
The Testing Company

**Conferencing system
Supplementary Specification**

Version 1.0

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Proj_025_SS_1	

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Supplementary Specification

1. Introduction

1.1 Purpose

The purpose of this document is to specify non-functional requirements and such functional requirements that cannot be specified by use case.

This document together with the Use Case Specification [1] are the basis of the contract between The Testing Company (the developer) and Ideal Customer Inc (the customer).

1.2 Scope

This document states the non-functional and some functional requirements for the Conferencing system developed by The Testing Company for Ideal Customer. The project number in The Testing Company organization is Proj_25.

Requirements stated in this document may impact functional requirements stated in the Use Case Specification [1] for the same project.

1.3 Definitions, Acronyms, and Abbreviations

Moderator: A user with extended rights in the system.

Conferencing system: see System

Customer: The legal body of the company Ideal Customer Inc

Developer: The legal body of the company The Testing Company.

System: The system that is specified in this document.

User: An end user that works as a manager at the customer. This user corresponds to the actor Manager [1].

1.4 References

1.4.1 Internal references

[1] Use Case Specification with document ID Proj_05_UCS_1

1.4.2 External references

[2] Ideal Customer GUI Recommendations 2003-01-24, provided by customer to project repository.

[3] Code Conventions for the Java TM Programming Language by Sun
<http://java.sun.com/docs/codeconv/html/CodeConvTOC.doc.html>

[4] Microsoft Inductive User Interface Guidelines <http://msdn.microsoft.com/en-us/library/ms997506.aspx>

1.5 Overview

The Supplementary Specification is mainly concerned with non-functional requirements but some functional requirements that applies to the system as a whole are specified below in the part “Functionality”.

The non-functional requirements are split into different sections with the headlines:

- Usability
- Reliability
- Performance

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- Supportability
- Design constraints
- Manual
- Interfaces
- Licensing Requirements
- Legal, Copyright, and Other Notices
- Applicable Standards

The requirements in each section share a common identifying prefix and have a number after the prefix. The prefix and number are uniquely identifies the requirement.

2. Functionality

2.1 FR1 – Intranet users

The usernames and passwords shall be fetched from the users of the intranet.

2.2 FR2 – Password impact

When a password is changed in the intranet this change shall have impact on the Conferencing system whit in 10 seconds.

3. Usability

3.1 UR1 - Learning time Manager

A user shall be able to use all the system functionality with no faults for a Manager actor after one hour self tutorial.

3.2 UR2 – Learning time Moderator

A user that have completed the tutorial for a Manager shall be able to use the Moderator functionality with no faults after two hours self tutorial.

3.3 UR3 – GUI Standard

The GUI shall conform to the standards used by the costomer [2].

4. Reliability

4.1 RR1 – Availability over year

The system shall be available 99,99% of the calendar year.

4.2 RR2 – Reboot time

The system shall be able to reboot in 15 minutes.

5. Performance

5.1 PR1 – Concurrent logged in users

The system shall be able to handle 200 concurrent logged in users reading one conference at a time and posting an average of one message every 5 minutes.

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5.2 PR2 – Concurrent users in conference

The system shall be able to handle 100 users in the same conference at a given time.

5.3 PR3 – Message impact

When a user posts a message the message shall be visible to other users that are currently reading the conference with in 5 seconds.

5.4 PR4 – Stress load

If the system is handling more than 98% capacity the stress is to be reduced by forced logout of users that hasn't made a server request in 5 minutes.

6. Supportability

6.1 SR1 – Code conventions

Suns code conventions for Java shall be followed [3].

7. Design Constraints

7.1 DC1- Programming language

The system shall be implemented using the Java programming language with Java EE 5.

7.2 DC2 – Architecture

The system shall be developed as a client-server system.

7.3 DC3 - Local system

The system shall only be used inside the intranet of the customer.

8. Manual

8.1 UDR1 - Manual

The developer shall produce a manual that describes all functionality for the system.

9. Purchased Components

No purchased components are integrated into the system.

10. Interfaces

10.1 User Interfaces

Most of the user interface is described by the use case descriptions in the Use Case Specification [1]. The requirements stated here are requirements that address the system as a whole.

10.1.1 UIR1 – Error messages

Error messages that can be predicted by user behavior in the system shall be informative and describe the problem to the user.

10.2 Communications Interfaces

10.2.1 Network communication

The communication between server and client on the local network are to conform to the TCP/IP interface.

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11. Licensing Requirements

11.1 LR1 - Further development

The customer have full authority to develop the system as they see fit to conform to organizational needs.

11.2 LR2 – Ownership of distribution

The customer may not distribute the code or compiled system to third parties. The ownership of distribution of code and compiled system stays with the developer.

12. Legal, Copyright, and Other Notices

No issues identified.

13. Applicable Standards

13.1 ASR1 – Usability standard

The user interface shall conform to “Microsoft Inductive User Interface Guidelines” [4].