number: SR-005   Page 2 of 3
Revision Number: 000

4.7   Requests shall function in real-time, if a response cannot be received in a prescribed amount of time, the request will be placed into a queue where it will be handled asynchronously.

4.8   Responses will contain a status reflecting the success or failure of the call, the status values at a minimum will be:

4.8.1   Ok {the request was made and a response was returned from the server}.

4.8.2   No Queue Service {the queue service could not be reached}.

4.8.3   No Web Service {the queue service was able to be reached, but the EPIC Central web service could not}.

4.9   Items in the queue must be retried on a defined frequency until they are properly processed. This frequency should be an adjustable parameter.

4.10   The queue must persist to non-volatile storage as to maintain state in the case of a shutdown of the machine.

4.11   Resources used must be localized to allow support of different cultures.

4.12   The communication between the synchronizations service and the ClearView application must be through http.

4.13   All adjustable parameters should be able to be modified from an interface tied to the queuing service.

4.14   Service must keep track of no connectivity time.

4.15   Service should ping EPIC central regardless of whether or not ClearView is running.

4.16   The service will manage the credentials necessary to connect to the EPIC central service.

4.17   The queuing service must expose all of the web service function calls that are available from EPIC Central.