

# Project or Product Name

group member names, website link, emails

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# **1 Customer Statement of Requirements**

## **1.1 Introduction**

The application for android devices should provide the user with a basic calculator as well as annotate each step that was taking to get to the solution. The solution and steps should be presented cleanly and in the simplest terms possible to ensure comprehension by the user.

## **1.2 Background**

Many calculators exist and have similar features to the ones that this project will feature. This calculator is unique in its use as a teaching instrument. People of all ages can see and understand based on their skill levels how a solution was arrived at. This feature is especially helpful for children who will just be learning the basic constructs of mathematical operations.

## **1.3 Devices and Specification**

Smart-phone: Needs to be running Android 4.3 +  
Languages: English

## 2 Glossary of Terms

This should define the technical terms used in the document. You should not make assumptions about the experience or expertise of the reader.

**Database** Databases are a place to store information. In our case, this is where we will store and check our user account information, allowing our system to validate the legal user's account.

### 3 System Requirements

Each functional device is ranked as follows:

- M Mandatory
- D Desirable
- O Optional
- P Possible Enhancement

#### 3.1 Processing Devices

**M** Software should code to solve mathematical operations and input.

#### 3.2 Output Devices

**M** Software should code to print out solution. **D** Software should code to show solution in a list style showing step by step instruction. **O** Software should code to hold previous solutions in memory.

#### 3.3 Input Devices

**M** Software should code to allow the user to see desired input. **M** Software should code to allow the user to input desired problem using buttons provided to the user.

#### 3.4 User Interface

**M** Software should code to look like a normal calculator.

#### 3.5 Design

**P** Software should code to look appealing to kids.

Based upon your customer needs, you can derive a list requirements that your system possess. You can state that the user or the system “shall” to indicate the features that must be implemented by the system, whereas the user or the system “should” to indicate the features that are preferred, but not “mandatory”.

For each requirement, you can assign an identifier in the form of REQ-x, as well as a priority weight from 1 to 5. A higher priority weight indicates that the corresponding requirement is more essential to the success of the project, and more critical to fulfilling the customer’s needs.

### 3.6 Functional Requirements

The following table shows an example about how to list your functional requirements. You can choose other formats unless it is clear enough for the readers.

Identifier $q$	Priority	Description
REQ-1	5	A report <b>shall</b> be created for each clinic and shall list the individual drug names, the total number of prescriptions, the number of doses prescribed, and the total cost of prescribed drugs
REQ-2	2	If drugs are available in different dose units (e.g., 10mg, 20mg, etc), separate reports <b>should</b> be created for each dose unit

Give necessary explanation or claim here if necessary.

### 3.7 Non-Functional Requirements

You can extract your non-functional requirements based on functionality, usability, reliability, performance and supportability. Check the slides on page 19 of week 4.

The following table shows an example about how to list your non-functional requirements. You can choose other formats unless it is clear enough for the readers.

Identifier $q$	Priority	Description
REQ-10	5	The Android interface <b>shall</b> have a minimal number of navigation menus; the user should not need more than three taps to find the information he needs
REQ-11	3	The Android application <b>should</b> be intuitive and simple to use.

Give necessary explanation or claim here if necessary.

### 3.8 On-Screen Appearance Requirements

Give appearance requirements in this section.



Identifier $q$	Priority	Description
REQ-30	2	Help-buttonA “help button should on the top right corner next to the “close button. A help document will appear after touching, every detail like the glossary, graphs and button use will be explained.
REQ-31	5	Error checkingThe user interface has error checking function for all inputs. It will indicate what the error is to customers and how to revise it.

You can include some pictures or graphs of your software to show the appearance.