we want to design a jukebox to listen to music

The jukebox should let a user select an album from the available music library, and then choose individual songs from that album to be played. And as an extra precaution, if one astronaut adds more than three songs in a row to the play queue, and another astronaut wants to play a song, they'll jump ahead in line. Now, your goal for this challenge is to write a set of requirements to design the juke box. Try to come up with at least three functional and three non-functional requirements. But you can certainly write more for extra practice. If you find yourself struggling with where to start on this challenge, use the attributes of FURPS+ to inspire possible requirements. - Now we've intentionally left the details somewhat vague here, because this challenge is about the process of thinking through a new, often half-formed idea to discover and actually write down requirements. There's no one correct answer to this challenge, so take some time to think it through, and when you're done, be sure to watch our solution video to see how we approached the problem. Now, our goal for this challenge is to write a set of requirements to design the jukebox.

Solution

We will come up three functional and three non-functional requirements

Functional requirements ➞ The system must

1-Maintain a library of albums and songs

2-Allow user to browse albums and songs

3-Allow users to select individual songs

4-Prevent users from selecting entire albums

5-maintain a queue of songs to play

6-Have a button to play music

Non- Functional requirements

1-Intuitive to use while floating in space

2-Available 24/7

3-Low-Power

4-Updatable