
Software Requirements Specification

**for
SocialSale**

Version 1.0 approved

Prepared by Nihar Chitnis, Ritvik Arya, Siddhant Waghjale

National Institute of Technology Karnataka, Surathkal

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Revision History

Name	Date	Reason For Changes	Version

1. Introduction

1.1 Purpose

SocialSale is an e-commerce and mentoring web-application that provides a common platform to all students within a college to exchange products and information. Electronic commerce has expanded rapidly over the past few years and is predicted to continue at this rate, or even accelerate. It is currently one of the most important aspects of the Internet to emerge. Built using PHP and MySQL this website offers the facilities of buying, selling and renting products within college campus and also ask and answer questions with the mentoring feature in the application.

1.2 Document Conventions

This SRS is prepared in Google Docs. Font used in this SRS is 'Arial' and the font-size for paragraphs is 11pt whereas for sub-headings font-size of 14pt is used. All the Heading have 18pt font-size. Headings and sub-headings are bold in this SRS document.

1.3 Intended Audience and Reading Suggestions

This document is made by keeping in mind different types of readers. This document will be useful for different audience in various ways.

Audience	Use
Developers	They will use this document as a guidance for design and implementation phase.
Managers	They will see all the constraints are covered properly. Time and cost is within limits or not.
Marketing Staff	They can use this document to make advertisements for the web app because by reading this document they will know what the system will do.
User	By reading the SRS they can ensure whether their needs are being met by the Web app or not.
Testers	They will test the implementation of the project according to the SRS base.

1.4 Product Scope

The purpose of the document is to collect and analyze all assorted ideas that have come up to define the system, its requirements with respect to consumers. This SRS document is to provide a detailed overview of our software product, its parameters and goals. Developing an online platform is a job that requires equal share of technological expertise and sound decision making. This document will give detailed specifications of all the features, functional and non-functional requirements for our project along with suitable UML diagrams.

2. Overall Description

2.1 Product Perspective

Social Sale provides easy and basic interchange of information and provides a common platform for all college students to buy or rent things. It should be able to remove communication gap between students and also let users compare all products before making a choice. The software will be a web application. Whenever a user opens the web application, he/she will login with their username and password, or register for a new account. After a user has successfully logged in, the user can select his/her college from the given list of colleges and then continue to use the software. In the main page of the website, user will be able to buy or rent items by looking at all the different products that have been put on sale or rent by members of the same

college. The user will be able to browse for items category wise and compare different items. Once the user chooses something to buy, he/she can directly contact the seller through the listed phone number.

For users who are willing to sell or give items on rent, can use the sell feature of the application. For selling, users will be asked to enter all details of the item along with the price, category and photos. Once all details are filled, the item will be added to the database and will be displayed to all interested buyers in that particular category. The last feature of the application is the mentoring portal that is also accessible from the home page. After entering the mentoring portal, users can ask questions and post them on the portal and also answer questions that have already been asked. Users can also view all previously asked and answered questions and this feature will help students get any kind of help within college or get mentored by seniors.

2.2 Product Functions

Given below are the basic Functions of the Social Sale web application-

- *Ask the Customer to login or signup using his/her username and password.*
- *After login, users will have to select their college they want to view.*
- *Once college selection is complete, all users interested in buying or renting can look at all products from the buy/rent menu.*
- *To save items for later, users will have the option of adding items to their wishlist.*
- *All interested sellers can put up their items on rent or sale by going to the Sell menu in the main application*
- *Users interested in asking or answering questions can do so by going to the mentoring menu in the website.*

2.3 User Classes and Characteristics

2.3.1 Buyer

He or she is a verified user of website who intends to buy a product from the seller via the Social Sale platform. The customer must have a username and password and must be associated with a college.

2.3.2 Seller

He or she is a verified person who is allowed to sell items over the platform. Seller's details are stored on database and all the products are listed under him that he/she is ready to sell or are available. Seller is responsible to set products details, price, and quantity.

2.3.3 Mentor

Mentors are all verified users of the application and are allowed to ask and answer questions on the mentoring platform.

2.3.4 Admin

He or she is responsible for monitoring functions and procedures on platform. Administrator has access to the main database, can add and delete items from database and is responsible for monitoring all activity in the application.

2.4 Operating Environment

SocialSale will run on Windows ,Ubuntu, MacOS. Browsers that will support are Chrome 70.0.1, Mozilla Firefox 60.9.1, Safari. Hardware specifications required are minimum RAM 8gb, 500gb HDD, Nvidia 630m and Clock Speed 1.2GHz.

2.5 Design and Implementation Constraints

The user interface shall be implemented using any tool or software package on following languages.

JavaScript	<i>JavaScript is a lightweight, object-oriented, cross-platform scripting language, mainly used within web pages</i>
HTML5	<i>HTML5 is the fifth revision of the HTML standard.</i>
CSS	<i>Cascading Style Sheets define style rules in a separate CSS file.</i>

2.6 User Documentation

<List the user documentation components (such as user manuals, on-line help, and tutorials) that will be delivered along with the software. Identify any known user documentation delivery formats or standards.>

2.7 Assumptions and Dependencies

- 1. Each User must have a User ID and password.*
- 2. Each Seller must have Seller ID and password.*
- 3. There must be an Administrator.*
- 4. Internet connection is a must.*
- 5. Proper browsers should be installed in the user's system.*

3. External Interface Requirements

3.1 User Interfaces

- 1. Login or Signup Page*
- 2. Homepage containing products according to customer's interest.*
- 3. If the customers selects any product then it will open direct him to the product information, which has the details of the seller.*
- 4. There is a questionnaire page, where the students can ask questions, and any registered user can choose to answer it, this is implemented as a part of mentoring strategy.*

3.2 Hardware Interfaces

Since the application must run over the internet, all the hardware requires is to connect to the internet. As for e.g. Modem, WAN – LAN, Ethernet Cross- Cable. The system requires Database, like MySQL to store any transaction. System also requires DNS (domain name space) for naming on the internet. The user needs web browser to interact with the system.

3.3 Communications Interfaces

The e-store system shall use the HTTPS protocol for communication over the internet and for the intranet communication will be through TCP/IP protocol suite. The user must have SSL certificate licensing registered web browser

4. System Features

<This template illustrates organizing the functional requirements for the product by system features, the major services provided by the product. You may prefer to organize this section by use case, mode of operation, user class, object class, functional hierarchy, or combinations of these, whatever makes the most logical sense for your product.>

4.1 System Feature 1

<Don't really say "System Feature 1." State the feature name in just a few words.>

4.1.1 Description and Priority

<Provide a short description of the feature and indicate whether it is of High, Medium, or Low priority. You could also include specific priority component ratings, such as benefit, penalty, cost, and risk (each rated on a relative scale from a low of 1 to a high of 9).>

4.1.2 Stimulus/Response Sequences

<List the sequences of user actions and system responses that stimulate the behavior defined for this feature. These will correspond to the dialog elements associated with use cases.>

4.1.3 Functional Requirements

<Itemize the detailed functional requirements associated with this feature. These are the software capabilities that must be present in order for the user to carry out the services provided by the feature, or to execute the use case. Include how the product should respond to anticipated error conditions or invalid inputs. Requirements should be concise, complete, unambiguous, verifiable, and necessary. Use "TBD" as a placeholder to indicate when necessary information is not yet available.>

<Each requirement should be uniquely identified with a sequence number or a meaningful tag of some kind.>

REQ-1:

REQ-2:

4.2 System Feature 2 (and so on)

5. Other Nonfunctional Requirements

5.1 Performance Requirements

- *The product will be based on web and has to be run from a web server.*
- *The product will take initial load time depending on internet connection strength which also depends on the media from which the product is running.*
- *The performance will depend upon hardware components of the client/customer*

5.2 Security Requirements

- The customer's web browser will never display a customer's password. It shall always be echoed with special characters representing typed characters.
- The system's back-end servers shall never display a customer's password. The customer's password may be reset but never shown.
- Password of the user is never misused by the administrator.
- The system's back-end servers will only be accessible to authenticated administrators.(A password existence to access the database)

5.3 Software Quality Attributes

- It should be equipped with current and active database.
- All records can easily be updated.
- It should have its personal firewall

5.4 Business Rules

<List any operating principles about the product, such as which individuals or roles can perform which functions under specific circumstances. These are not functional requirements in themselves, but they may imply certain functional requirements to enforce the rules.>

6. Other Requirements

6.1 Database Requirements

There is a limit on the number of students from a college who can register(limit varies according to database).

6.2 Environmental Requirements

The system shall not cause physical or mental harm to users and non-users. The system shall not cause interference to external systems.

6.3 Legal Requirements

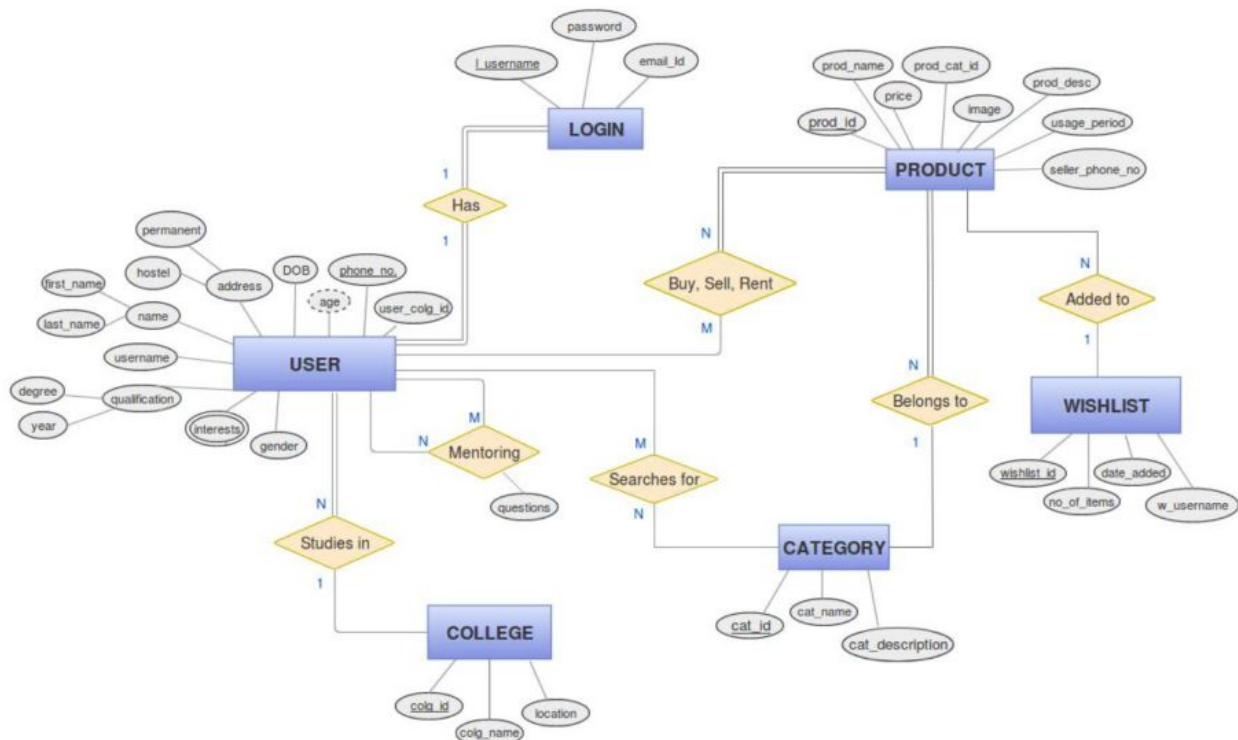
Students who register must be above 18, and must be a student of a registered college.

7. Appendix A: Glossary

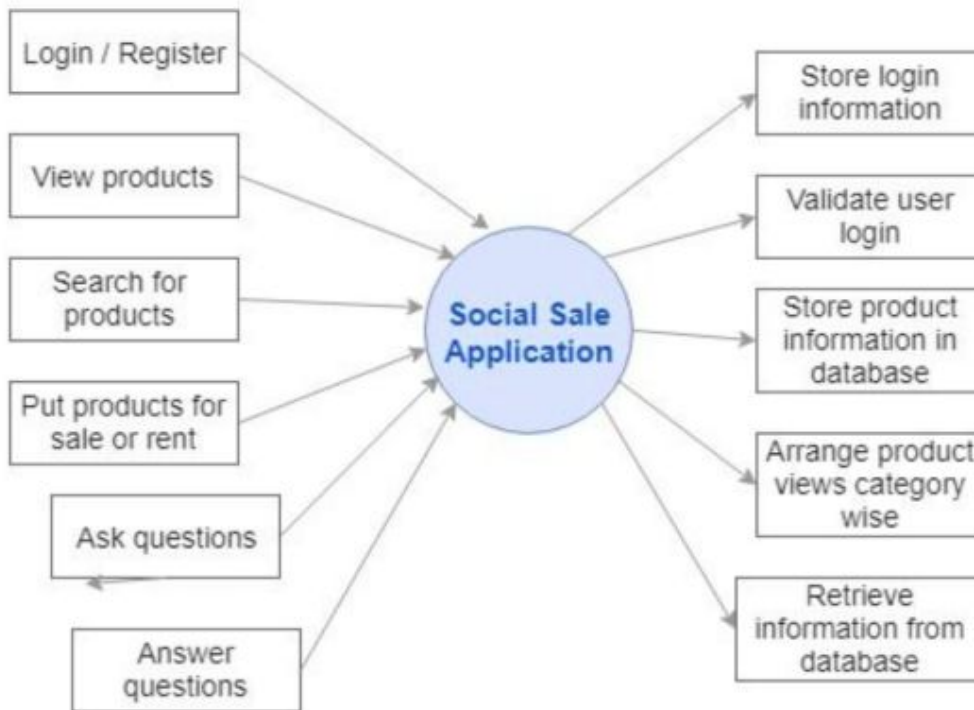
<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>

Appendix B: Analysis Models

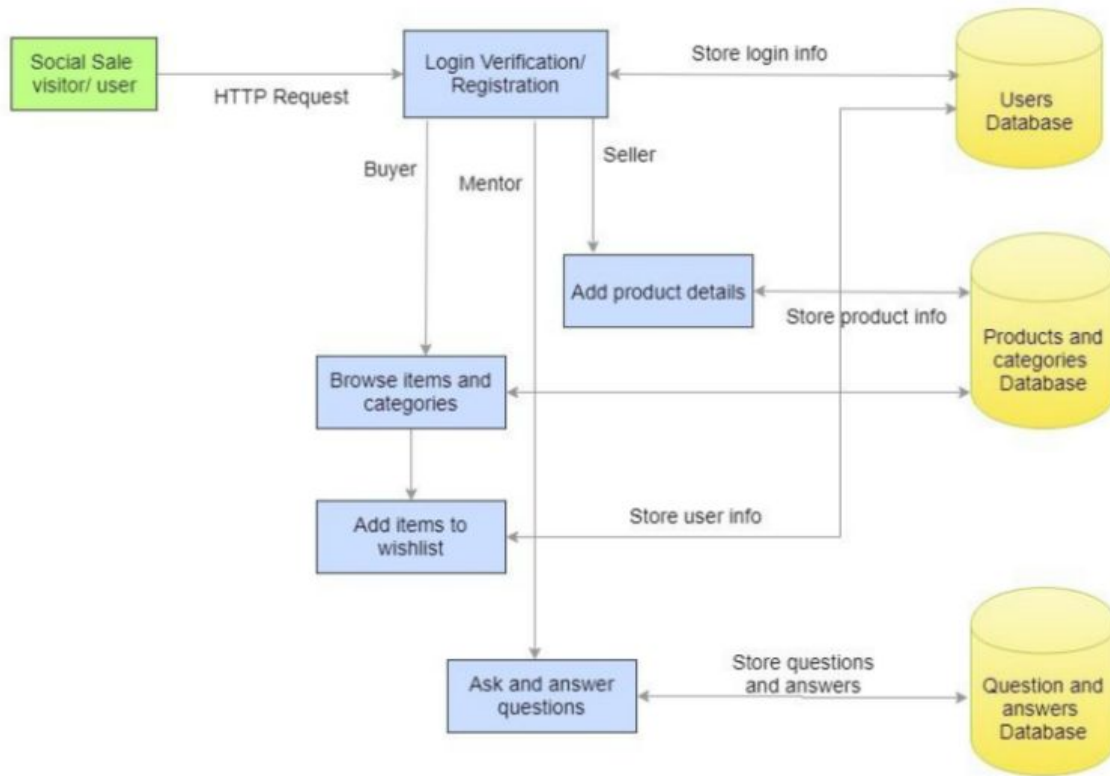
Entity Relationship Diagram



context diagram



data flow diagram



Appendix C: To Be Determined List

<Collect a numbered list of the TBD (to be determined) references that remain in the SRS so they can be tracked to closure.>