Computer Shop Management System Supplementary Business Specification

Revision History

Date	Version	Description	Author
5/1/2018	1.0	<details>	Luong Thai Duong

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Supplementary Business Specification

1. Introduction

Buying or viewing the available computers at computer shop is currently done manually where the customers have to go to the shop to check the available computers. This is time-consuming if the customer's desired computer is unavailable at the shop and is inconvenient for the customers from remote areas. In addition, the employees of computer shop may find difficulty in managing the computer in the shop. Therefore, a Computer Shop Management System is established. This system would be used by customers to check the availability of the computers and buy the computers, and by the employees to sell the computers and update the databases of computer information.

1.1 Purpose

This document is read by business designers, system analysts, and the software architect. The purpose of Supplementary Business Specification document is to describe the external behavior of the Computer Shop Management System.

1.2 Scope

The Computer Shop Management System is developed to provide the customers and the employees of the bookstore with books information, online shopping of books and many other facilities.

1.3 Definitions, Acronyms, and Abbreviations

KLOC - Thousands of lines of code

1.4 References

TBD.

1.5 Overview

The Supplementary Business Specification will provide a detailed description of the Computer Shop Management System.

2. Behavior

TBD.

3. Usability

-The system uses a web browser as an interface. The customers and employees access the system via a web browser of Internet-connected devices.

-The system is user-friendly.

-No particular training is required for the users .

4. Reliability

-The system is 100% of time available.

-The system is 100% of accuracy.

-The system provides 100% information security.

-Maximum bugs or defect rate: 1 bug/KLOC.

5. Performance

-Response time for a transaction: Fast. Maximum 3 seconds.

-Throughput: Depends on the number of users.

-Capacity: The system is capable of dealing with 300 users at a time.

-Resource use: Memory of involved devices.

6. Scaling Issues

TDB.