

CS 471 – Senior Capstone I, Fall 2014
Software Requirements Document (SWR)
DRAFT Due Mon Oct 20 by 5pm
FINAL Due Wed Oct 29 by 5pm

Use the template provided to create a software requirements document for a portion of the web store from Assignment 2. As discussed in class, we will only consider the inventory system, browser and shopping cart and we will assume that only physical objects will be sold (e.g. no digital downloads or rentals.)

Inventory System (IS) – Assume all item information is in the **IS** and another system is responsible for keeping the **IS** up-to-date. You only need to specify how the browser requests information from the **IS** and what information the **IS** returns to the browser.

Browser – Describe each way a user can interact with the browser (e.g. display an item, add item to cart, etc.) and each way the browser can display information. Mock GUIs are a great way to do this.

Shopping Cart – Describe each way a user can interact with the shopping cart (e.g. delete an item, display the cart, etc.) A mock GUI is a great way to do this. Assume that purchasing is done by another system.

For any object you create, you should list and describe all fields of that object (e.g. Item has the fields name, item#, price, etc.)

Focus on the requirements and do not include design and/or implementation details in this document.

A Word template is provided, but you may convert that for use with any editor you prefer.

The writing rubrics on the class website will be used to evaluate your paper.