Software Requirements Specification (SRS) Document for Facebook Mobile Application.

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1. Introduction

Facebook is a social application which allows people to share updates and photos, engage with friends and Pages, and stay connected to communities important to you.

The Facebook app does more than help you stay connected with your friends and interests. It is also your personal organizer for storing, saving, and sharing photos. It is easy to share photos straight from your Android camera, and you have full control over your photos and privacy settings. You can choose when to keep individual photos private or even set up a secret photo album to control who sees it.

Facebook also helps you keep up with the latest news and current events around the world. Subscribe to your favorite celebrities, brands, news sources, artists, or sports teams to follow their newsfeeds, watch live streaming videos and be caught up on the latest happenings no matter where you are!

The most important desktop features of Facebook are also available on the app, such as writing on timelines, liking photos, browsing for people, and editing your profile and groups.

Facebook is only available for users age 13 and over.

2. General description

2.1 Product Functions:

Facebook app allows the below functions:

1. Connect with friends and family and meet new people on your social media network
2. See others' posts, react and comments on them

3. Get notifications when friends like and comment on your posts
4. Share photos, videos, and your favorite memories.
5. Send and receive SMSs from and to anyone on Facebook
6. Set status updates & use Facebook emoji to help relay what is going on in your world
7. Play games with any of your Facebook friends
8. Look up local businesses to see reviews, operation hours, and pictures

2.2 User characteristics:

Facebook app can be used by anyone, and the app does not require any computer or programming knowledge.

2.3 Design and implementation

As a social networking system, so the design should be perfect and attractive. It should be secure enough so that the user's data and their personal information are not leaked and are securely preserved in the system.

3. External interface requirements

3.1 Internal interface requirements:

Interfaces for Facebook include:

1. Registration page
2. Login page
3. News feed page
4. Profile page
5. Watch page
6. Marketplace page
7. Friend requests page
8. Groups page
9. Pages page
10. Memories page
11. Reels page

12. Events page
13. Saved page
14. Burger menu page

3.2 Hardware interface requirements:

The entire system runs over the internet. Without internet connection the application will not work or retrieve latest updates. All the hardware components should be connected to the internet such as Wi-Fi.

4. Specific requirements

This section will include all software requirements.

4.1 Functional Requirements:

4.1.1 FR 1: Adding posts

A user can use Facebook to share photos, posts, videos, reels with his/her friends.

This can be done from home page, profile page, group, own page or on a friend's page.

- A user can post a post without adding any media.
- A user can post a post with only photo attached.
- A user can post a post with multiple photos attached.
- A user can post a post with only video attached.
- A user can post a live video.
- A user can post a post with multiple videos attached.
- A user can post a post with an album of photos and videos.
- A user can open a camera and add a captured photo to a post.
- A user can add a post with a GIF.
- A user can add a post with a feeling.
- A user can add a post with an activity.
- A user can add a post and tag people in it.
- A user can add a background to the post.

- A user can add a sticker and background to the post.
- A user can save a post as a draft.
- A user can edit post privacy to be public (Anyone on Facebook can see it).
- A user can edit post privacy to be Friends (Only friends on Facebook can see it).
- A user can edit post privacy to be shared with friends except some people.
- A user can edit post privacy to be only me (only the account owner can see it).
- A user can add a location to the post.

4.1.2 FR 2: Adding stories

A user can use Facebook to share a story that will disappear, after 24 hours, from profile, feed and messages.

This can be done from home page.

Post a single story:

- A use can use camera to add a new photo/video or browse from photos and videos

Post multiple stories:

- A user can use mix of photos and videos either by using camera to add new photo/video or browse from photos and videos

Tag people:

- A user can tag friends or public accounts using “@” option
- A user can tag friend or public accounts using “Tag people” button
- A user can tag multiple accounts in a single story.
- A user can choose to share a story with public (Anyone on Facebook can see it).
- A user can choose to share a story with friends only (Only friends on Facebook can see it).
- A user can choose to share a story with specific people
- A user can enable or disable commenting on their story.

- Replies to stories can be either reactions or messages (text or GIFs).
- A user can select to automatically share Facebook stories to Instagram.
- You can add a background image while you are capturing a story (photo/video) using mobile's camera.
- A user can archive a story.
- A user can add music on a story
- A user can add text on a story.
- A user can add location on a story.
- A user can share a post as a story.
- A user can mute sounds on a story.
- A user can add GIFs on a story.

4.1.3 FR 3: Messaging

A user can create a new message, send a message, remove a message from his side only or remove a message from both sides (sender and receiver) and mark a message as read or unread.

- A user can search for a friend and send him a message
- A user can send a message to multiple friends (Group)
- A user can archive a conversation
- A user can see all previous conversations.
- A user can see online friends
- A user can select whether have active status or not.
- A user can send photos in a message.
- A user can send videos in a message.
- A user can send a voice note in a message.
- A user can send a location in a message.
- A user can share a location in a message.
- A user can send GIFs in a message
- A user can share any Facebook post in a message.
- A user can send emojis in a message.
- A user can make audio calls.

- A user can make video calls.
- A user can share screen in video calls
- A user can turn off camera in a video call
- A user can share a screen in a video call.
- Users can play together in a video call.
- A user can add effects in a video call.
- A user can mute a conversation.
- A user can block messaging from a specific user.
- A user can mute only messages.
- A user can mute only calls' notifications.
- A user can mute both messages and calls' notifications.
- A user can mute the conversation for a specific time (15 min for ex.)
- A user can select to mute the conversation forever.
- A user can report a conversation.

4.2 Non-Functional Requirements:

4.2.1 Security:

The system uses SSL (secured socket layer) in all transactions that include any other confidential passenger information. The system should be so secure that it should not show any cookies regarding the password or the username of the user so that no one rather than the user can access the system.

4.2.2 Reliability:

The system provides a database for storage for all kinds of devices whether it is a computer or mobile or something else. The reliability of the whole system depends on the reliability of the separate components. The system should be so reliable that it should no crash or hang during the user's use.

4.2.3 Maintainability:

There are many people who are there for the maintenance purpose of the system. They can be software engineers or a team of hackers. They are there to take care of that if there are some problems regarding the system or not.

4.2.4 Portability:

The system consists of scripting languages such as PHP, HTML etc. It should run on any device and any platform or in any operating system whether it is Windows, MacOS, iOS or Android.