HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

School of Information and communications technology

Software Requirement Specification

AIMS – An Internet Media Store

Subject: ITSS Software Development

Group Number: 11

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# Introduction

*<The following subsections of the Software Requirements Specifications (SRS) document should provide an overview of the entire SRS. The thing to keep in mind as you write this document is that you are telling what the system must do – so that designers can ultimately build it. Do not use this document for design!!!>*

## Objective

<*Identify the purpose of this SRS and its intended audience. In this subsection, describe the purpose of the particular SRS and specify the intended audience for the SRS*>

## Scope

<*In this subsection:*

1. *Identify the software product(s) to be produced by name*
2. *Explain what the software product(s) will, and, if necessary, will not do*
3. *Describe the application of the software being specified, including relevant benefits, objectives, and goals*
4. *Be consistent with similar statements in higher-level specifications if they exist*

*This should be an executive-level summary. Do not enumerate the whole requirements list here*>

## Glossary

*<Listing and explaining the terms appearing in the software’s profession and this documents. Any assumption of the reader’s prior knowledge or experience on the subject is ill advised>*

| ***No*** | ***Term*** | ***Explanation*** | ***Example*** | ***Note*** |
| --- | --- | --- | --- | --- |
| 1 | token | A piece of data created by server, and contains the user's information, as well as a special token code that user can pass to the server with every method that supports authentication, instead of passing a username and password directly. | JSON Web Token (JWT) | Compact, URL-safe and usable especially in web browser single sign-on (SSO) context. |
| 2 | … |  |  |  |

## References

*<Listing the referenced material used in this documents, including the one related to the project>*

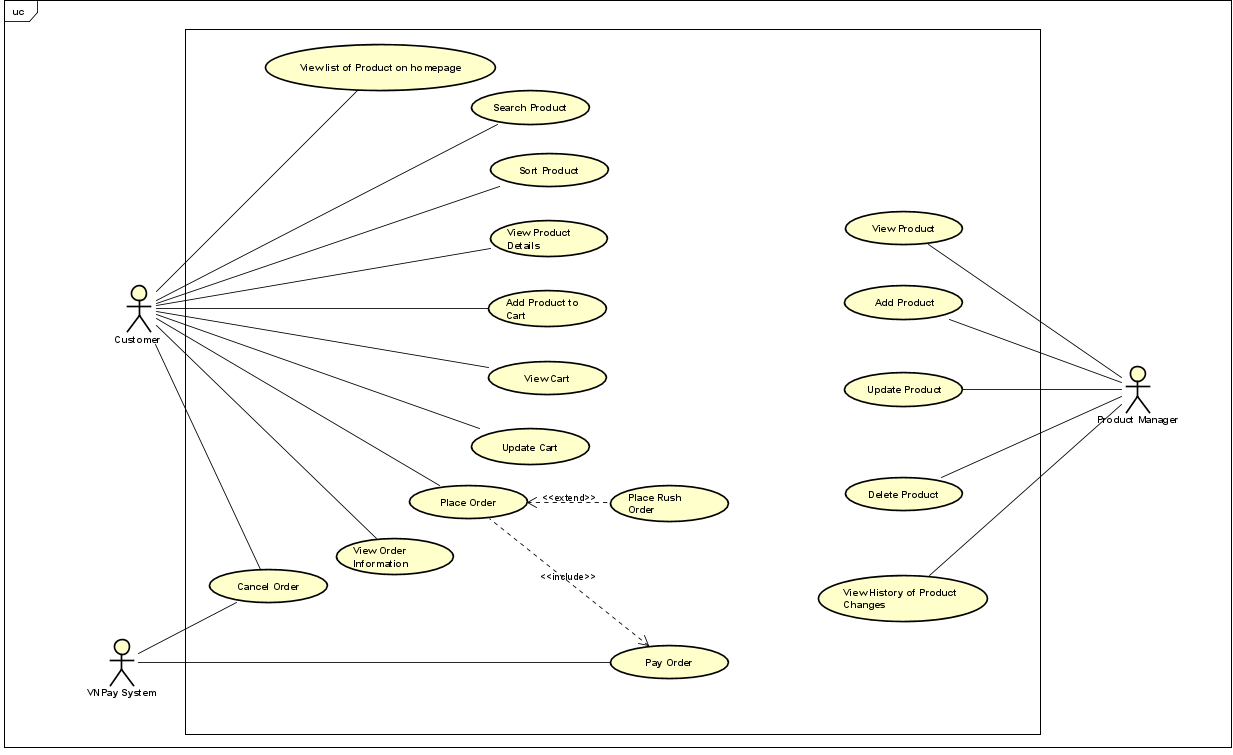
# Overall Description

< *Describe the general factors that affect the product and its requirements. This section does not state specific requirements. Instead, it provides a background for those requirements, which are defined in section 3, and makes them easier to understand*. *In a sense, this section tells the requirements in plain English for the consumption of the customer. Section 3 will contain a specification written for the developers*>

## Survey

*<Software overall description. List of actors and descriptions>*

## Overall requirements

**

*Figure 1: UseCase Digram*

## Business process

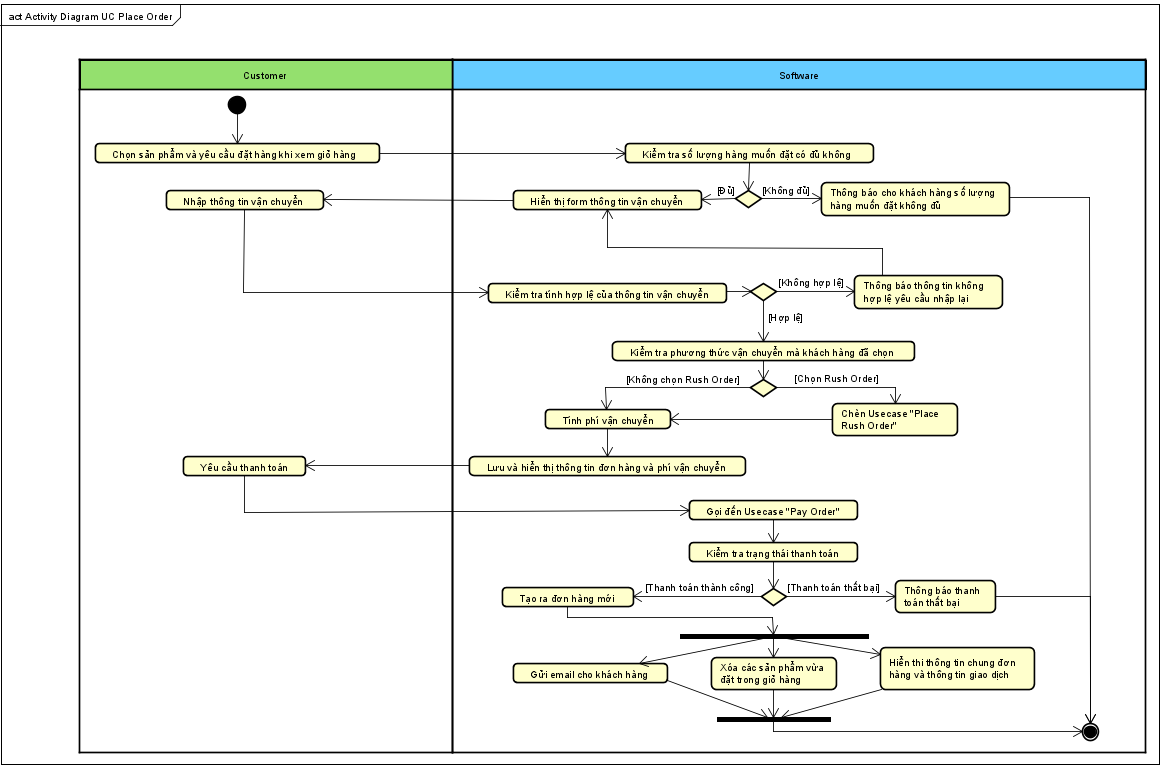
*<Sequence of use cases, e.g. Use case 1 then use case 2, if a condition matched, do the use case 3… You should visualize the process with activity diagrams>*

# Detailed Requirements

## Use case 1

## Use case 2

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Use Case “Place Order”**   1. **Use case code**   UC002   1. **Brief Description**   - Trong AIMS, UC “Place Order” mô tả sự tương tác giữa khách hàng và phần mềm AIMS khi khách hàng muốn đặt hàng.   1. **Actors**    1. **Customer** 2. **Preconditions**   - Có ít nhất một sản phẩm trong giỏ hàng   1. **Basic Flow of Events** 2. Khách hàng chọn sản phẩm và yêu cầu đặt hàng khi xem giỏ hàng 3. Phần mềm kiểm tra số lượng hàng muốn đặt có đủ không 4. Phần mềm hiển thị form thông tin vận chuyển (xem bảng 1) 5. Khách hàng nhập thông tin vận chuyển 6. Phần mềm kiểm tra tính hợp lệ của thông tin vận chuyển 7. Phần mềm tính phí vận chuyển 8. Phần mềm lưu và hiển thị thông tin đơn hàng và phí vận chuyển (xem bảng 2) 9. Khách hàng yêu cầu thanh toán 10. Phần mềm gọi đến UseCase “Pay Order” 11. Kiểm tra trạng thái thanh toán thành công hay thất bại 12. Phần mềm tạo đơn hàng mới 13. Phần mềm gửi email về cho khách hàng 14. Phần mềm hiển thị thông tin chung đơn hàng và thông tin giao dịch (xem bảng 3) 15. Phần mềm xóa sản phẩm vừa đặt trong giỏ hàng 16. **Alternative flows**   *Table A -Alternative flows of events for UC Place Order*   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **No** | **Location** | **Condition** | **Action** | **Resume location** | | 1. | Ở bước 2 | Nếu số lượng hàng muốn đặt không đủ | § Phần mềm sẽ thông báo cho khách hàng số lượng hàng muốn đặt không đủ | Use case kết thúc | | 2. | Ở bước 5 | Nếu thông tin vận chuyển không hợp lệ | § Phần mềm sẽ thông báo cho khách hàng thông tin được nhập không hợp lệ và yêu cầu nhập lại | Quay lại bước 3 | | 3. | Ở bước 5 | Nếu khách hàng chọn đặt hàng rush order | § Phần mềm sẽ chèn Use case “Place Rush Order” | Đến bước 6 | | 4. | Ở bước 10 | Nếu thanh toán thất bại | § Phần mềm sẽ thông báo cho khách hàng | Use case kết thúc |  1. **Input data**   Table 1-Input data of delivery information   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **No** | **Data fields** | **Description** | **Mandatory** | **Valid condition** | **Example** | | 1. | ReceiverName |  | Yes |  | Tran Tu | | 2. | PhoneNumber |  | Yes | 10 digits | 0865382105 | | 3. | Email |  | Yes | Email exists | txt245@gmail.com | | 4. | Province | Choose from a list | Yes |  | Hanoi | | 5. | Address |  | Yes |  | 13, Le Loi street, Cau Giay distric | | 6. | Shipping method | Choose from a list | Yes |  | Rush Order | | 7. | Shipping instructions |  | No |  |  |  1. **Output data**   Table 2-Output data of order information and shipphing fee   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **No** | **Data fields** | **Description** | **Display format** | **Example** | | 1. | Title | Title of a media product |  | DVD Phim Vượt Ngục | | 2. | Price | Price of the corresponding media product | § Comma for thousands separator  § Positive integer  § Right alignment | 123,000 | | 3. | Quantity | Quantity of the corresponding media | § Positive integer  § Right alignment | 2 | | 4. | Amount | Total money of the corresponding media | § Comma for thousands separator  § Positive integer  § Right alignment | 246,000 | | 5. | Subtotal | Total amount of all products in the order |  | 2,316,600 | | 6. | Shipping fee |  |  | 30,000 | | 7. | Total |  |  | 2,346,600 |   Table 3-Output data of general information of order and transaction information   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **No** | **Data field** | **Description** | **Display format** | **Example** | | 1. | Customer name |  |  | Tran Tu | | 2. | Phone number |  |  | 0865382105 | | 3. | Province |  |  | Hanoi | | 4. | Address |  |  | 13, Le Loi street, Cau Giay distric | | 5. | Total amount |  | Right alignment Vietnamese currency (VNĐ)Vietnamese locale | 1.200.000 VNĐ | | 6. | Transaction ID |  |  |  | | 7. | Transaction content |  |  |  | | 8. | Transaction datetime |  | DD/MM/YYYY HH:mm:ss | 20/03/2025 10:30:00 |  1. **Postconditions**   - Có đơn hàng được tạo  - Có email được gửi về cho khách hàng  - Giỏ hàng xóa trắng |



*Figure 2: Activity Diagram UC Place Order*

## Use case 3

# Supplementary specification

*<Presenting other requirements if necessary, including non-functional requirements such as performance, reliability, usability, and supportability; or other technical requirements such as database system, used technology…>*

## Functionality

*<Functional requirements that are general to many use cases>*

## Usability

* Hệ thống phải có giao diện trực quan, cho phép người dùng mới có thể thực hiện các thao tác cơ bản (tìm kiếm, mua hàng, thanh toán) trong vòng 5 phút mà không cần hướng dẫn.
* Hệ thống phải có **hướng dẫn sử dụng (User Guide) trực tuyến** giúp người dùng làm quen với các chức năng chính.
* Giao diện nhất quán giúp người dùng dễ dàng ghi nhớ cách sử dụng sau một thời gian không truy cập.
* Người dùng có thể hoàn tất quá trình mua hàng với tối đa 4 bước:

1. Tìm kiếm hoặc chọn sản phẩm từ danh mục
2. Thêm sản phẩm vào giỏ hàng
3. Đặt hàng
4. Thanh toán

* Giao diện đảm bảo **độ tương phản màu sắc cao**, giúp người bị mù màu vẫn có thể sử dụng dễ dàng.
* Hệ thống phải cung cấp thông báo lỗi rõ ràng, giải thích lý do lỗi và cách khắc phục. Ví dụ: "Số thẻ tín dụng không hợp lệ. Vui lòng kiểm tra lại."
* Người dùng có thể hoàn tác (Undo) các hành động quan trọng như hủy đơn hàng hoặc xóa sản phẩm khỏi giỏ hàng.

## Reliability

*<Any requirements concerning the reliability of the system. Quantitative measures such as mean time between failure or defects per thousand lines of code should be stated>*

## Performance

*<The performance characteristics of the system. Include specific response times. Reference related use cases by name>*

## Supportability

*<Any requirements that will enhance the supportability or maintainability of the system being built>*

## Other requirements

*<Descriptions of other requirements are located here>*