Mobile banking Application

Version <1.0>

Revision History

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| --- | --- | --- | --- |
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# Introduction

In this document, the specifications of the Mobile Banking application will be presented. Those include attributes like availability, performance, security, testability and usability, the non-functional requirements of the application and the design constraints.

# 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

The system will be available for free for the bank’s clients.

## Performance

## Security

Each time the user wants to enter the application, a log-in is required. The user has to introduce his client code and the password.

## Testability

## Usability

# 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.]