Software Requirements Document for

Dijkstra’s Algorithm

CS312 Analysis of Algorithms

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# Revision History

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Responsible Person** | **Version** |
|  |  |  |  |  |
|  |  |  |  |  |

# 1 Introduction

## 1.1 Project Scope and Purpose

<This is where you introduce the project briefly. A more detailed description will follow>

## 1.2 Intended Audience

<Who is intended audience. What purpose will this project serve?>

# 2 Description

## 2.1 Product Description

<Give us description of the overall project>

## 2.2 Operating Environment

<what is the targeted platform>

## 2.3 User Classes

### 2.3.1 Class 1

<give a list of classes that you will be designing with methods and attributes. >

### 2.3.2 Class 2

### 2.3.3 Class 3

# 3 Features

<Here you will talk about features of your software>

## 3.1 Feature 1

<Substitute the name of the feature>

## 3.2 Feature 2

## 3.3 Feature 3

# 4 Interface

## 4.1 User Interface

<How are users going to interact with the software: graphical, web, command line?>

## 4.2 Hardware Interface

<What hardware is needed>

## 4.3 Software Interface

<What software is going to be used>

# 5 User Document – How To

<These are essentially help files telling users how to use the software>

# 6 Conclusions and Lessons Learned

<What have you learned from this project? What else can we conclude?>