Rational Software
Payroll System Supplementary Specification
Version 2003

Mastering OOAD with UML	Issue: 2003
Payroll System Supplementary Specification	Issue Date: 2/4/03
03payroll suppl spec.doc	

Revision History

Date	Issue	Description	Author
9/5/2000	V2000	Generation for beta	Shawn Siemers
10/2/2000	V2000	Final release	Shawn Siemers
01/14/2003	V2003	Final Release	Alex Kutsick

Mastering OOAD with UML	Issue: 2003
Payroll System Supplementary Specification	Issue Date: 2/4/03
03payroll suppl spec.doc	

Table of Contents

1.	Objectives	4
2.	Scope	4
3.	References	4
4.	Functionality	4
5.	Usability	4
6.	Reliability	4
7.	Performance	4
8.	Supportability	4
9.	Security	4
10	Design Constraints	4

Mastering OOAD with UML	Issue: 2003
Payroll System Supplementary Specification	Issue Date: 2/4/03
03payroll suppl spec.doc	

Payroll System Supplementary Specification

1. Objectives

The purpose of this document is to define requirements of the Payroll System. This Supplementary Specification lists the requirements that are not readily captured in the use cases of the use-case model. The Supplementary Specifications and the use-case model together capture a complete set of requirements on the system.

2. Scope

This Supplementary Specification applies to the Payroll System, which will be developed by the OOAD students.

This specification defines the non-functional requirements of the system; such as reliability, usability, performance, and supportability as well as functional requirements that are common across a number of use cases. (The functional requirements are defined in the Use Case Specifications.).

3. References

None.

4. Functionality

None.

5. Usability

None.

6. Reliability

The main system must be running 98% of the time. It is imperative that the system be up and running during the times the payroll is run (every Friday and the last working day of the month).

7. Performance

The system shall support up to 2000 simultaneous users against the central database at any given time, and up to 500 simultaneous users against the local servers at any one time.

8. Supportability

None.

9. Security

The system should prevent employees from changing any timecards other than their own. Additionally, for security reasons, only the Payroll Administrator is allowed to change any employee information with the exception of the payment delivery method.

10. Design Constraints

The system shall integrate with an existing legacy system, the Project Management Database, which is a DB2 database running on an IBM mainframe.

The system shall interface with existing bank systems via an electronic transaction interface (NOTE: THE FORMAL INTERFACES WITH THE EXTERNAL BANK SYSTEM WOULD NEED TO BE DEFINED EARLY IN THE PROCESS AND DEFINED HERE OR IN A SEPARATE SUPPORTING DOCUMENT. SUCH A DEFINITION IS OUT OF THE SCOPE OF THIS COURSE.)

Mastering OOAD with UML	Issue: 2003
Payroll System Supplementary Specification	Issue Date: 2/4/03
03payroll_suppl_spec.doc	

The system shall provide a Windows-based desktop interface.

Mastering OOAD with UML	Issue: 2003
Payroll System Supplementary Specification	Issue Date: 2/4/03
03payroll suppl spec.doc	