Software Requirement Specification

*For*

**Washing Machine Simulator**

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Revision History

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| **Name** | **Date** | **Reason For Changes** | **Version** |
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# Introduction

## Purpose

This document lists the specifications for the Washing Machine Simulator as a whole. All the functional and non-functional requirements for the washing machine simulator has been described in relevant sections.

## Intended Audience and Reading Suggestions

This document is intended for the developers to create the initial version and carry out future work on the simulator, for the students, who will be able to understand how the simulator actually works, and for anyone to understand the various standards and models followed in carrying out the project. The reader is assumed to know the basics of object oriented concepts and should be familiar with the basic software engineering concepts.

The rest of the document is divided into various modules like Overall Description where the working of the simulator has been explained in terms of product perspective, product constraints, intended users etc. Then the software and hardware interface requirements have been described in following sections.

## Product Scope

The purpose of the simulator is to showcase the working of the actual real world washing machine to the user as well as to make the user understand how various object oriented concepts can be applied to create industry level software.

# Overall Description

## Product Perspective

The overall look of the simulator has been given below:

Figure 1: Overall look of the simulator

ON OFF

Spinner

Washing Tub

1

2

3

4

Following is the list of knobs that will be available on the dashboard of the washing machine:

1. Wash Timer
2. Mode Selector
3. Water Knob
4. Spinner Timer

## Product Functions

The major functionality of the simulator is as follows:

1. There will be one power button to turn the machine ON or OFF.
2. There will be a wash timer button which will have different time settings and it will check the minimum level of water in the washing tub.
3. There will be one mode selector for selecting the speed of washing motor.
4. There will be one water selector knob through which we can fill water in washing tub and which will turn off automatically once the maximum water level is reached.
5. There will be one spin timer for setting the time for which the spinner will be active.

## Operating Environment

* The software environment where the simulator will function:
* *Operating System*: Windows/Linux/OSx
* *Java Runtime Environment*: 1.5 or higher
* The hardware platform required:
* As java application runs on Java Virtual Machine, no specific hardware is required as such.