



9530 ST.MOTHER THERESA ENGINEERING COLLEGE

COMPUTER SCIENCE AND ENGINEERING

NM-ID:1F5902C07E80DFCA24D42E87C655E5DC

REG.NO: 953023104129

DATE: 14-09-2025

Completed the project named as

Phase-1
PROBLEM UNDERSTANDING &
REQUIRMENTS
SUBMITTED BY,

A.SUSAIYAMMAL PH.NO:9360984679

1. Introduction

Every project begins with a clear understanding of the problem it aims to solve. Without defining the problem properly, the solution may fail to address user needs or business objectives. This section provides a structured overview of how the problem is identified, analyzed, and translated into specific requirements.

2. Problem Understanding

2.1 Problem Identification

- Clearly define the issue or gap in the current system.
- Example: In existing student management systems, manual attendance and records often lead to errors, delays, and data duplication.

2.2 Problem Statement

- A concise, formal statement of the issue.
- Example: There is a need for a centralized, automated system that reduces manual work, improves data accuracy, and enables real-time access to student records.

2.3 Root Cause Analysis

Use methods like **5 Whys** or **Fishbone Diagram** to identify the root causes of the problem.

- Lack of automation
- Poor integration of data
- Human errors in manual entry
- Time delays in reporting

2.4 Goals and Objectives

- To design a system that eliminates manual redundancy.
- To provide accurate, reliable, and timely access to information.

To improve user experience and efficiency.

3. Project Scope

3.1 In-Scope

- Features and services that will be included in the project.
- Example: User authentication, record management, reporting module, and analytics.

3.2 Out-of-Scope

- Features excluded to prevent scope creep.
- Example: Integration with third-party systems or mobile applications (may be considered in future).

3.3 Stakeholders

- Students
- Teachers/Employees

- Administrators
- External users (e.g., parents, customers, regulators)

4. Requirement Gathering

4.1 Techniques Used

- Interviews Direct interaction with stakeholders.
- Surveys/Questionnaires Collecting mass feedback.
- Observation Studying current processes.
- Document Analysis Reviewing existing system reports.
- Workshops/Brainstorming Group discussions for clarity.

4.2 Requirement Prioritization

 MoSCoW Method (Must have, Should have, Could have, Won't have). Ensures critical features are developed first.

5. Functional Requirements

Functional requirements describe what the system must do.

Examples:

- User Management Users must be able to register, log in, and manage profiles.
- Data Management System should allow creation, modification, and deletion of records.
- Reporting The system must generate real-time reports.
- Search and Filter Users should search records based on criteria.
- Notifications System must alert users about important updates.

6. Non-Functional Requirements

Non-functional requirements describe **how the system should perform**.

Examples:

- Performance The system should handle 500 concurrent users.
- Security User data must be encrypted (AES-256).
- Scalability The system should support future growth.
- Usability The interface should be intuitive and user-friendly.
- 5. Reliability 99.9% uptime must be ensured.
- Maintainability Easy to update and extend.

7. Use Case Modeling

Include **Use Case Diagrams** to represent

system interaction.

- Example actors: Admin, User, Guest.
- Example use cases: Login, Manage Data,
 Generate Report, View Records.

8. Requirement Specification (SRS Format)

A detailed **Software Requirement Specification (SRS)** includes:

- Introduction
- System Overview
- Functional and Non-Functional Requirements
- Constraints
- Assumptions
- Acceptance Criteria

9. Challenges in Requirement Gathering

- Ambiguity in stakeholder expectations.
- Conflicting requirements between users.
- Changing scope during development.
- Communication gaps.

10. Conclusion

Problem understanding and requirement analysis are the foundation of project success. A well-defined requirement document ensures developers, designers, and stakeholders share a common vision of the project goals. This minimizes risks, reduces rework, and increases project success rate.