**Software Requirements Specification**

**for**

Online Market for

Agricultural Products

(OMAP)

**Prepared by Rutvik Patel, Virat Patel**

**Dharmsinh Desai University**

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**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
|  |  |  |  |
|  |  |  |  |

# **Introduction**

## **Purpose**

The purpose of this document is to describe the Online Marketing System for Agricultural products.What the system will do,who are end users,features and scope of the system are presented in this document.This document is intended to developers and stakeholders.

## **Document Conventions**

IEEE standards for SRS documents were followed while creating this documents.The font used in this document is Arial and size is 11.The priority of the features are in decreasing orders.

## **Intended Audience and Reading Suggestions**

* End users, like farmers and merchants, who like to sell/buy agricultural products.
* Developers, who want to implement and to improve this project.
* Admin, who has administrative access of the system.

## **Product Scope**

OMAP is a web application for trading of agricultural products.Users can trade their products via this web app.They can post the product details and search the product to sell or buy.

Using OMAP users can trade from anywhere, a large market is available for user.With the use of feedback service other user can estimate quality of product and service provided by other users.

## **References**

GitHub repository of OMAP:<https://github.com/vir8/omap>

# **Overall Description**

## **Product Perspective**

OMAP system was developed for farmers and merchants to trade their agricultural products.OMAP is a web application, users can use the system via internet.It is a free application.

## **Product Functions**

* Register: User can become authenticated user.
* Add Product: Farmer adds product to sell.
* Search Product: Merchants search the product they want to buy.
* Buy product: The product is bought by merchant.
* Edit Profile: User can edit their profile.
* Login: Users can login via email to the system.
* Generate Report: The report will be generated for selected time.
* Chat: Users can communicate with each other.
* Give Feedback: Users can review and rate other users.
* Choose Payment Method: Merchant can decide how to pay the farmer.

## **User Classes and Characteristics**

* Farmer,an end user,they can use system to sell their products.
* Merchant, they use the system to buy products.
* Admin, a privileged user,who can access and modify system.
* Developers ,who are interested in improvement of the system.

## **Operating Environment**

* Windows XP
* Windows 7
* Windows 8
* Windows 10
* Mac OS X
* Linux
* iOS

# **External Interface Requirements**

## **Software Interfaces**

OMAP requires a web browser to be installed on the system.

## **Communications Interfaces**

System requires an internet connection to use the OMAP web application.

# 

# **System Features**

**4.1 Registration and Login**

Farmers and merchants can register themselves as a registered user. Only registered user can buy or sell products.

**4.2 Add Product**

Farmers can post the products he/she wants to sell.They have to add details about the product like name,description and quantity of product.

**4.3 Search Products**

Merchants can search any product they want to buy.They can select from which farmer they would like to buy.

Merchant can select product name and system will show all available products.

**4.4 Report**

Users can generate the reports of the total trade during particular amount of time.User can also save offline those reports.

**4.5 Profile**

Users have their own profile in which they can manage details like name,address,mobile numbers,email.

**4.6 Chat**

Farmers and merchants can interact using chatting service of the system.A merchant can chat with farmer if he finds a product to buy.

**4.7 Feedback**

Farmers can give feedback after the deal is closed successfully. Feedback will be given as rating and review. Other users can see those reviews and ratings.Ratings will be in range 1-10.As 1 to be worst and 10 to be best.

**4.8 Payment**

Merchant can pay the farmer for the product he bought.He can select one of the payment method available methods.

# **Other Nonfunctional Requirements**

## Performance

The system should be able to generate response in less than 5 seconds.It should support multiple users without any change in performance.

## Security

The system should be able to protect users’ private data and keep it secret.It should be secure to keep the payment process confidential.Authentication process should be included to use features of the system.

**5.3 Availability**

The system should be working 24 hours a day and 7 days of week.The mean time between failure should be lesser than 3 hours.System shall provide a notification during downtime.

**5.4** **Usability**

The system should not be complicated for learning and operating for end-users. A user should be able to learn how it operates in 15 minutes.The UI should be user-friendly.A user can use the user from any part of world,with any device with browser support.

**5.5 Recoverability**

When system will be restarted, it will return to a functioning state. The system can be made available after unplanned system downtime within 1 working day.

**5.6 Maintainability**

The system should be developed in such a way that changes can be made easily, whether for bug fixes or to add new functionality.The system should be easy enough to maintain that someone else could do it with a manual and a few hours training.

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