

Lost and Found management system



July 7, 2017

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1. **Introduction:**
2. **Purpose:**

The purpose of this project is to help the students and other university members in searching their lost belongings, like USB, water bottles, stationary, mobiles etc. This project will enable users to find their lost belongings easily on a computer based system.

1. **Project Description:**

It will be a console based system which will be used in the university. The program will be interactive and will ask the user for the item he/she wants to search. Upon selection it will ask user for the specifications of the item they have lost and then it will search the item. Along with this, the project allows the users to Add and Search lost and found items in the directory. Remove happens in the background when an item has been successfully found.

1. **Scope:**

The system will be used in an educational institute. The system will be used by the staff, students, and manager in order to add information in finding the lost item. The manager will be placing the lost items according to the classification.

1. **Acronyms and Abbreviations:**  
    LFS: Lost and found system.  
    USB: Universal serial bus.
2. **Intended audience of an SRS:**  
   i. Staff  
   ii. Students  
   iii. Manager
3. **Stake Holders:**

**Primary:**  
 1. Students.   
 2. Staff.   
 3. University Management  
 4. Faculty.

**Secondary:**

1. Swift Staff

**2. Overall Description:**

**a. Operating environment:**

The system will be able to work on Windows and Mac operating systems.  
The software will be developed on C++.

**Case Diagram**

Add Item

LNF  
Directory

Search Item

**Manager**

**b. Functional Requirements:**

* Store the information added by the manager or any other user in the text file.
* Search the lost item by giving the specific information related to it or some general information if it is not a common thing.
* Deletes the object from the text file in the background automatically after the user has found his lost object.
* Dynamically allocated memory is deallocated when no longer needed.
* Classify the Items (non-common object will be classified separately). Eg: mobile class, bottle class and Id card etc.
* Displays the menu in console, which shows the user all the choices for the lost or found object.
* The user should be able to use the menu for multiple choices.
* The system should give some basic instruction to the user so that he/she can easily use it.

**c. Non Functional Requirements:**

* The System will be space efficient since it is text based.
* It will be easy to use because it is more interactive.
* The program is reliable because its searching method is efficient and many efforts have been taken to make it fool proof.
* Project is easily portable and it will run on a system that has C++ compiler installed in it.

**References:**

* Meeting with Dr. Waqar Saleem (Assistant Professor, Habib University)