# COVER

# Introduction

Scope, objectives.

# System requirements

This section lists the system requirements.

|  |  |
| --- | --- |
| REQ\_TYPE | REQ |
| REQ\_PARENT |  |

## General

|  |  |
| --- | --- |
| REQ\_NUM | 1 |
| REQ\_TEXT | The Foo SHALL be Bar |
| REQ\_RAT | Because it is |
| REQ\_NOTE | Not bad huh |

|  |  |
| --- | --- |
| REQ\_NUM | 11 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

## Physical

|  |  |
| --- | --- |
| REQ\_NUM | 2 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

|  |  |
| --- | --- |
| REQ\_NUM | 3 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

|  |  |
| --- | --- |
| REQ\_NUM | 4 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

## Interface

|  |  |
| --- | --- |
| REQ\_NUM | 5 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

|  |  |
| --- | --- |
| REQ\_NUM | 6 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

|  |  |
| --- | --- |
| REQ\_NUM | 7 |
| REQ\_TEXT | If the Bar is gone, thou SHALT not pass |
| REQ\_RAT | The Bar costs almost nothing so use it |
| REQ\_NOTE | You don’t have to implement this |

# Conclusion

The system is great.