

# System Specification

## Smart Shopping List

Project Name	Smart Shopping List
Project Leader	A. Walliser
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# **1 Initial Situation and Goal**

## **1.1 Initial Situation**

Members of a typical household must go shopping for groceries at least once a week. A lot of households use grocery lists to organise that process. Problems that could occur are that the grocery list gets lost or if the list is in use nobody else can add shopping items to the list. It also could happen that multiple lists get written because of miscommunication between the members of a household.

Furthermore things get more complex when the combination of recipe books and grocery lists is considered. The items found in different recipe books have to be manually transferred to the shopping list.

These processes could be simplified by using a grocery list app.

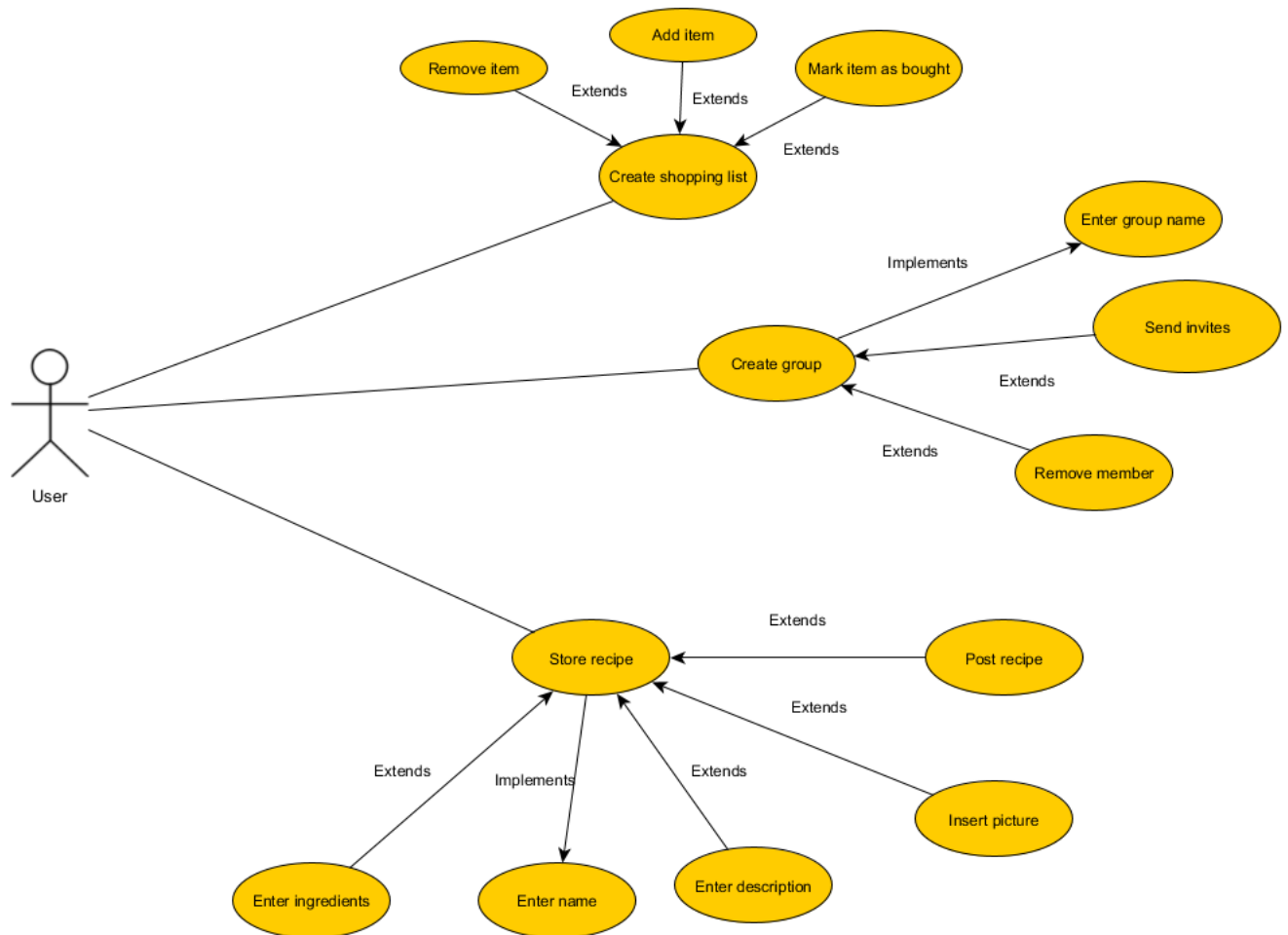
### **1.1.1 Application Domain**

Most people write a shopping list before they go shopping. When one member of a household goes shopping they only buy the products they wrote down. To not forget a product they have to communicate with every member of the household and ask them which items they want. Furthermore the items are written down in the order the writer is thinking of it, but in the store they want the items to be sorted according to the departments they belong to.

### 1.1.2 Glossary

### 1.1.3 Model of the Application Domain

### 1.1.4 Overview of the Business Processes

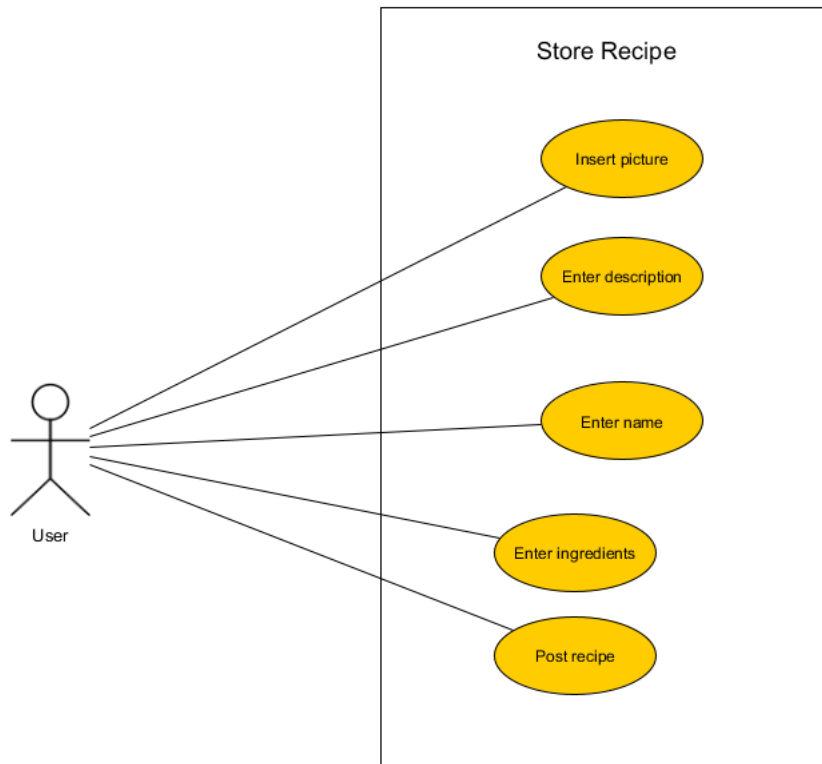


## 1.2 Goal Definition

## 2 Functional Requirements

### 2.1 Use-Case Diagrams

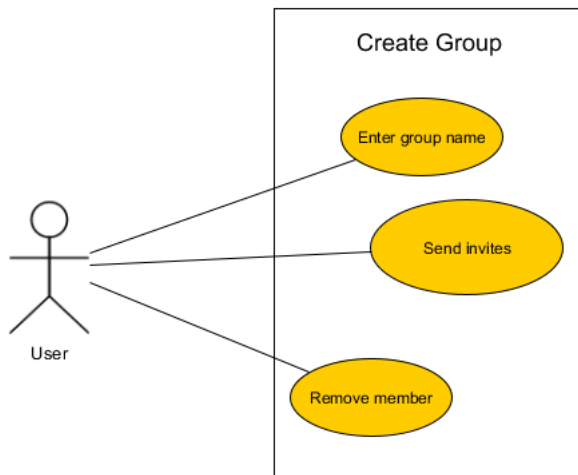
#### 2.2 Use Case Store Recipe



##### 2.2.1 Characteristic Information

Goal	Creates a recipe that is added to the users recipelist
Precondition	none
Postcondition	New recipe in the recipelist
Involved User	The user who wants to create a recipe
Triggering Event	Event is triggered by the user

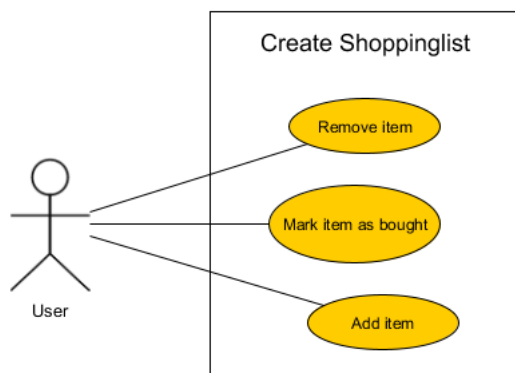
## 2.3 Use Case Create Group



### 2.3.1 Characteristic Information

Goal	Create a group with the creators items and categories
Precondition	none
Postcondition	New group in the users list of groups which contains the creators items and categories
Involved User	
Triggering Event	Event is triggered by the user

## 2.4 Use Case Create Shoppinglist



#### 2.4.1 Characteristic Information

Goal	
Precondition	
Postcondition	
Involved User	
Triggering Event	

#### 2.4.2 GUI to call the use case

Input field	Valid inputs

#### 2.4.3 Scenario for the standard use

Step	User	Activity

#### 2.4.4 GUIs for the standard use

Input field	Valid inputs

#### 2.4.5 Scenarios for non-standard uses

Step	User	Activity

#### 2.4.6 GUIs for the non-standard uses

Input field	Valid inputs

#### 2.4.7 Workflow

#### 2.4.8 Open Points



### **3 Non-functional Requirements**

## 4 Quantity Structure

## 5 System Architecture and Interfaces

## 6 Acceptance Criteria

## 7 Acceptance Criteria

## 8 References

## 9 List of Figures