# Software Requirement Specification Document Nursery System

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#### 1 Introduction

#### 1.1 Purpose of this document

In this document we're stating the main (non)functional requirements as well as targeting our main audience; Prof. Ayman Ezzat and nursery owners.

#### 1.2 Scope of this document

As per this document, functionalities had been elicited by our Customer Mrs. Anahid, we've agreed on developing the web application upon her requirements stating a software system that provides support for the development, repair, and enhancement of software, and for the management and control of these activities. Our system requires a personal computer having any internet-browser for online operations or a software to launch the local host database. This application will be held by August, 2018 and will costs zero pounds; since its done for academic purpose and the developers who worked on this projects David Adel, Youssef Alaa Eldin, Mahmoud Ahmed, John Monir.

#### 1.3 Overview

This Nursery web application will get rid of the excess paper work usage as it will organize and make it much easier to retrieve reports of each child or worker in the constitution.

#### 1.4 Business Context

As per the Nursery web application, mainly will harshly decrease the amount of time preparing the required data. It will eliminate the existent of any paper-

work as everything will be automatically stored on the database. It will allow the users to retrieve any kind of reports they require with the minimum effort and time.

# 2 General Description

#### 2.1 Product Functions

This software contains different kind of modules; User Manipulation Module, Attendance System, Check list of child's everyday activities, User Application Manipulation Module, Event Creation Module.

#### 2.2 Similar System Information

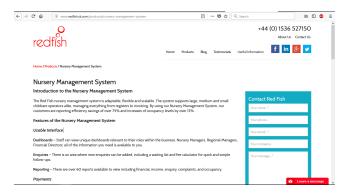


Figure 1: Similar System showing included functionalities.



Figure 2: Similar System showing included functionalities cont.

#### 2.3 User Characteristics

This system will be used by the Nursery's Management Department; The user should have a 4 hour training to be able to deal smoothly with the system as well as having basic computer knowledge and English commands.

#### 2.4 User Problem Statement

The main essential problem is getting rid of excess paper work, and lost time.

#### 2.5 User Objectives

An organized flow of data, user-friendly system, a well handled time management system and minimizing the complexity of the work flow.

#### 2.6 General Constraints

The constitution should have a modern computer to process the system, as well as a fingerprint scanner for the workers attendance.

# 3 Functional Requirements

Code	F.01
Name	login
Type	Functional
Critically	High
Input	Username, Password
Output	Redirect to specific
Description	The user input his/her username
	and password to check them in
	the database
Priority	10/10
Expected Risk	Database size, bugs, wrong email
	or password
Preconditions	Open website
Post-Conditions	Fill session with user id
Dependencies	none

Code	F.02
Name	hashing
Type	Functional
Critically	High
Input	Password
Output	Hashed Password
Description	The password will be hashed and
	inserted in the database
Priority	10/10
Expected Risk	Hashing can be predicted
Preconditions	none
Post-Conditions	none
Dependencies	Fid.01

Code	F.03
Name	showNav
Type	Functional
Critically	High
Input	none
Output	show pages available for this role
Description	When the user logs in, his
	role will be retrieved from the
	database and the pages assigned
	to his role will be showed
Priority	10/10
Expected Risk	Database size
Preconditions	user must be logged in
Post-Conditions	pages will be shown
Dependencies	Fid. 01, Fid. 02

Code	F.04
Name	addAnotherUser
Type	Functional
Critically	High
Input	User
Output	none
Description	The admin will enter the user
	info and then it will be inserted
	in the database
Priority	10/10
Expected Risk	the data entered may be wrong
Preconditions	user must be logged in and of
	type admin
Post-Conditions	a new user will be created
Dependencies	Fid. 01, Fid. 02, Fid.03

Code	F.05
Name	editAnotherUser
Type	Functional
Critically	High
Input	User
Output	none
Description	The admin changes another
	user's information thought the
	parameter given
Priority	10/10
Expected Risk	Incorrect input might be entered
Preconditions	Admin must be logged in
Post-Conditions	User will be updated
Dependencies	Fid. 01, Fid. 02 Fid. 03

Code	F.06
Name	viewAnotherUserInfo
Type	Functional
Critically	High
Input	User
Output	A page with the User input data
Description	After selecting a certain user,
	will be directed to a page with
	their information
Priority	10/10
Expected Risk	none
Preconditions	A user of type admin has to be
	logged in
Post-Conditions	Will be directed to the specified
	user information page
Dependencies	Fid. 01, Fid. 02 Fid. 03

Code	F.07
Name	add
Type	Functional
Critically	High
Input	none
Output	none
Description	An object is added depending on
	the class implementing the func-
	tion
Priority	10/10
Expected Risk	Incorrect data might be entered
Preconditions	A User must be logged in and of
	type Admin
Post-Conditions	A new object of the implimenting
	class will be inserted in a specific
	table
Dependencies	Fid. 01, Fid. 02 Fid. 03

Code	F.08
Name	edit
Type	Functional
Critically	High
Input	none
Output	none
Description	An object is updated depending
	on the class implementing the
	function
Priority	10/10
Expected Risk	Incorrect data might be entered
Preconditions	A User must be logged in and of
	type Admin
Post-Conditions	User will be updated
Dependencies	Fid. 01, Fid. 02 Fid. 03

Code	F.09
Name	delete
Type	Functional
Critically	High
Input	none
Output	none
Description	An object will be moved from the
	current table to a specified log
	table depending on the class im-
	plementing the function
Priority	10/10
Expected Risk	none
Preconditions	A User must be logged in and of
	type Admin
Post-Conditions	User will be moved to a specified
	log table, and removed from the
	current table
Dependencies	Fid. 01, Fid. 02 Fid. 03
Code	F.10
Name	view
Type	Functional
Critically	High
Innut	none

Code	F.10
Name	view
Type	Functional
Critically	High
Input	none
Output	none
Description	An object is viewed in a specific
	page linked from the database
	depending on the class imple-
	menting the function
Priority	10/10
Expected Risk	Incorrect data might be entered
Preconditions	A User must be logged in and of
	type Admin
Post-Conditions	User will be viewed in a specific
	page
Dependencies	Fid. 01, Fid. 02 Fid. 03

Code	F.11
Name	alert
Type	Functional
Critically	High
Input	none
Output	A pop-up message that there are
	children with absence of 3 con-
	secutive days or more
Description	A box with a message stating
	that there are children with ab-
	sence of 3 consecutive days or
	more that has a redirect button
	to the page with the information
	of absent children and a cancel
	button
Priority	8/10
Expected Risk	Pressing the wrong button unin-
	tentionally
Preconditions	A User must be logged in and of
	type Admin, and at a child has
	been recorded as 'not attended'
	in the attendance table
Post-Conditions	If canceled, nothing happens.
	Else, redirecting to the list of Ab-
	sent Children page
Dependencies	Fid. 01, Fid. 02, Fid. 03

Code	F.12
Name	threeDaysOfAbsense
Type	Functional
Critically	High
Input	none
Output	A page with a list of children that
	have been listed in the database
	with absence of 3 consecutive
	days or more
Description	A page with a list of children that
	have been listed in the database
	with absence of 3 consecutive
	days or more with their parent
	mobile phone and an option of
	removing the record, the record
	is moved from the current table
	to a specified log table
Priority	10/10
Expected Risk	Incorrect data entry while mov-
	ing the record to the log table
Preconditions	A User must be logged in and of
	type Admin, and at a child has
	been recorded as 'not attended'
	in the attendance table
Post-Conditions	Listing Absent Children
Dependencies	Fid. 01, Fid. 02, Fid. 03, Fid.
	11

Code	F.13
Name	Encrypt
Type	Functional
Critically	High
Input	String
Output	none
Description	The given string is encrypted with Caesar ciphering algorithm
Priority	10/10
Expected Risk	Incorrect encryption algorithm that could be decrypted
Preconditions	A User must be logged in and of
	type Admin, and at a child has been recorded as 'not attended'
D t C livi	in the attendance table
Post-Conditions	Encrypted string is assigned to a
	specific attribute and sent to the database
D 1 :	
Dependencies	None
Code	F.14
Name	Decrypt
Type	Functional
Critically	High
Input	String
Output	none
Description	The given string is decrypted with Caesar ciphering algorithm
Priority	10/10
Expected Risk	Incorrect decryption algorithm
Preconditions	A User must be logged in and of
11000110110110	
	type Admin, and at a child has
	type Admin, and at a child has been recorded as 'not attended'
Post-Conditions	been recorded as 'not attended'
Post-Conditions	been recorded as 'not attended' in the attendance table

None

Dependencies

Code	F.15
Name	addUserDailyHours
Type	Functional
Critically	High
Input	Onleave, WorkersHoursSalary
Output	none
Description	Onleave is an object contain-
	ing attendance information(the
	attended hours of the user)
	which contains the User informa-
	tion. Onleave as well contains
	leaving time of the attended
	user. WorkersHoursSalary is
	an object containing informa-
	tion of a specific role stating the
	price of the basic hour(price per
	hour), extra hours(price of ex-
	tra attended hours), deduction
	hours(price of deducted hours)
	and normal hours (the amount of
	hours a role has to fulfill per day). The function extracts the
	working hours of the user per
	day along the month and com-
	pares it with the ideal hours
	per month, that is extracted
	from WorkersHoursSalary multi-
	plied by the number of working
	days per month. The absolute
	value of the calculation of the
	compared results with the mini-
	mum requirement hours is stored
	in an attribute(hours), if the re-
	sulted value is negative or zero, a
	boolean attribute(isExtra) is set
	to False, Else, will be set to True.
Priority	9/10
Expected Risk	Incorrect extra of data from the
	sent parameters.
Preconditions	The attendance of the spe-
	cific user information has to
	be valid(exist), and Worker-
	sHoursSalary record which con-
	tains the ideal record of working
D + C - 1:1:	hours.
Post-Conditions	Listing User Role attendance
Dan and Jan air	sheet
Dependencies	Fiq. 01, Fid. 02, Fid. 03, Fid.
	13, Fid. 14

Output  None  ExperienceSalary is an object that has information of a specific user, their money to be paid depends on their experience that is always fixed. SalaryManipulation is an object that has information of a specific user, an extra money paid depending on the admin point of view, it's not fixed. UserDailyHours is an object to extract the information of the total calculated hours compared to the ideal working hours.  WorkedHoursSalary is an object that has the price of basic hour, extra hour, and deduction hour. The value to be paid is the calculated if the isExtra (boolean) of the UserDailyHours is true, then the equation is ExperienceSalary value+ SalaryManipulation +(BasicHour (from WorkedHoursSalary)*Number Of Working Days In The Month)+(Hours(is extracted from UserDaily-Hours)*ExtraHour(price of	Code	F.16
Critically  Input  ExperienceSalary, SalaryManipulation, UserDailyHours, WorkedHoursSalary  Output  None  Description  ExperienceSalary is an object that has information of a specific user, their money to be paid depends on their experience that is always fixed. SalaryManipulation is an object that has information of a specific user, an extra money paid depending on the admin point of view, it's not fixed. UserDailyHours is an object to extract the information of the total calculated hours compared to the ideal working hours.  WorkedHoursSalary is an object that has the price of basic hour, extra hour, and deduction hour. The value to be paid is the calculated if the isExtra (boolean) of the UserDailyHours is true, then the equation is ExperienceSalary value+ SalaryManipulation +(BasicHour (from WorkedHoursSalary)*Number Of Working Days In The Month)+(Hours(is extracted from UserDaily-Hours)*ExtraHour(price of	Name	l .
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Output  Description  ExperienceSalary is an object that has information of a specific user, their money to be paid depends on their experience that is always fixed. SalaryManipulation is an object that has information of a specific user, an extra money paid depending on the admin point of view, it's not fixed. UserDailyHours is an object to extract the information of the total calculated hours compared to the ideal working hours. WorkedHoursSalary is an object that has the price of basic hour, extra hour, and deduction hour. The value to be paid is the calculated if the isExtra (boolean) of the UserDailyHours is true, then the equation is ExperienceSalary value+ SalaryManipulation +(BasicHour (from WorkedHoursSalary)*Number Of Working Days In The Month)+(Hours(is extracted from UserDailyHours)*ExtraHour(price of		nipulation, UserDailyHours,
Description  ExperienceSalary is an object that has information of a specific user, their money to be paid depends on their experience that is always fixed. SalaryManipulation is an object that has information of a specific user, an extra money paid depending on the admin point of view, it's not fixed. UserDailyHours is an object to extract the information of the total calculated hours compared to the ideal working hours. WorkedHoursSalary is an object that has the price of basic hour, extra hour, and deduction hour. The value to be paid is the calculated if the isExtra (boolean) of the UserDailyHours is true, then the equation is ExperienceSalary value+ SalaryManipulation +(BasicHour (from WorkedHoursSalary)*Number Of Working Days In The Month)+(Hours(is extracted from UserDaily-Hours)*ExtraHour(price of		WorkedHoursSalary
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WorkedHoursSalary)) and if		ExperienceSalary is an object that has information of a specific user, their money to be paid depends on their experience that is always fixed. SalaryManipulation is an object that has information of a specific user, an extra money paid depending on the admin point of view, it's not fixed. UserDailyHours is an object to extract the information of the total calculated hours compared to the ideal working hours. WorkedHoursSalary is an object that has the price of basic hour, extra hour, and deduction hour. The value to be paid is the calculated if the isExtra (boolean) of the UserDailyHours is true, then the equation is ExperienceSalary value+ SalaryManipulation +(BasicHour (from WorkedHoursSalary)*Number Of Working Days In The Month)+(Hours(is extracted from UserDailyHours)*ExtraHour(price of extra hour extracted from WorkedHoursSalary)) and if
by this equation: Experience- Salary value+ SalaryManip- ulation +(BasicHour (from		then the equation is calculated by this equation: Experience- Salary value+ SalaryManip- ulation +(BasicHour (from
Month)+(Hours(is extracted from UserDaily-Hours)*DeductionHour(price		Of Working Days In The Month)+(Hours(is extracted from UserDaily-Hours)*DeductionHour(price
		of extra hour extracted from
WorkedHoursSalary))	Driority	¥ / /
Priority 10/10 Expected Risk Incorrect calculation		,
1		
`	FIECOIIQITIOUS	_ `
DailyHours, ExperienceSalary,		
Salary Manipulation, and Work-		
		ersHourSalary) have to be filled

Code	F.17
Name	changeStatus
Type	Functional
Critically	High
Input	User
Output	none
Description	This function allows the admin to manipulate the status at- tribute of the given user in order
	to be able to categorize certain type of status together for differ- ent purposes.
Priority	10/10
Expected Risk	If incorrect User was manipulated
Preconditions	A User must be logged in and of type Admin, and an existent user to be manipulated
Post-Conditions	Status is changed of a certain user.
Dependencies	Fid. 01, Fid. 02, Fid. 03
Code	F.18
Name	assignUser
Type	Functional
Critically	
Critically Input	High
Input	
	High User, Class, Course
Input Output	High User, Class, Course none Through this function the admin is able to link a user which is in this case a child to a certain course(having a name) which be- longs to a certain class(having a
Input Output Description	High User, Class, Course none Through this function the admin is able to link a user which is in this case a child to a certain course(having a name) which belongs to a certain class(having a name).
Input Output Description Priority	High User, Class, Course none Through this function the admin is able to link a user which is in this case a child to a certain course(having a name) which be- longs to a certain class(having a name).  10/10
Input Output Description  Priority Expected Risk	High User, Class, Course none Through this function the admin is able to link a user which is in this case a child to a certain course(having a name) which belongs to a certain class(having a name).  10/10 Incorrect providing of data A User must be logged in and of type Admin, and the existent of records of courses, classes, and

Code	F.19
Name	addDriverCar
Type	Functional
Critically	High
Input	User, Car
Output	none
Description	Through the given user, as well
	as the car object made, stating
	the plate number, color, year,
	model of the vehicle, will be able
	to assign a certain car to a cer-
	tain user in order to keep track
	of each driver details.
Priority	8/10
Expected Risk	Incorrect entry of data
Preconditions	A User must be logged in and of
	type Admin, and the existent of
	another user to be able to assign
	a car to them.
Post-Conditions	Linkage between a user and a
	car.
Dependencies	None

# 4 Interface Requirements

This section describes how the software interfaces with other software products or users for input or output. Examples of such interfaces include library routines, token streams, shared memory, data streams, and so forth.

#### 4.1 User Interfaces

#### 4.1.1 GUI

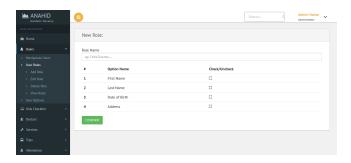


Figure 3: Explanation of adding a new Role

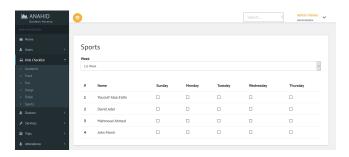


Figure 4: Explanation of the checklist functionality

#### 4.1.2 API

#### ${\bf TinyMCE}$



Figure 5: a tool used to edit web interfaces easily through few clicks

Github, a tool used make a version control environment

4.1.3 CLI

NA

#### 4.1.4 Diagnostics or ROM

NA

#### 4.2 Hardware Interfaces

#### 4.2.1 Fingerprint Scanner

Hardware used to scan the workers' fingerprint for the attendance system.

#### 4.2.2 Modern Image Scanner

Hardware used to scan the child's documents to enter it in the application.

#### 4.3 Communications Interfaces

NA

#### 4.4 Software Interfaces

NA

# 5 Performance Requirements

The system requires a minimum of 512MB and 100MB free disk space.

## 6 Design Constraints

#### 6.1 Standards Compliance

NA

#### 6.2 Hardware Limitations

The system should be connected to a Modern Image Scanner and a fingerprint scanner.

#### 6.3 others as appropriate

NA

#### 7 Other non-functional attributes

#### 7.1 Security

The user's password will be hashed as a kind of security and referred in Fid. 02. As well as encypting the user's sensitive data as referred in Fid.

#### 7.2 Maintainability

The system will be easy to maintain as we are using EAV model in the user details, so it will be easy to add new roles. Referred in Fid. 8, Fid. 9, Fid. 10, Fid. 11

#### 7.3 Portability

The system is a web based application so it is portable and doesn't have OS limitations as it can work on any web browser on any device due its responsiveness.

# 8 Preliminary Object-Oriented Domain Analysis

#### 8.1 Inheritance Relationships

#### 8.2 Class descriptions

#### 8.2.1 Class name

EAV - Concrete Class

#### 8.2.2 List of Superclasses:

NA

#### 8.2.3 List of Subclasses:

NA

#### **8.2.4** Purpose:

This is the main class in the project through which it will dynamically operate.

#### 8.2.5 Collaborations:

There are few classes required in order to fulfill the correct performance of the EAV which are the "Entity Class" which is responsible for stating the name of a certain Entity being added(dynamically) to the system, will not co-operate without the existent of the "Attribute Class" which has the attributes(options) that an entity should have. Along with the last and the most important class which is the "Values Class" in order to get the desired value of the attribute given of the specified Entity, and this is how everything will dynamically work.

#### 8.2.6 Attributes:

It has the following attributes, ID(1,2,3,etc..), an object from the class Entity(including a name(Application,payment, role and so on) and an attribute(option that would specify this entity such as Firstname, Age, etc..), and an object from the class Values(values specifying the option(Attribute) value such as "Ahmed", or "19" depending on the option data type given via the inserted data in the form)

#### 8.2.7 Operations

There are an amount of operations that might be needed if new requirements are met which will be a new instance of an attribute type(needing to insert a new data type needed in the website), then assigning this new type to an option that you'd like to have or that already exists within the website. And same goes for the Entity along with its name that would be saved in the form of another table considered as a look-up table for the given options("visa", "paypal", etc.) to have reference of it. There is a main side-effect of using this module which would be the term of **complexity**, it has very high complexity in terms of implementation.

#### 8.2.8 Constraints:

There are certain restrictions for the usage of this class and mainly would occur in any other class which would be the repetition of an already existent value which the EAV has already. For example an attribute with the value "FirstName", and requiring a new entry with the same name.

## 9 Operational Scenarios

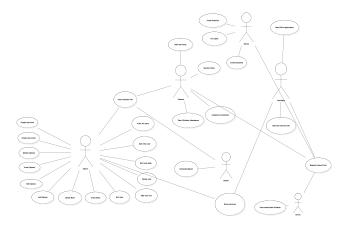


Figure 6: Use Diagram explains how the system works

# 10 Preliminary Schedule Adjusted

Through the following chart, will state the acquired steps in order to develop the project and deliver it at a certain time.

# 11 Preliminary Budget Adjusted

This project will cost zero pounds as it is for academic purpose

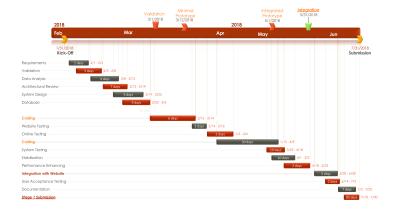


Figure 7: Pert Chart

# 12 Appendices

## 12.1 Definitions, Acronyms, Abbreviations

NA

### 12.2 Collected Material

NA

## 13 References

 $http://www.redfishuk.com/products/nursery-management-system\\ http://www.nurserymanagement.com.au/software-modules/$