CinemaGO

Version <1.0>

Revision History

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# Introduction

[The introduction of the **Supplementary Specification** provides an overview of the entire document.

The **Supplementary Specification** captures the system requirements that are not readily captured in the use cases of the use-case model. Such requirements include:

Legal and regulatory requirements, including application standards.

Quality attributes of the system to be built, including usability, reliability, performance, and supportability requirements.

Other requirements such as operating systems and environments, compatibility requirements, and design constraints.]

This document provides some of the non-functional characteristics and constraints of this system.

# Non-functional Requirements

*[Define system quality attributes in terms of scenarios according to the following template:*

* *Quality attribute definition*
* *Source of stimulus: the entity (human or another system) that generated the stimulus or event*
* *Stimulus: a condition that determines a reaction of the system*
* *Environment: the current condition of the system when the stimulus arrives*
* *Artifact: is a component that reacts to the stimulus. It may be the whole system or some pieces of it*
* *Response: the activity determined by the arrival of the stimulus*
* *Response measure: the quantifiable indication of the response*
* *Tactics*

*]*

## Availability

* Quality attribute definition: the proportion of time the system is in a functioning condition
* Source of stimulus: human
* Stimulus: click on a button

## Performance

* Quality attribute definition: the time the system needs to respond to events
* Source of stimulus: human
* Stimulus: click on a button

## Security

* Quality attribute definition: the system’s ability to resist attacks
* Source of stimulus: human or another system

## Testability

* Quality attribute definition: it measures the system test rate
* Source of stimulus: human (tester)
* Stimulus: run a test class (method)

## Usability

* Quality attribute definition: the ability of a software product to be understood and easily used by clients
* Source of stimulus: human
* Stimulus: choose a functionality

# Design Constraints

[This section needs to indicate any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on.]

Programming language: Java

Database: MySQL

Architectural constraints: MVC, Layers