Fred++

Deliverable #1: SRS

SE 3A04: Software Design II – Large System Design Group 9: Kunal Shah Gabriel Castagner Victor Velechovsky Josh Mitchell

1 Introduction

This section of the SRS should provide an overview of the entire SRS.

1.1 Purpose

- a) Delineate the purpose of the SRS
- b) Specify the intended audience for the SRS

1.2 Scope

- a) Identify the software product(s) to be produced by name (e.g., Host DBMS, Report Generator, etc.)
- b) Explain what the software product(s) will, and, if necessary, will not do
- c) Describe the application of the software being specified, including relevant benefits, objectives, and goals
- d) Be consistent with similar statements in higher-level specifications (e.g., the system requirements specification), if they exist

1.3 Definitions, Acronyms, and Abbreviations

a) Provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the SRS

1.4 References

- a) Provide a complete list of all documents referenced elsewhere in the SRS
- b) Identify each document by title, report number (if applicable), date, and publishing organization
- c) Specify the sources from which the references can be obtained

1.5 Overview

- a) Describe what the rest of the SRS contains
- b) Explain how the SRS is organized

2 Overall Description

This section describes the general factors that affect the product and its requirements.

2.1 Product Perspective

Fred++ is an Android application and as such its functionality relies on the Android operating system as well as the touch screen input and display/audio output of the hardware (phone, tablet, etc) on which it is running.

This application will be responsible for receiving input from the hardware's touch screen, processing that input as it relates to the current state of the system, and outputting any necessary visual and auditory data to the hardware's display and speakers.

2.2 Product Functions

- a) Provide a summary of the major functions that the software will perform.
 - Example: An SRS for an accounting program may use this part to address customer account maintenance, customer statement, and invoice preparation without mentioning the vast amount of detail that each of those functions requires.
- b) Functions should be organized in a way that makes the list of functions understandable to the customer or to anyone else reading the document for the first time
- c) Textual or graphical methods can be used to show the different functions and their relationships
 - Such a diagram is not intended to show a design of a product, but simply shows the logical relationships among variables

2.3 User Characteristics

Fred++ is intended to be used by those with a working knowledge of Android device operation, as well as a basic knowledge of healthy vs unhealthy lifestyle decisions (eg. diet & exercise).

Users need not have a formal education in computer science nor a medical degree to operate this program.

2.4 Constraints

Factors that constrain the development of Fred++ fall into 2 categories: technology and time.

Technological constraints consist of aspects like hardware processing power, maximum screen resolution and battery life. These obstacles must be taken into account, so as to not overextend the practical limitations of the deployment environment.

Time constraints also play a role, as this application must be finished before a pre-determined deadline. As such, some more in-depth features may not be possible to implement in time.

2.5 Assumptions and Dependencies

- a) List each of the factors that affect the requirements stated in the SRS
- b) These factors are not design constraints on the software but are, rather, any changes to them that can affect the requirements in the SRS
 - Example: An assumption may be that a specific operating system will be available on the hardware designated for the software product. If, in fact, the operating system is not available, the SRS would then have to change accordingly.

2.6 Apportioning of Requirements

a) Identify requirements that may be delayed until future versions of the system

3 Functional Requirements

This section of the SRS should contain all of the software requirements to a level of detail sufficient to enable designers to design a system to satisfy those requirements, and testers to test that the system satisfies those requirements. Throughout this section, every stated requirement should be externally perceivable by users, operators, or other external systems. These requirements should include at a minimum a description of every input (stimulus) into the system, every output (response) from the system, and all functions performed by the system in response to an input or in support of an output.

You normally have two options for organizing your functional requirements:

- 1. Organize first by business events, then by viewpoints
- 2. Organize first by viewpoints, then by business events

Choose the one which makes the most sense.

For example, if you wish to organization by business events:

BE1. Business Event

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VP1.1 Viewpoint
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- i. Requirement
- ii. Requirement
- iii. ...

VP1.2 Viewpoint

- i. Requirement
- ii. Requirement
- iii. ...

VP1.3 ...

BE2. Business Event

VP2.1 Viewpoint

- i. Requirement
- ii. Requirement
- iii. ...

VP2.2 Viewpoint

- i. Requirement
- ii. Requirement
- iii. ...

VP2.3 ...

<u>OR</u>, if you wish to organization by viewpoints:

VP1. Viewpoint

BE1.1 Business Event

- i. Requirement
- ii. Requirement
- iii. ...

BE1.2 Business Event

- i. Requirement
- ii. Requirement
- iii. ...

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BE1.3 ...
VP2. Viewpoint
     BE2.1 Business Event
            i. Requirement
            ii. Requirement
           iii. ...
     BE2.2 Business Event
            i. Requirement
            ii. Requirement
           iii. ...
     BE2.3 ...
    Non-Functional Requirements
4
     Look and Feel Requirements
      Appearance Requirements
LF1.
      Style Requirements
4.1.2
LF1.
4.2
     Usability and Humanity Requirements
      Ease of Use Requirements
UH1.
4.2.2
      Personalization and Internationalization Requirements
UH1.
4.2.3
      Learning Requirements
UH1.
4.2.4
      Understandability and Politeness Requirements
UH1.
4.2.5
      Accessibility Requirements
UH1.
4.3
     Performance Requirements
      Speed and Latency Requirements
PR1.
      Safety-Critical Requirements
4.3.2
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PR1.

4.3.3 PR1.	Precision or Accuracy Requirements
4.3.4 PR1.	Reliability and Availability Requirements
4.3.5 PR1.	Robustness or Fault-Tolerance Requirements
4.3.6 PR1.	Capacity Requirements
4.3.7 PR1.	Scalability or Extensibility Requirements
4.3.8 PR1.	Longevity Requirements
4.4 4.4.1 OE1.	Operational and Environmental Requirements Expected Physical Environment
4.4.2 OE1.	Requirements for Interfacing with Adjacent Systems
4.4.3 OE1.	Productization Requirements
4.4.4 OE1.	Release Requirements
4.5 4.5.1 MS1.	Maintainability and Support Requirements Maintenance Requirements
4.5.2 MS1.	Supportability Requirements
4.5.3 MS1.	Adaptability Requirements

4.6	Security Requirements
4.6.1	Access Requirements
SR1.	
4.6.2	Integrity Requirements
SR1.	
4.6.3	Privacy Requirements
SR1.	
4.6.4	Audit Requirements
SR1.	
4.6.5	Immunity Requirements
SR1.	
4.7	Cultural and Political Requirements
4.7.1	Cultural Requirements
CP1.	
4.7.2	Political Requirements
CP1.	
4.8	Legal Requirements
4.8.1	Compliance Requirements

A Division of Labour

Standards Requirements

LR1.

4.8.2 LR1.

Include a Division of Labour sheet which indicates the contributions of each team member. This sheet must be signed by all team members.

IMPORTANT NOTES

- Be sure to include all sections of the template in your document regardless whether you have something to write for each or not
 - If you do not have anything to write in a section, indicate this by the N/A, void, none, etc.
- Uniquely number each of your requirements for easy identification and cross-referencing
- Highlight terms that are defined in Section 1.3 (**Definitions, Acronyms, and Abbreviations**) with **bold**, *italic* or <u>underline</u>
- For Deliverable 1, please highlight, in some fashion, all (you may have more than one) creative and innovative features. Your creative and innovative features will generally be described in Section 2.2 (**Product Functions**), but it will depend on the type of creative or innovative features you are including.