Software Requirements Specification

for

GUI for Question Bank Management

Version 1.0 approved

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1. Introduction

1.1 Purpose

The purpose of this software is to enable users to create, modify and manage question bank, through a web-based GUI

1.2 Intended Audience

The document is intended for developers, project managers, users, testers, and documentation writers.

1.3 Product Scope

This software is a web-application that enables authorized users to manage question banks. It shall enable users to create, review and modify question banks. It shall keep track of the evolution of questions and enable users to trace a question back to a question setter.

2. Overall Description

2.1 Product Perspective

This project is a new self-contained product aimed at making question bank management organized and easier.

2.2 Product Functions

1. Revision history of question
2. Difficulty level of questions
3. Converting question text to image
4. Adding diagrams to questions
5. Adding questions with choices
6. Account management
7. Equation box (latex to image)
8. Managing access rights
9. Adding difficulty level tags and category tags
10.Navigating questions
11.Tagging diagrams
12.Expected solving time-Manually entering the solving time

2.3 User Classes and Characteristics

1. Admin: *Exercises privileges to make changes to primary attributes of the product such as adding new tags to permitted existing set, registers new question bank creators and reviewers into the system etc.*
2. Creator: *Creates a Question Bank permits changes to the question bank created.*
3. Reviewer: *Review the question bank, suggest changes to attributes of a question (such as solving time, difficulty etc) and make changes if permitted*

2.4 Operating Environment

The software requires a web-browser to operate and any device that supports the same.

2.5 User Documentation

A comprehensive developer and user manual.

3. External Interface Requirements

3.1 User Interfaces

User interface shall be created by using available open source CSS libraries.

3.2 Communications Interfaces

Usage requires presence of web-browser, internet support and devices (such as computers, smart phones etc) that support the same.