
FACEBOOK MOBILE APPLICATION
Software Requirements Specification
SRS

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1.Introduction

This document provides an overview of the entire software requirements for Facebook Mobile application. The aim of this document is to gather and analyze and give an in-depth insight of the complete application by defining the problem statement in detail. In case it is required to have additional features , a formal change request will need to be raised .

1.1 Purpose

The purpose of the document is to collect and analyze all assorted ideas that have come up to define the system(Facebook Mobile application), its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops.

1.2 Scope

The scope of this project will mainly be within the realm of the Facebook API that we will be using. The inputs for the application will originate from both the user as they type in statuses and also from the Facebook database as it sends the user their friends' updates and other user specific information. Outputs will include the application interface as it displays the information to the user and data uploads generated by the user to the Facebook database. The majority of the applications data processing will be text display, sending, and receiving. The application will be running on top of the Android OS and will therefore need to adhere to Android OS specific environment capabilities and/or restrictions.

1.3 Definitions, Acronyms, and Abbreviations

HTTP → HyperText Transfer Protocol

OS → Operating System

Friend → User who has accepted friend request of the user and agrees to share information with user

API→ Application Programming Interface

1.4 Overview

The rest of this SRS document describes the various system requirements , interface, features and functionalities in detail.

2. Overall Description

Facebook is an online social networking service. Users must register before using the site, after which they may create a personal profile, add other users as friends, exchange messages, and receive automatic notifications when they update their profile. Additionally, users may join common-interest user groups, organized by workplace, school or college, or other characteristics, and categorize their friends into lists such as "People From Work" or "Close Friends".

A Facebook mobile client application will provide the user with a way to use their normal Facebook web interface from a dedicated android application so that the user can quickly and easily get up to date with their favorite social network.

2.1 Product Perspective

The application will be a self contained and independent software product. The application will be a lightweight and minimal application that relies on system and database information to be processed and sent to the application for displaying. The only functional dependencies are on the Google Maps API for location based services.

2.2 Product Functions

The mobile application will perform the following operations.

- Display posts posted by the friends of the user in the news feed.

News feed appears on user's homepage and highlights information including profile changes, upcoming events, and birthdays of the user's friends.

- Post and share photos ,create view and manage photo albums.

Facebook allows users to upload an unlimited number of photos. Privacy settings can be set for individual albums, limiting the groups of users that can see an album Another feature of the Photos application is the ability to "tag", or label, users in a photo.

- Send and receive messages from user's friend and other Facebook users ,group admins and Facebook pages.

User can send a message to any number of his/her friends at a time and can adjust from whom they can receive messages from including just friends, friends of friends, or from anyone

- Share current location of the user

It is a feature that lets users "check in" to Facebook using a mobile device to let a user's friends know where they are at the moment .It based on mobile device's GPS

2.3 User Characteristics

The application is a generic application and thus anyone above the age of 13 can use the app. The user should be comfortable with android environment and Facebook's user interface.

2.4 Design and Implementation

Being a social networking system its design should be perfect and attractive. It should be secure enough so that the user's data and their personal information should not be leaked and those should be securely preserved In the system.

3. Specific Requirements

3.1 External interface requirement

User interface

- Login screen-This will be the first screen that appears to the user .the user will need to enter his email address and password in order to gain access to his account.
- Newsfeed-This screen will provide the user all the news feeds coming from the user's friend , groups the user has joined and pages that the user has liked.
- Messages- This window will show the user's previous conversations and allow user to send new messages .
- Users profile – This screen will allow the user to update or edit his profile information. It also show the user's timeline showcasing the previous posts by user.
- Settings- this screen will allow user to change overall application settings.

Hardware interface

- Screen resolution of at least 640*480 is required for proper and complete viewing of the screens.
- The application requires 50 mb of storage space and additional 25 mb for temporary storage space.
- The application requires 1 GB of Ram for smooth functioning .
- Active Internet connection of at least 300 kbps.
- The whole system runs over the internet. Without internet connection the system will not work. All the hardware should be connected to the internet such as Wi-Fi.

Software Requirement

- Application can run only Android 2.3+ android operating systems.
- Google maps for location-based services.
- Gallery app for browsing the photos stored on user's device.

- The system is on a server so there will be some scripting languages such as PHP, HTML, VBScript etc. Database is also required for the storage purpose of any transaction like MYSQL.

3.2 Function al Descriptions

This section will discuss the various functions within the Facebook mobile client

Create a Post

A new view will display and show a composition window with various rich text and multimedia options. The user can then enter his/her post and submit it to the Facebook database. The post will be immediately displayed on the user's news feed.

Insert Image

When in the composition window, the user will be prompted with an image picker which will allow the user to insert an image from the user's device.

Insert video

When in the composition window, the user will be prompted with video picker which will allow the user to insert a video from the user's device.

Take Photo

When in the composition windows, the camera display will be shown and once the image is taken, the user will be given the option to keep re-taking. If the user keeps the photo it will be used in the composition window, if the user selects retake, the photo will be deleted, and the camera display will be shown again.

Insert Hyperlink

User will be prompted to insert hyperlinks into his post the links will be selected and a small preview will also be shown.

Display Messages

This window will display the users Direct Message (or DM) inbox. This function will also allow the user to compose a new message, delete current messages, and read existing messages in greater detail.

Adding a story

This window will allow the users to add a story and select from many option (live story – image –video- text-... etc.)

3.3 Performance requirement

The system should be capable of actively monitoring and analyzing the post of users.

Once operational, the application should maintain 99% uptime, except in cases of Facebook or Google API outages or other circumstances beyond its direct control. A major bound on the performance of the application is speed of the application. The speed of the application will depend on the network that is available in the user's location.

There are areas that the user will not be connected to a network, and when the user is in these certain areas the application will not work at all. The performance of the application is bounded by speed, and the performance will be better in locations that have high speed network connection. Performance will be subpar in locations with a low-speed network connection.

Licensing Requirements

Not Applicable

Legal, Copyright, and Other Notices

Application should display the disclaimers, copyright, word mark, trademark and product warranties of the Facebook.

Applicable Standards

Application shall be as per the Android OS and Facebook API standards.