

Software Requirements Specification

Facebook Mobile Application

Version 1.0

23-Dec-2022

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1. Introduction

Facebook is an online social media and social networking service owned by American company Meta Platforms

Express Yourself and Connect with Friends Add photos and videos to your story that disappear after 24 hours, and bring them to life with fun creative tools. Message your friends. Share and connect over what you see on Feed and Stories. Create and discover short, entertaining videos on Facebook with Reels. Post photos and videos to your feed that you want to show on your profile.

2. Overall Description

Facebook is a social networking mobile application that brings you closer to the people and things you love.

2.1 Product Perspective

Facebook is an independent and world-wide network system. Every person can use it without any cost. People from different regions of the world can connect to each other via this system.

2.2 Product Functions

After creating an account using Facebook people can search for each other and add them. After being friends, they can see each other's posts such as photos, videos, news feeds etc. if they are for friends only. They can like, comment, and share each other's posts. They can also chat with each other.

2.3 User Characteristics

Facebook Mobile Application does not require any computer knowledge to use it. Anyone can use it very easily.

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. External Interface Requirements

3.1 Interface Requirements

Various interfaces for Facebook Mobile Application could be:

- Adding posts
- Adding Stories
- Messaging

3.2 Hardware Interface

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 WIFI. Software Interface: 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.

4. Specific Requirements

In this section all software requirements will explain some information to the user.

4.1 Functional Requirements

4.1.1. FR 1: Adding Posts

You can use Instagram to share photos and videos with your followers, you can do this from 2 different places: Home page, and Profile 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

With stories, you can share photos and videos that disappear from your profile, feed and messages after 24 hours. You can do this from 2 different places with the same behavior: Home page, and Profile page

- Post a single story:
 - A user 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.
- A user can choose to share a story with friends only.
- 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.
- A user can select to view a profile from a conversation.
- A user can change default UI of a message (Nicknames, Emojis or theme).

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 not 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.