Computer Shop System

Supplementary Business Specification

Version 1.0

Revision History

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Table of Contents

1. Introduction 4

1.1 Purpose 4

1.2 Scope 4

1.3 Definitions, Acronyms, and Abbreviations 4

1.4 References 4

1.5 Overview 4

2. Behavior 4

3. Usability 5

4. Reliability 5

5. Performance 5

6. Scaling Issues 5

Supplementary Business Specification

# 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 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.

## 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 System.

## 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.

## Definitions, Acronyms, and Abbreviations

## References

TBD

## Overview

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

# Behavior

TBD

# 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 .

# Reliability

-The system is 95% of time available.

-The system is 95% of accuracy.

-The system provides 90% information security.

# Performance

-Response time for a transaction: Maximum 3 seconds.

-Throughput: Based on the number of users.

-Capacity: We hope the system is capable of dealing with 100 users at a time.

-Resource use: Member of group in this project, memory of involved devices.

# Scaling Issues

TBD