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**Hotel Reservation**  
**Supplementary Specification**

**Version 1.0**

## Revision History

Date	Version	Description	Author
22/03/19	1.0	Entered initial details	Roca Eric

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# Supplementary Specification

## 1.Introduction

The application must be developed for iOS devices. The development hardware must be a Mac. The development environment must be Xcode. The system must be available, performant, secure, testable, and usable. The application must follow the Human Interface Guidelines as written by Apple. The application must meet the quality standards of the App Store. Firebase must be used.

## 2.Non-functional Requirements

### 2.1.Availability

The application will only be available when connected to the Internet. Once connected to the Internet, the Firebase service will ensure that the application data will be available 24/7 and with minimal downtime.

### 2.2.Performance

The application is highly performant due to using the Firebase Cloud Firestore database, which uses an intuitive data model, fast queries, and high scalability.

### 2.3.Security

The user data stored in the application is highly sensitive and personal. The application ensures data integrity, security, and privacy by using Firebase Authentication, which uses industry standards like OAuth 2.0 and OpenID Connect.

### 2.4.Testability

The application could be easily tested using Unit Tests and XCTest, integrated into iOS's framework.

### 2.5.Usability

The user interface is easy to use and intuitive. The application follows the Human Interface Guidelines as written by Apple and uses concepts which can be found in other iOS apps created by other developers.

## 3.Design Constraints

Due to the application being developed for iOS devices, the following requirements were found:

- a Mac using the latest macOS version, 10.14 Mojave
- the latest version of Xcode, 11
- working with the Swift language
- an iOS device using the latest iOS version, 12
- a Google Cloud Platform account for Firebase
- using the MVC pattern in the application
- using the client-server architecture for communication between the application and Firebase