**System Requirement Specification Template**

**TL-RD-SRS**

**Version:**

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| **TEMPLATE INFORMATION** | | | | | | | | | | | |
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\*\*Note: To know how to use this Template, refer to [Guideline for Using Common Template](http://ivc.com:8000/portal/index.php?option=com_content&task=view&id=140&Itemid=263) for further information.

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**<Project abbreviation> - <Project code>**

System Requirement Specification

**<Code>**

**Version: <Version>**

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**Revision History**

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2. Introduction
   1. Purpose

*[Specify the purpose of this* ***SRS****. The* ***SRS*** *should fully describe the external behavior of the application or subsystem identified. It also describes nonfunctional requirements, design constraints and other factors necessary to provide a complete and comprehensive description of the requirements for the software.]*

* 1. Scope

*[A brief description of the software application that the* ***SRS*** *applies to; the feature or other subsystem grouping; what Use-Case model(s) it is associated with; and anything else that is affected or influenced by this document.]*

* 1. Definitions, Acronyms and Abbreviations

*[Provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the* ***SRS****. This information may be provided by reference to the project Glossary.]*

* 1. References

*[This subsection should:*

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

*This information may be provided by reference to an appendix or to another document.]*

1. Overall Description

*[Describe the general factors that affect the product and its requirements. This section does not state specific requirements. Instead, it provides a background for those requirements, which are defined in detail in Section 3, and makes them easier to understand. Include such items as:*

1. *Product overview.*
2. *Product functions.*
3. *User characteristics.*
4. *Constraints.*
5. *Assumptions and dependencies.*
6. *Apportioning of requirements]*
7. Functional Requirements

*[Contain all 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. When using use-case modeling, these requirements are captured in the Use-Cases and the applicable supplementary specifications. If use-case modeling is not used, the outline for supplementary specifications may be inserted directly into this section, as shown below.]*

* 1. Common Feature/Function
  2. Feature/Function 1

*[Describe the functional requirements of the system for those requirements, which are expressed in the natural language style. For many applications, this may constitute the bulk of the* ***SRS*** *Package and thought should be given to the organization of this section. This section is typically organized by feature, but alternative organization methods may also be appropriate, for example, organization by user or organization by subsystem. Functional requirements may include feature sets, capabilities, and security.*

*Where application development tools, such as requirements tools, modeling tools, etc., are employed to capture the functionality, this section document will refer to the availability of that data, indicating the location and name of the tool that is used to capture the data.]*

* 1. Feature/Function 2

*[Describe the functional requirements of the system for those requirements, which are expressed in the natural language style. For many applications, this may constitute the bulk of the* ***SRS*** *Package and thought should be given to the organization of this section. This section is typically organized by feature, but alternative organization methods may also be appropriate, for example, organization by user or organization by subsystem. Functional requirements may include feature sets, capabilities, and security.*

*Where application development tools, such as requirements tools, modeling tools, etc., are employed to capture the functionality, this section document will refer to the availability of that data, indicating the location and name of the tool that is used to capture the data.]*

1. Non-functional requirements
   1. Usability

*[Include all of requirements that affect usability. For example:*

1. *Specify the required training time for a normal users and a power user to become productive at particular operations.*
2. *Specify measurable task times for typical tasks or base the new system’s usability requirements on other systems that the users know and like*
3. *Specify requirement to conform to common usability standards, such as IBM’s CUA standards Microsoft’s GUI standards]*
   * 1. <Usability Requirement One>

*[The requirement description goes here.]*

* 1. Reliability

*[Requirements for reliability of the system should be specified here. Some suggestions follow:*

1. *Availability—specify the percentage of time available (xx.xx %), hours of use, maintenance access, degraded mode operations, etc.*
2. *Mean Time between Failures (MTBF) — this is usually specified in hours, but it could also be specified in terms of days, months or years.*
3. *Mean Time To Repair (MTTR)—how long is the system allowed to be out of operation after it has failed?*
4. *Accuracy — specify precision (resolution) and accuracy (by some known standard) that is required in the system’s output.*
5. *Maximum Bugs or Defect Rate—usually expressed in terms of bugs per thousand of lines of code (bugs/KLOC) or bugs per function-point (bugs/function-point).*
6. *Bugs or Defect Rate — categorized in terms of minor, significant, and critical bugs: the requirement(s) must define what is meant by a “critical” bug; for example, complete loss of data or a complete inability to use certain parts of the system’s functionality.]*
   * 1. <Reliability Requirement One>

*[The requirement description goes here]*

* 1. Performance

*[The system’s performance characteristics should be outlined in this section. Include specific response times. Where applicable, reference related Use Cases by name.*

1. *Response time for a transaction (average, maximum).*
2. *Throughput, for example, transactions per second.*
3. *Capacity, for example, the number of customers or transactions the system can accommodate.*
4. *Degradation modes (what is the acceptable mode of operation when the system has been degraded in some manner).*
5. *Resource utilization, such as memory, disk, communications, etc.]*
   * 1. <Performance Requirement One>

*[The requirement description goes here.]*

* 1. Supportability

*[Indicate any requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, maintenance utilities.]*

* + 1. <Supportability Requirement One>

*[The requirement description goes here.]*

* 1. Design Constraints

*[This subsection should:*

1. *Indicate any design constraints on the system being built.*
2. *Design constraints represent design decisions that have been mandated and must be adhered to.]*
   * 1. <Design Constraint One>

*[The requirement description goes here.]*

* 1. On-line User Documentation and Help System Requirements

*[Describe the requirements, if any, for on-line user documentation, help systems, help about notices, etc.]*

* 1. Purchased Components

*[Describe any purchased components to be used with the system, any applicable licensing or usage restrictions, and any associated compatibility and interoperability or interface standards.]*

* 1. Interfaces

*[Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, etc. so that the software can be developed and verified against the interface requirements.]*

* + 1. User Interfaces

*[Describe the user interfaces that are to be implemented by the software.]*

* + 1. Hardware Interfaces

*[Define any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, etc.]*

* + 1. Software Interfaces

*[Describe software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this* ***SRS*** *but with which this software application must interact.]*

* + 1. Communications Interfaces

*[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, etc.]*

* 1. Environment
     1. Target Environment

*[Describe target environment or running environment where the application will be run after developing]*

* + 1. Development Environment

*[Describe development environment where the application will be developed]*

* + 1. Database

*[Describe database]*

* 1. Licensing Requirements

*[Define any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]*

* 1. Legal, Copyright, and Other Notices

*[Describe any necessary legal disclaimers, warranties, copyright notices, patent notices, wordmark, trademark, or logo compliance issues for the software.]*

* 1. Applicable Standards

*[Describe by reference any applicable standard and the specific sections of any such standards, which apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, etc.]*

1. Appendix

*[Make the* ***SRS*** *easier to use. These may include use-case storyboards or user-interface prototypes. When appendices are included, the* ***SRS*** *should explicitly state whether or not the appendices are to be considered part of the requirements.]*