Software Requirement Specification: Indian Premier league

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**Software Requirements Specification**

1. **Introduction**

**1.1 Purpose**

The IPL system web site is intended to provide users access to the view all the results and summary of the all IPL matches. They can view scorecard,fixtures(upcoming matches),match summary etc.

The purpose of the software requirements specification document is to maintain all the functions and specifications of Indian Premier League. Besides it contains the detail description of all the requirements.

**1.2 Scope**

A user should be able to:

* Browse the website and view the all results.
* View Upcoming matches schedule etc.

**1.3 Definitions and Abbreviations**

* Administrator: The one who manages and maintains computer systems and software
* The project name: INDIAN PREMIER LEAGUE(IPL)
* IEEE: Institute of Electrics & Electronic Engineering.
* Server: The main computer on a netwok
* SRS: Software Requirement Specification.
* User: People who use the MRS(Market Research Society) website.
* Web: The network of computers that form the internet.
* SLA: Service Level Agreement or SLA is a formal written agreement made between two parties, the service provider & the service recipient. It defines the term of engagement - the fundamental rules that wil govern the relationship.
* HTTP: Hypertext Transfer Protocol is a transaction oriented client/server protocol between a web browser & a Web Server.
* HTTPS: Secure Hypertext Transfer Protocol is a HTTP over SSL (secure socket layer).

**1.4 References**

IEEE SRS Format

**1.5 Technologies to be used**

Programming languages:

* HTML, XML: Hyper Text Markup Language and Extensible markup Language are the predominant markup languages for web pages. It provides a means to describe the structure of text-based information in a document and to supplement that text with interactive forms, embedded images, and other objects.
* Php: PHP is a general-purpose server-side scripting language originally designed for Web development to produce dynamic Web pages.
* JavaScript: A client side scripting language used to create dynamic web content and user interface.

Tools & Development Environment

* AJAX: Asynchronous JavaScript and  XML  is a group of interrelated web development  techniques used on the client-side to create asynchronous web applications .
* Xampp: XAMPP is a free and open source cross-platform web server solution stack package, consisting mainly of the Apache HTTP Server, MySQL database, and interpreters for scripts written in the PHP
* Dreamweaver: Adobe Dreamweaver is a web development application in which any web developer can write applications in HTML, PHP and JavaScript.

**1.6 Overview**

The rest of this SRS is organized as follows: Section 2 gives an overall description of the software. It gives what level of proficiency is expected of the user, some general constraints while making the software and some assumptions and dependencies that are assumed. Section 3 gives specific requirements which the software is expected to deliver. Functional requirements are given by various use cases. Some performance requirements and design constraints are also given.

1. **Overall Description**

This section describes the functions of the projects and their aims. It also includes the constraints and the requirements of the project.

**2.1 Product perspective**

Indian Premier League System provides a group of works with interface environments.

**2.1.1 System Interfaces**

Indian Premier League System is connected with a server database, thus no more connection with other systems is needed. No system interface is needed during the development of this project.

**2.1.2 User Interfaces**

Indian Premier League System shall be web based that has a main user interface. Format of main screen is standard and flexible. The system shall be designed in a user friendly manner. Pages shall be connected with each other in a consistent way. Operations done with the system shall be repeatable.

**2.1.3 Hardware Interface**

There is no need for any hardware interface for MRS.

**2.1.4 Software Interfaces**

1. The products that can be used for viewing:

**Google Chrome**

Source: Google Chrome, the interface of the MRS is well documented and can be found at <http://www.google.com/chrome>

Purpose: The web browser specified above is required as the container of the client software at the client site in order to execute the client site of MRS.

Definition of the Interface: Google Chrome is a software that provides a flexible and reliable browsing experience with enhanced Web privacy features for all users.

**2.1.5 Memory Constraints**

There is no specific memory constraints for MRS.

**2.2 Product Functions**

User: Administrator

The Administrator is the super user and has complete control over all the activities that can be performed. He can update the contents of the website, change its layout, update links, database.

User: External User

External user can browse the website for its contents like match updates, previous matches result,match summary etc.

**2.3 User Characteristics**

* The user should have the basic computer using ability.

**2.4 Constraints**

* The user is unable to make changes in the given data .
* Limited to HTTP/HTTPS.

**2.5 Assumptions and Dependencies**

* The user must have the ability to use internet.
* The user must have connected to the internet to use the system.
* The user’s computer must be Windows Operating System.

**2.6 Use Case**

1**.** Administrator:

* Database Management**:** Control the database and all upcoming updates.
* Update Website: Update contents, links on the website.

1. User

View site: browse the site for its contents.

1. **Specific Requirements**

[This section of the SRS should 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.]

**3.1 Use-Case Reports**

[In use-case modeling, the use cases often define the majority of the functional requirements of the system, along with some non-functional requirements. For each use case in the above use-case model or subset thereof, refer to or enclose the use-case report in this section. Make sure that each requirement is clearly labeled.]

**3.2 Supplementary Requirements**

[Supplementary Specifications capture requirements that are not included in the use cases. The specific requirements from the Supplementary Specifications which are applicable to this subsystem or feature should be included here, refined to the necessary level of detail to describe this subsystem or feature. These may be captured directly in

this document or refer to separate Supplementary Specifications, which may be used as an enclosure at this point. Make sure that each requirement is clearly labeled.]