Time Monitoring Tool
Supplementary Specifications

Version <2.0>

Revision History

Version	Date	Description	Author
1.0	16/01/2001	First Draft	Sabrina Laflamme
2.0	05/02/2001	Applied modifications as requested by the Lab Attendant	Sabrina Laflamme

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Supplementary Specifications

1. Introduction

1.1 Purpose

Supplementary specifications capture the requirements which aren't easily defined within the UseCase Model. Requirements such as: legal standards, quality aspects, reliability, supportability, and execution criteria of the system.

1.2 Definitions, acronyms, and abbreviations

Browser

A Browser is a software which allows the user to visualize and interact with all the information presented and flowing through the World Wide Web.

DCM

Developer Client Module

Engine

In a software or in a Computer, Engine is the term used for smaller programs executing specific functionalities and useful tasks for other programs or software

JSP (Java Server Pages)

A technology used to control dynamically the content of web pages by using small programs / applications called Servlet. The information is managed, controlled and changed on the web server first and then displayed in is final shape to the end-user.

MCM

Manager Client Module

SM

Server Module

Timestamp

A time unit (quantifiable) spent during a development activity related to the software / project. The time unit is qualified in terms of: week, length, project, task, activity and secondary activity.

1.3 References

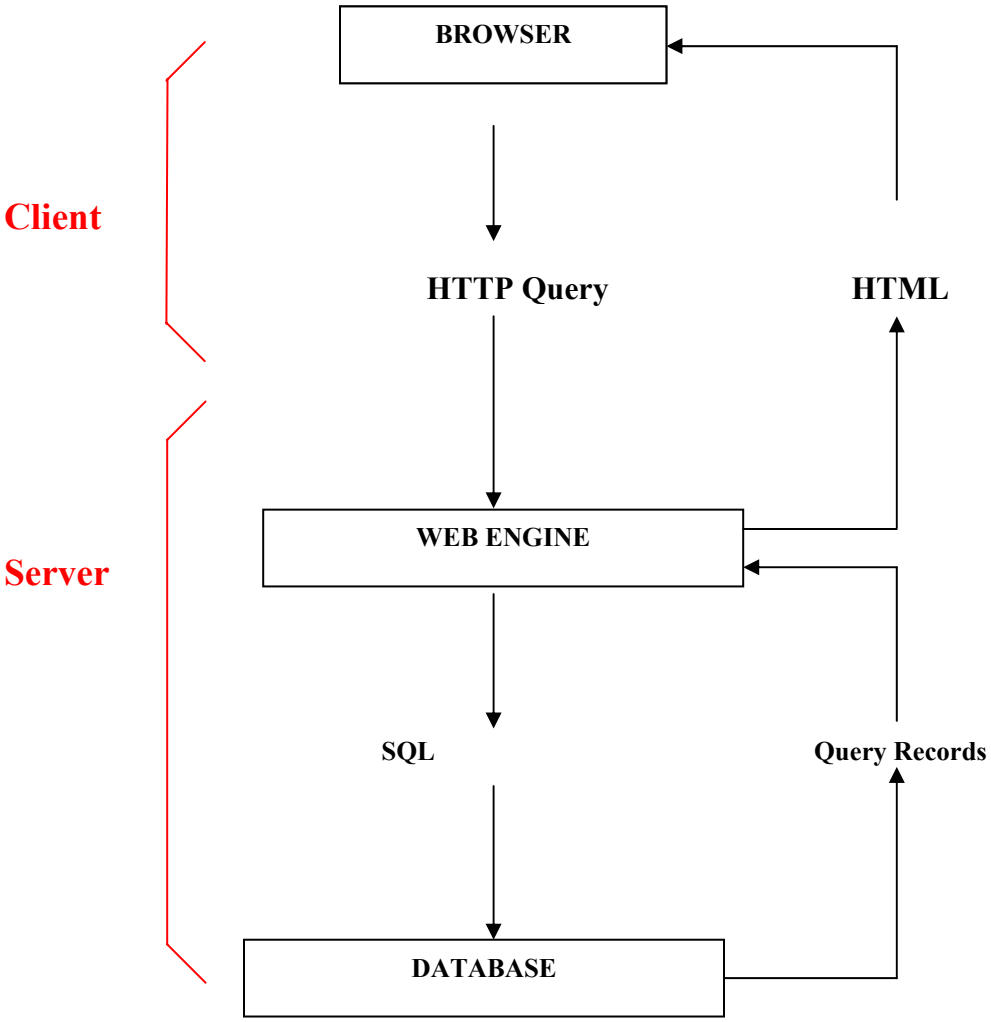
Course Web Page (INF4302) : http://www.cours.polymtl.ca/inf4302/

UPEDU : http://www.upedu.org/

2. Supplementary Specifications

2.1 Client / Server

The user interacts with the system through a web browser (Netscape or Internet explorer, Client). The browser executes HTML and JAVA queries to the Web Engine through JSP technology. The Engine communicates with the Database using SQL language. Finally the Database returns the data to the Engine which, in turn, gives back the result package to the browser. The browser then shows the results to the end-user.



2.2 Profitability

2.2.1 Graphical Interface

All interactions between human and computer are made through a graphical interface. Each system functionality must be accessible by mouse or keyboard. The user must be able to choose a specific branch from the system and then obtaining the results on the screen.

2.2.2 User's Knowledge

Targeted users are familiar with the use of web Browsers (Especially with Netscape Navigator or Internet Explorer) on a Windows-based platform. The tool is designed to be user-friendly and the user shall not need training.

2.3 Liability

The application shall be able to capture, execute and respond to all user-entries. All false entries shall be validated and returned to the user without stopping abnormally the application.

2.4 Performance

The application shall run on a Pentium processor. The application will execute itself on a Windows-based platform and response time for all tasks shall be inferior to 1.5 seconds.

2.5 Supportability

Client side can be installed on any platform but the Server side shall be installed on a Windows-Based platform.

2.6 Design Constraints

Programming language used: Java, JSP and HTML for all web content; SQL for all database management queries.