

**Cairo University**

**Faculty of Computers and Artificial Intelligence**



# **CS251**

## **Intro. to Software Engineering**

### **Project Name**

### **Software Requirements Specifications**

### **Version 1.0**

### **Team Names and Emails and Phone of Team Leader**

### **Month & Year**



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Project: <Project Name>

# Software Requirements Specifications

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## Software Requirements Specifications

### Team

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### Document Purpose and Audience

#### Purpose

The purpose of this document is to clarify software requirements that are agreed upon by the stakeholders by specifying the needed functionalities of the software to minimize development time and cost by making the requirements clear.

#### Audience

- Software Development Team
- Stakeholders

### Introduction

#### Software Purpose

The purpose of Toffee is to sell sweets and candy online whether it's by kilo or a package and Link between seller and buyer.

#### Software Scope

- The major feature of this system is to sell candy and sweets online whether it's by kilo or a package.
- It's also had an admin to control the amount of candy left or adding a new amount and control prices of candy and so on.



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## Software Requirements Specifications

### Definitions, acronyms, and abbreviations

Phrase	Definition
Smart Wallets	An electronic device, online service, or software program that allows one party to make electronic transactions with another party bartering digital currency units for goods and services.
OTP	<b>One Time Password</b> it's a temporary, secure PIN-code sent to you via SMS or e-mail that is valid only for one session used to verify an email or phone number.
shopping cart	Is a place where you put the things you want to buy in.
sealed items	sealed item means an unbroken or unopened item which cannot be opened without damaging the container.
Loose items	free or released from confinement or restraint not in a package.
gift voucher	Is a card or piece of paper that you buy at a shop and give to someone, which entitles the person to exchange it for goods worth the same amount
gift voucher code	Is a unique code and can be redeemed once when making an order to reduce the total price by the value of the voucher.
Loyalty points	Is points give to a customer after buying something only give by admin and the customer can redeem it with candy and sweets.
catalog	It's like a main page that contain all goods.
"re-corder" button	makes the same exact order with the same exact conditions.
Maintainability	The ease with which a software system or component can be modified to correct faults, improve performance or other attributes, or adapt to a changed environment."
Scalability	The ability of the software to support a growing number of users while offering good performance.
Usability	The degree to which a software can be used by specified consumers to achieve quantified objectives with effectiveness, efficiency, and satisfaction in a quantified context of use.
Portability	Portability defines how a system, or its element can be launched on one environment or another.
Availability	Availability measures the ability of a piece of equipment to be operated if needed.
Reliability	reliability measures the ability of a piece of equipment to perform its intended function for a specific interval without failure



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### Requirements

#### Functional Requirements

Requirement ID	Requirement Statement
FR01	The application should have a login/sign-up system and screen and make a login or sign up. <ul style="list-style-type: none"><li>- check if the user is signed up make them go to the next page if not make him sign up and then login.</li><li>- Registration requires secure password guidelines. Registration is completed by sending an OTP to the email used</li></ul>
FR02	After the login the next screen should display the goods with its price.
FR03	The user has the option to buy by packet or kilo.
FR04	The user can put the items he wants to buy in shopping cart.
FR05	The user can pay in different ways. <ul style="list-style-type: none"><li>- eWallet (smart wallets)</li><li>- credit card</li><li>- in delivery</li></ul>
FR06	A system admin can update catalog with new items, cancel items or update item info.
FR07	The user can buy sealed items or Loose items.
FR08	Admin can view all orders, set loyalty points scheme, suspend a user, and view statistics. <ul style="list-style-type: none"><li>- Statistics provide store owners with a view of how the store is doing. This may include daily and monthly sales, sales of each item in a period among other statistics.</li></ul>
FR09	user can re-order a previous order
FR10	Upon making an order, shoppers must specify the shipping address; if it is the same address registered on their profile or another address.



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### Non Functional Requirements

Measure	Details
<b>Performance</b>	<ul style="list-style-type: none"><li>• The Sign-in/sign-up screen should take about 7 seconds to load.</li><li>• Every panel in the system should take less than 10 seconds to load.</li><li>• Confirmation code must be sent within 2 minutes.</li><li>• Reserving or canceling a order must take 20 seconds.</li><li>• The system should be able to manage a high volume of requests and transactions with minimal delays or performance concerns.</li></ul>
<b>Scalability</b>	The system should be able to scale up or down to meet changing demand.
<b>Security</b>	The system should protect sensitive client data and maintain the security of all transactions like storing the RNR encrypted and storing the way that the passenger pays encrypted (credit card, PayPal account,.....).
<b>Maintainability</b>	The system should be simple to maintain and update, with low downtime. The system should have a 90% chance of maintainability for 1 day. Which means that if a component in the system had a critical issue, there is a 95% chance that this component will be fixed in 2 days.
<b>Reliability and availability</b>	The system should be active 93% of the day. The system should be always available, with as little downtime as possible for maintenance or updates.
<b>Usability</b>	The system should be simple to use for both customers and staff, with a simple and straightforward interface.

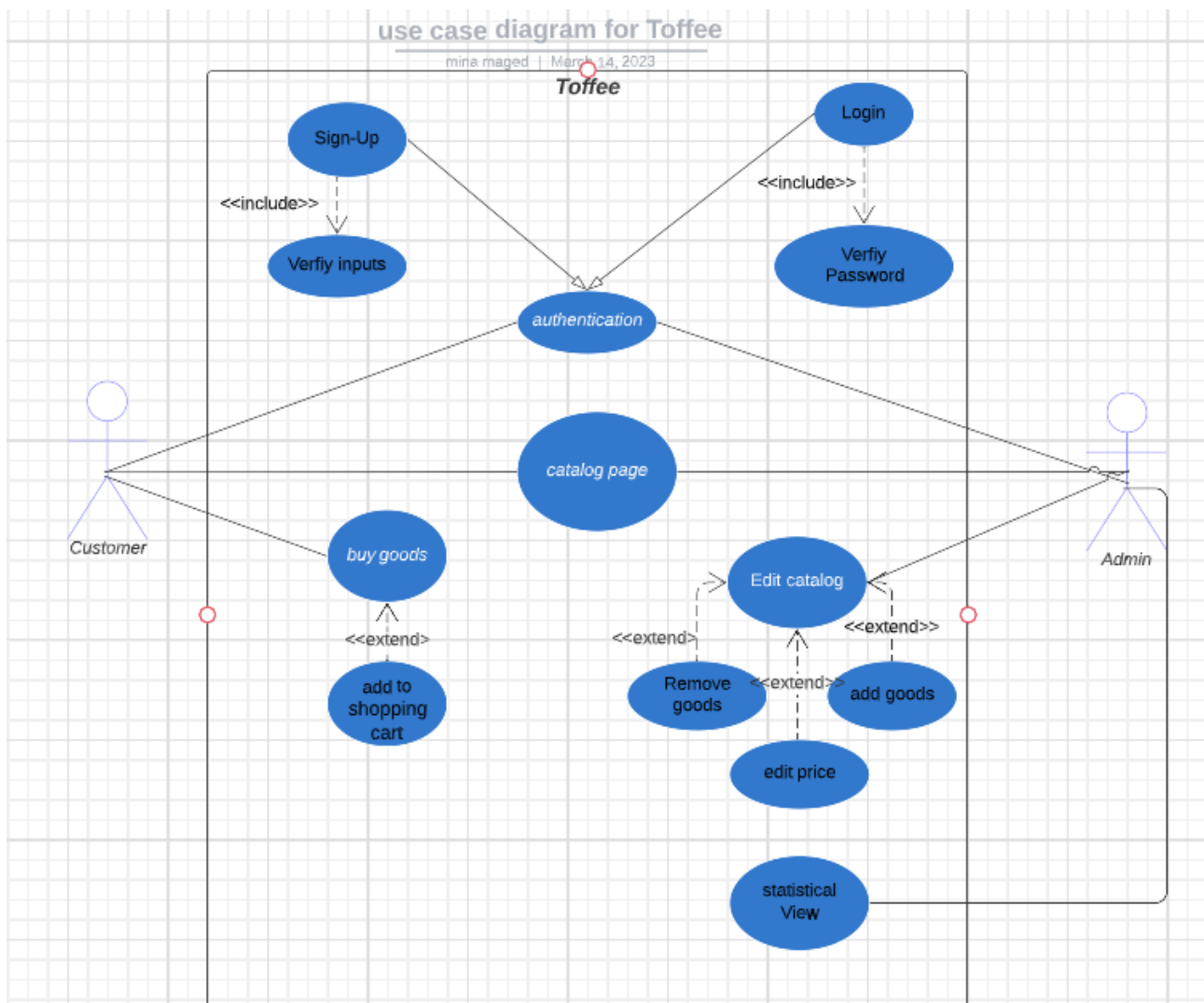


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### System Models

#### Use Case Model





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# Software Requirements Specifications

## Enriched User Stories

- Using below table template, **for each** requirement write an enriched user story specifying the details of each use case and showing the interaction to implement this use case.
  - If one requirement is so big, you could divide it to more than one user story.
  - If some requirements are not major, you could plugin them in other user stories.
- Flow of events should be very detailed

### User Story #1

User Story ID	US #1
User Story Name	
Actors	
Description	As a ..... I like to be able to ..... So .....
Per condition	
Post condition	
Acceptance Criteria	<b>Describe when we can decide that this user story is correctly implemented and accepted. For example:</b> <b>Given</b> I'm a logged-out system user and I'm on the Sign-In page <b>When</b> I fill in the "Username" and "Password" fields with my authentication credentials and I click the Sign-In button <b>Then</b> the system signs me in

### Scenarios

#### Normal Scenario

Actor Action	System Response
1- User Enter Card and Password. 2- Click <b>Submit</b>	
	3- System Verify user data 4- System displays list of Mobile companies
5- User Select Vodafone from the list	
	6- System retrieves Vodafone bills





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7- And so on	

### Exceptional Scenario

Actor Action	System Response
1- User Enter Card and Password. 2- Click <b>Submit</b>	
	3- Card is invalid 4- Systems rejects card and displays an error message

- **Screen Design**

**Give a draft design of the screen(s) on which this user story will be implemented.**

**Do it as a as wireframe or a mockup. Use a tool to do that. Give each screen a number and name.**

- **Data Dictionary:**

Element Label	Type/Length	Data Validation / Business Rule



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- User Story #2

User Story ID	US #2
User Story Name	
Actors	
Description	As a ..... I like to be able to ..... So .....
Per condition	
Post condition	
Acceptance Criteria	<b>Describe when we can decide that this user story is correctly implemented and accepted. For example:</b> <b>Given</b> I'm a logged-out system user and I'm on the Sign-In page <b>When</b> I fill in the "Username" and "Password" fields with my authentication credentials and I click the Sign-In button <b>Then</b> the system signs me in

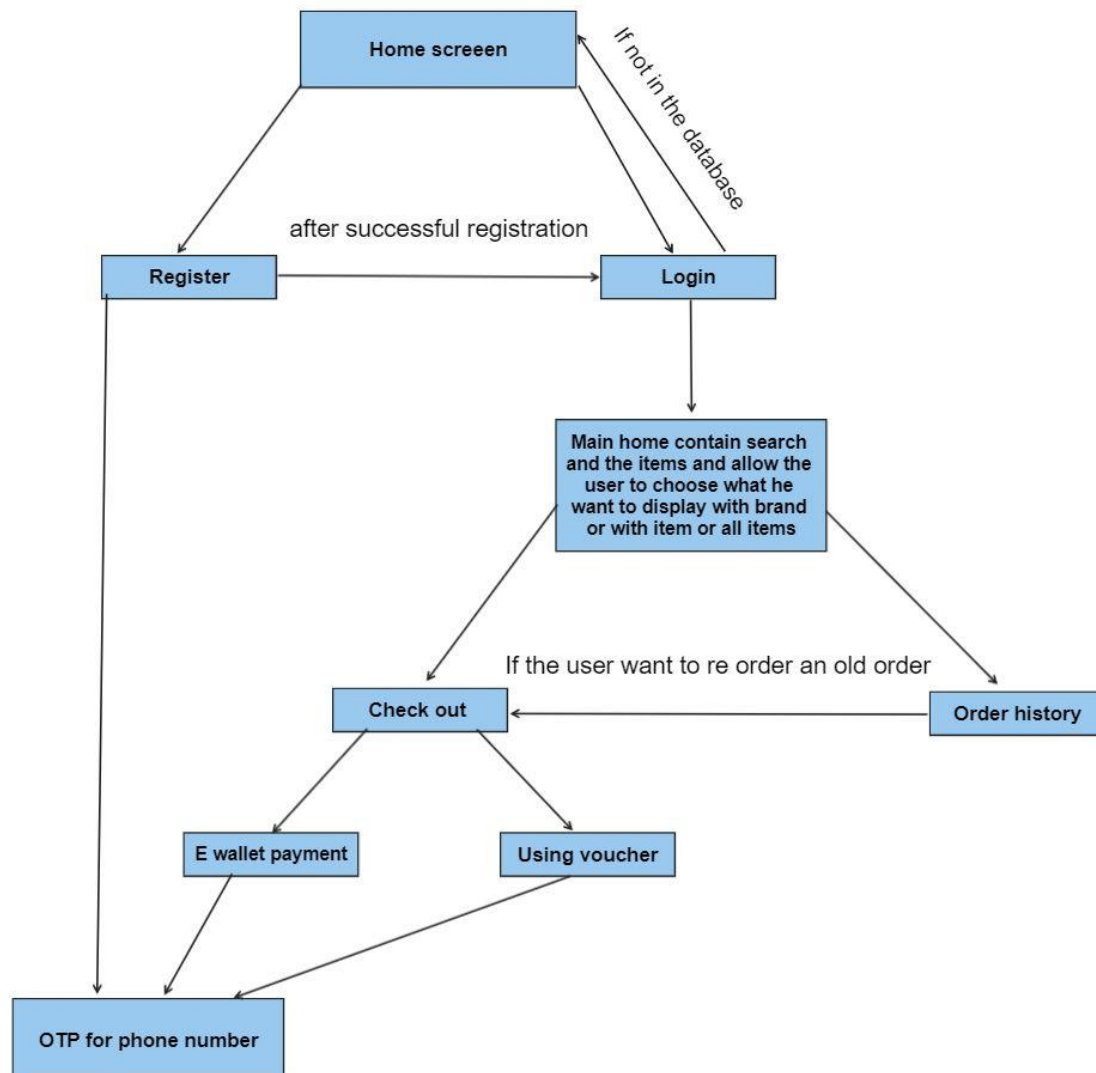
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### System Navigation Map



### Tools

- Lucid chart
- [www.mockflow.com](http://www.mockflow.com) for System Navigation Map

### Ownership Report



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## Software Requirements Specifications

Student	Items he created
Mina Maged Faris	Use Case Model, Functional Requirements, Document Purpose and Audience, Introduction And Some Definitions.
Eslam Sayed	Non-Functional Requirements, some definitions System Navigation Map and tools