SOFTWARE REQUIREMENT SPECIFICATIONS

Random Picker

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1. Introduction

The e Random Picker is an tool to quickly pick a random item from a list of items of things. The list of items can contain names, numbers or any other random things. Through the use of random picker one can not only pick randomly but also can able to create required group randomly from the list.

Purpose

The purpose of this document is to build an application for randomly picking anything of your choice and randomly form a group from the given list in order to provide an efficient and fair selection or formation of groups from the given list.

Scope

The scope is to provide a platform for mobile applications to randomly pick a Name or Number and form a group from the list to decide the winner/group from the collected list to any any organization tha required to create group randomly or to pick randomiy from the list.

2. Requirement

a. Functional Requirement:

Add: Every individual user can add a list (name & snumber).

Category:

i. Select randomly: Everyone can select randomly from the list with required winner.

ii. Create group: To generate the group from the list by selecting required group.

Generate: Generation of the result.

Result: It will display the result of the winner/group

b. Non-functional Requirement

- Usability: Random Picker application shall be easy for the users to use. It shall provide a user-friendly interface.
- Reliability: The app shall provide 24*7 hours service.
- Performance: The app shall help users to selectly or create group randomly without wasting much time by making lucky draw manually.
- Supportability: Random Picker app should support on any android devices.

Software requirement

- Android Studio Version 4.1.2
- JDK (Java Development Kit Version 8 and above)
- SDK (Software Development Kit)
- MYSQL

Hardware Requirement

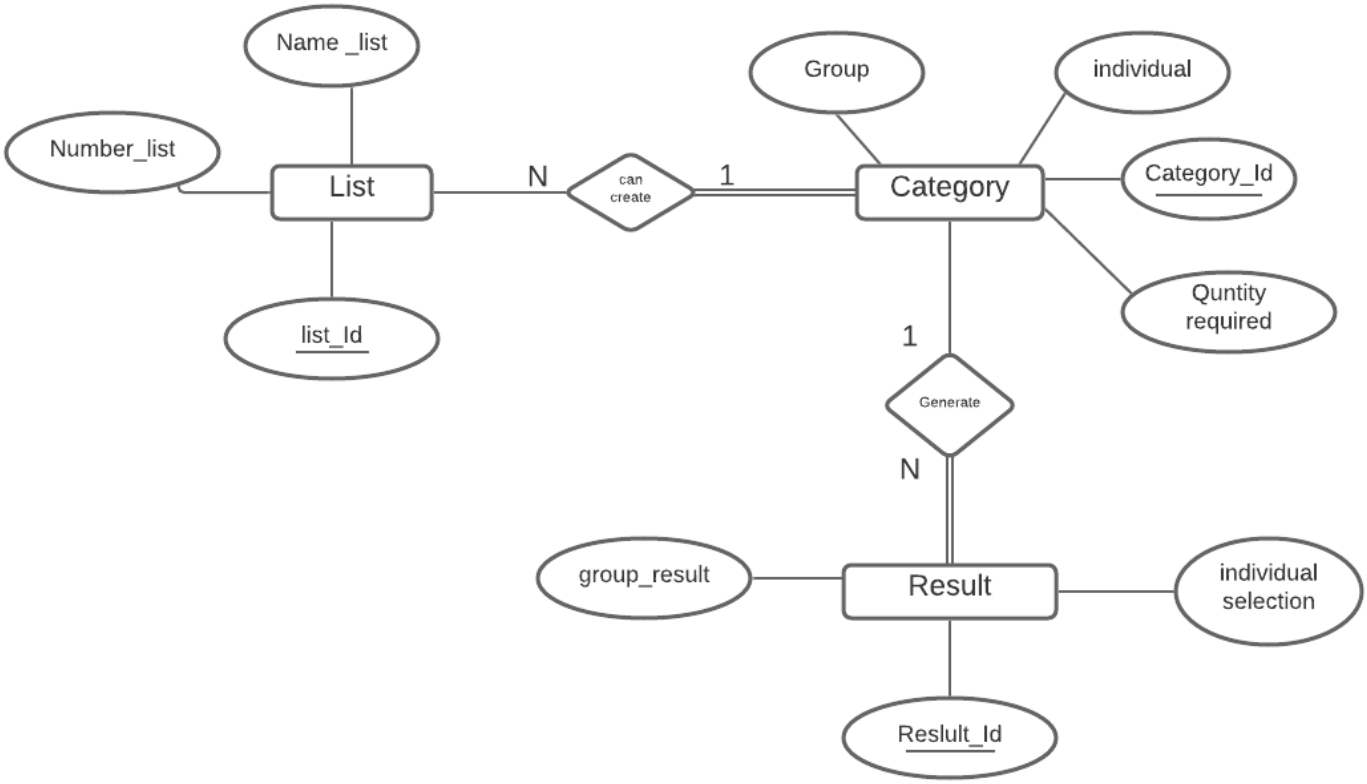
Developer

- 4 GB and above RA
- 2.00 GHz X 4 Processors
- Android Phone (as an emulator)

User

- Android Phone(Version 4 or later)
- Storage 200 - 300 MB

a. ERD(Entity Relationship Diagram)

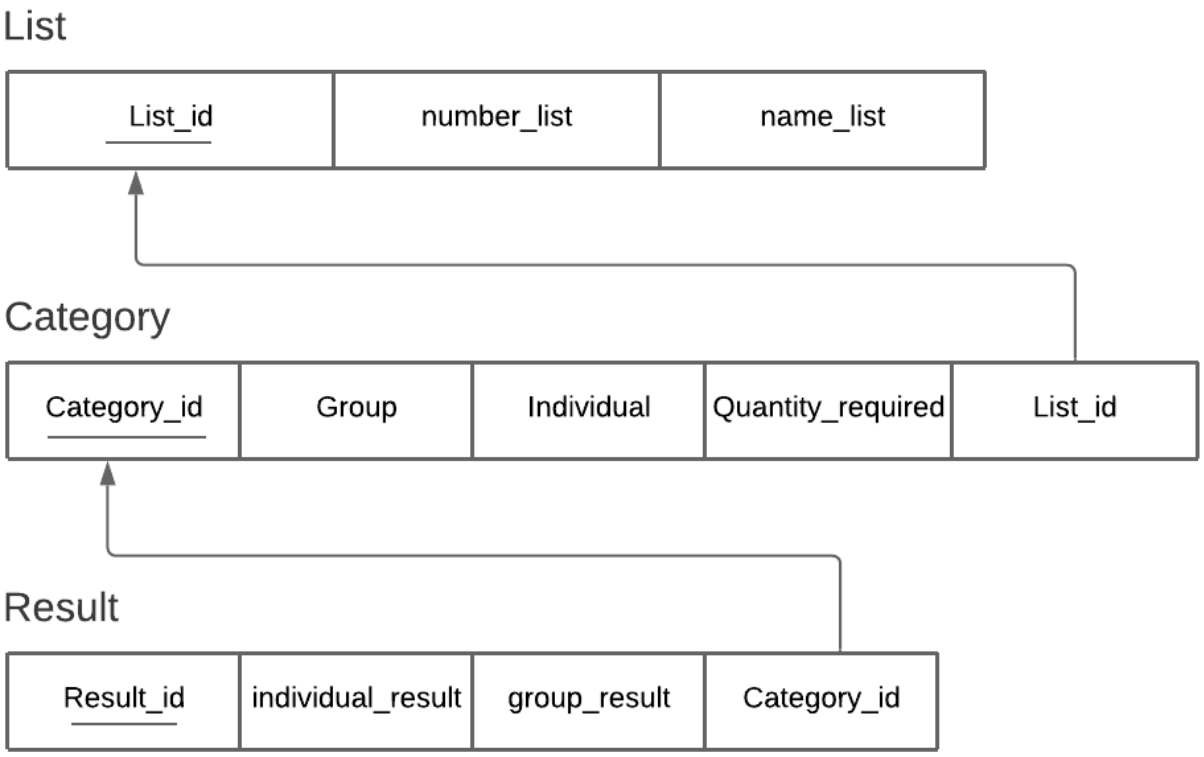


In the above diagram we three entities List, Category and result and their relationship. The relationship between List and Category is many to one as many List can have one category. The relationship between category and the result is one to many as one category can have many result.

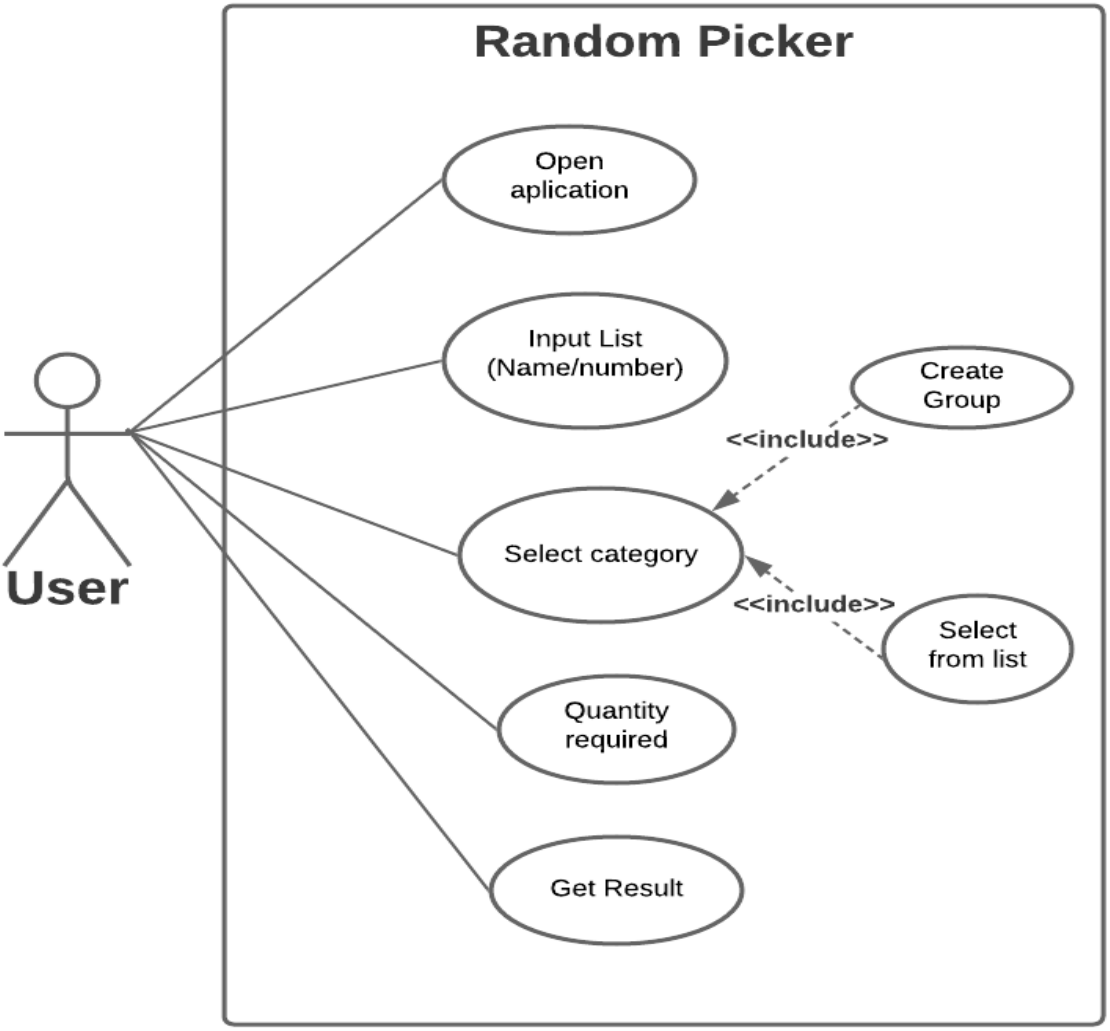
Symbol representation in above ERD diagram:

Rectangle: Represents Entity sets.
Ellipses*:* Attributes
Diamonds*:* Relationship Set
Lines*:* They link attributes to Entity Sets and Entity sets to Relationship Set
Double Lines: Total participation of an entity in a relationship set

b. Relational Schema

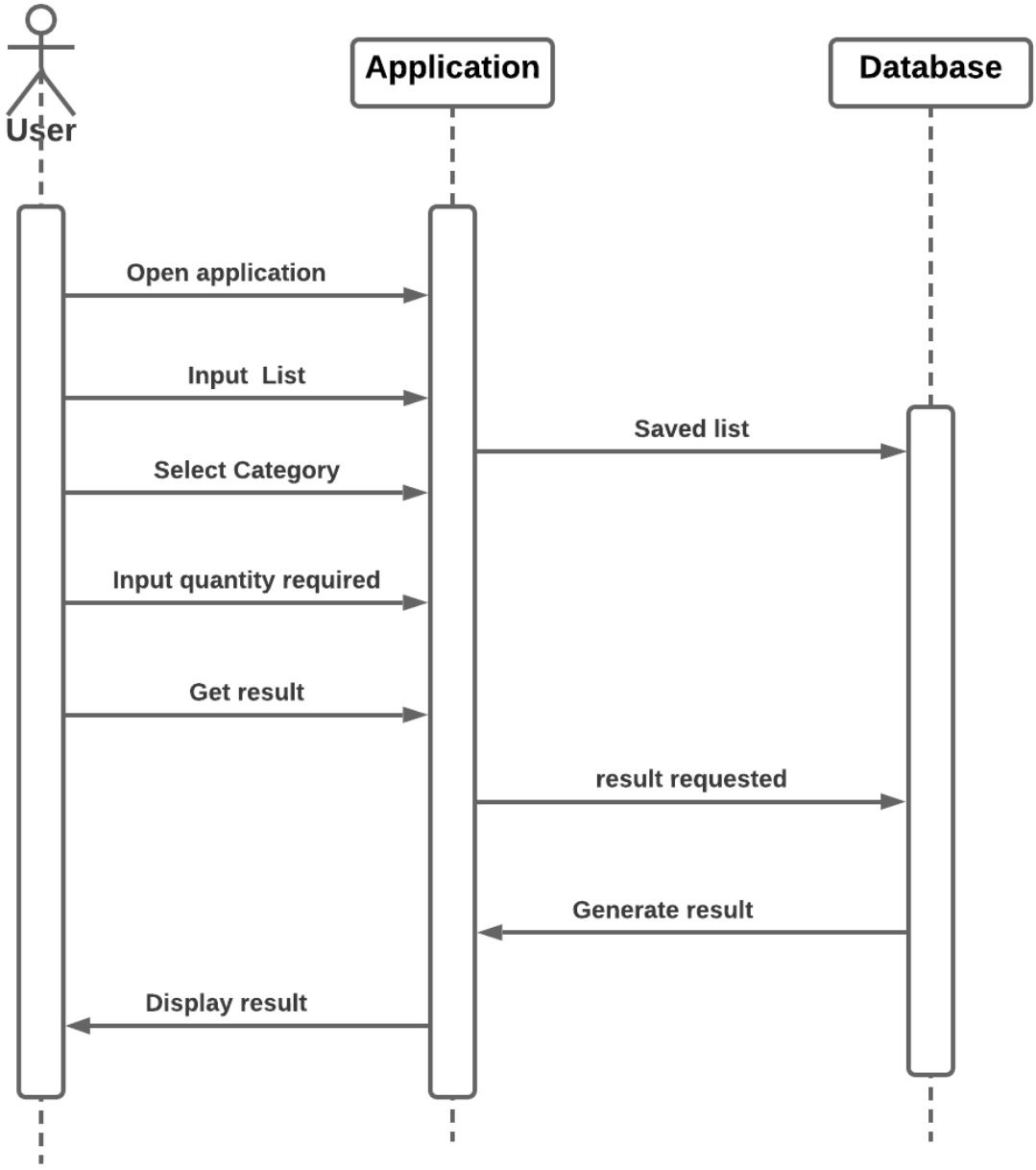


c. Usecase Diagram



In above Usecase diagram on Random Picker User act as a primary actor as it use the application. Firstly user will open the app and input/enter the list(name or number) and have option to select category either create group(can randomly create group from the list) or select from the list(can randomly select from list) then user can also select the the quantity required to select required member or required group to form randomly. Then user can get the result of his expection.

d. Sequence Diagram



In sequence diagram there is one actor(user) and two system (Application and database). First user will open the application and input/enter the list that wants to be selected and then one can select the category either select individual or select group. Then the data will save to the database and also option to choice the required number. The the the result will generated by the Database and display to the user.