



*Onion Express*

# **Software Requirements Specification**

Yang LI  
Zhongjin LUO  
Guohui YANG  
Yirui WANG  
Xinying WU  
Yiqun LIN

School of Software Engineering  
**Tongji University**  
Group 4

April 6, 2017

# Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
<b>2</b>	<b>Use Case Modeling</b>	<b>4</b>
<b>3</b>	<b>Glossary of Terms</b>	<b>5</b>
<b>4</b>	<b>Supplementary Specification</b>	<b>6</b>
<b>5</b>	<b>User Interface</b>	<b>7</b>
<b>6</b>	<b>Contributions</b>	<b>8</b>

# 1 Introduction

## **2 Use Case Modeling**

### **3 Glossary of Terms**

## 4 Supplementary Specification

## 5 User Interface

## 6 Contributions

<a href="#">1452559 Yang LI</a>	iOS UI, Document	17%
<a href="#">1453645 Zhongjin LUO</a>	Use Case	17%
<a href="#">1451229 Guohui YANG</a>	Use Case	17%
<a href="#">1552651 Yirui WANG</a>	Use Case, Activity Diagram	17%
<a href="#">1552677 Xinying WU</a>	Web UI	17%
<a href="#">1552705 Yiqun LIN</a>	Use Case	17%

Visit more on [GitHub](#)



# Bibliography

- [1] 830-1998, *IEEE Recommended Practice for Software Requirements Specifications*, IEEE, Oct 1998.
- [2] 29148-2011, *Systems and software engineering – Life cycle processes –Requirements engineering*, ISO/IEC/IEEE International Standard, Dec 2011.
- [3] Russ Miles, Kim Hamilton, *Learning UML 2.0*, O'REILLY, 1st edition, April 2006.
- [4] Jim Arlow, *UML 2.0 and the Unified Process: Practical Object-oriented Analysis and Design*, ADDISON WESLEY, 2nd edition, 2005.
- [5] Karl Eugene Wiegers, Joy Beatty, *Software Requirements*, Microsoft Press, 3rd edition, 2013.
- [6] Craig Larman, *Applying UML and Patterns*, Pearson Education International, 3rd edition, 2005.
- [7] Simon J. Bennett, Steve McRobb, Ray Farmer, *Object-oriented Systems Analysis and Design Using UML*, McGraw-Hill Education, 2nd edition, Dec 2001.
- [8] Yunjie TAN, *Thinking in UML*, China Water Conservancy Hydropower, 2nd edition, March 2012.