Software Requirements Specification

For

CHAT ROOM APPLICATION

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1 INTRODUCTION

1.1 PURPOSE

A Chat room application is one which make communication between people in any part of the world easy and help them to reduces their distance from each other's. It makes easy for them to interact in real time. With chat room many people can talk, express themselves, make new friends and a lot of stuff. We are trying to provide a interface to them which make them feel exactly like when they feel when they are in person. They just have to open our app and they will be open to world.

1.2 DOCUMENT CONVENTIONS

To build this template we followed IEEE standard Software Requirements Specification

1.3 INTENDED AUDIENCE AND READING SUGGESTIONS

We are trying make this document as simple as we could so this document is made as a guide for developers and users like teachers, students and for our friends so they can suggest changes to increase further scope of the requirement also this document will provide information about project fundamentals, product details, functional and non-functional requirements with technical issues with our project.

1.4 PRODUCT SCOPE

This application will allow its user to create an account, login to their account, report, feedback, create a chat room, add contact, send and receive messages and attachments

1.5 REFERENCES

To develop this document, we followed https://web.cs.dal.ca/~hawkey/3130/srs_template-ieee.doc and also we take help from our friends.

2 OVERALL DESCRIPTION

2.1 PRODUCT PERSPECTIVE

1) The system can simultaneously use for chat type application where user will send a real time text-based messages to each other along with user also can send the attachments.

2) This system will be used by users for a variety of purposes such as broadcast services (sending message to multiple number of the peoples at a same time)

3) create groups and an enterprise also able to use our application for communication media

4) Provide privacy and security to our users.

2.2 USER CLASSES AND CHARACTERISTICS

2.2.1. User Classes

1) *Users who want to communicate with their friends and relatives.*

2.2.2 User Characteristics

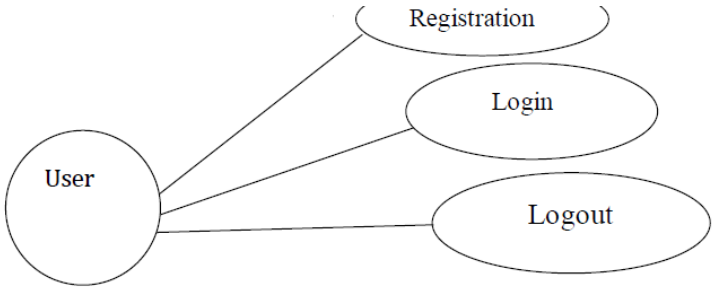
1) *User should be familiar to use internet facilities.*
2) *User should be aware with the terms such as create account, log in, create groups, attach files send emojis or stickers, create chat rooms, create groups etc.*

2.3 OPERATING ENVIRONMENT

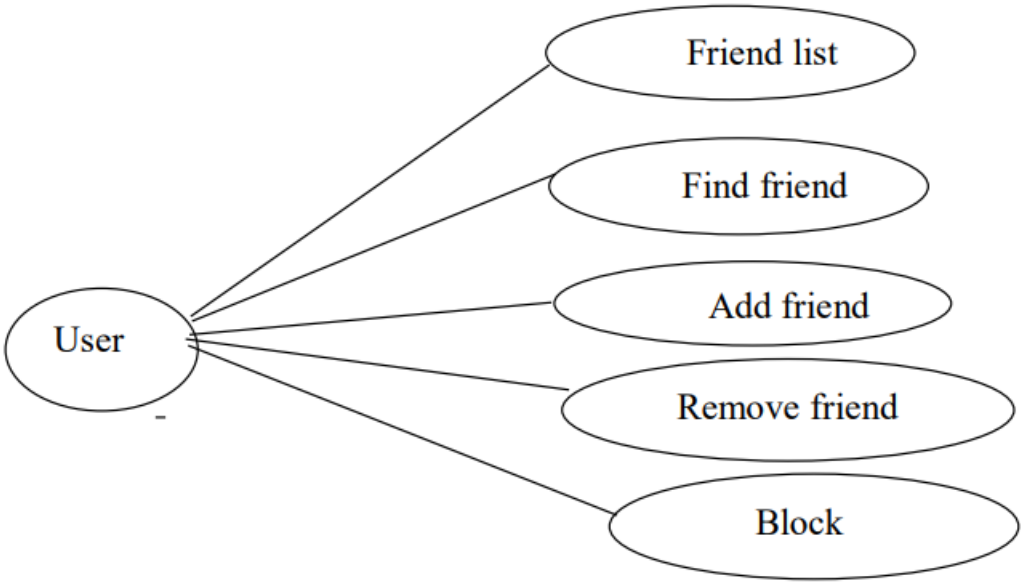
- *Intel x86 or compatible processor*
- *Minimum of 2GB RAM*
- *Minimum of 25GB hard drive space*
- *TCP/IP protocol support*
- *Compatible operating systems:*
- *An x86 Linux operating system.*
- *A 64-bit Windows operating system such as Windows 7, Windows 8, Windows 10, Windows Server 2008 or Windows Server 2012.*
- *Mac OS X operating system x64.*

2.4 DESIGN AND IMPLEMENTATION CONSTRAINTS

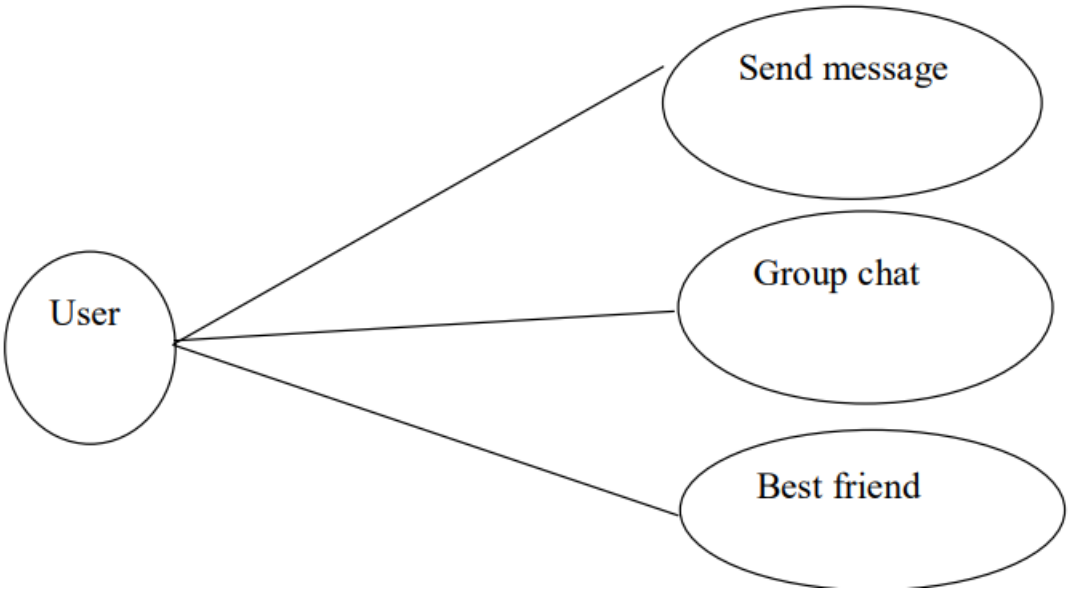
a) authentication Diagram



b) Contact Forms



c) Chat Forms



2.5 User Documentation

While our app will be relatively simple to use, it introduces new technologies, new concepts, and new functionalities which users will need to learn

Online Help:

- Tutorial Videos

- Step-by-step guides for using the app

- FAQs and answers

2.6 Assumptions and Dependencies

Working Of Android Chat Application need Internet Connection

The user needs to have sufficient knowledge of using internet

2 External Interface Requirements

3.1 User Interfaces

A GUI provided for sign up and login also other task related to app using java and JavaScript

3.2 Hardware Interfaces

- Intel x86 or compatible processor

- Minimum of 2GB RAM

- Minimum of 25GB hard drive space

- TCP/IP protocol support

3.3 Software Interfaces

- Compatible operating systems:

- An x86 Linux operating system.

- A 64-bit Windows operating system such as Windows 7, Windows 8, Windows 10, Windows Server 2008 or Windows Server 2012.

- Mac OS X operating system x64.

3.4 Communication Interfaces

-Direct messaging as well as sharing media including voice messages, videos and photos

4.SYSTEM FEATURES

Here shows a Features of a system

4.1 Account Creation

The User can sign in or create an account

The User can login through user_id and password

4.3 Add Contact

User can add contact number of friends to chat with them

4.4 Create Chat Room

The User can create chat room

4.5 Send Emoji and Attachments

The User can send emojis and send attachments to friends

5. OTHER NONFUNCTIONAL REQUIREMENTS

Following Nonfunctional Requirements will be there

5.1 Performance Requirements

We will try to follow Gantt chart as per deadline so that we can achieve our performance requirements in efficiency, effectiveness and productive way.

5.2 Safety Requirements

The Users data should be stored in private so that it will maintain privacy

5.3 Security Requirements

Chat app should be secure from hackers

All data must be backed up

5.4 Software Quality Attributes

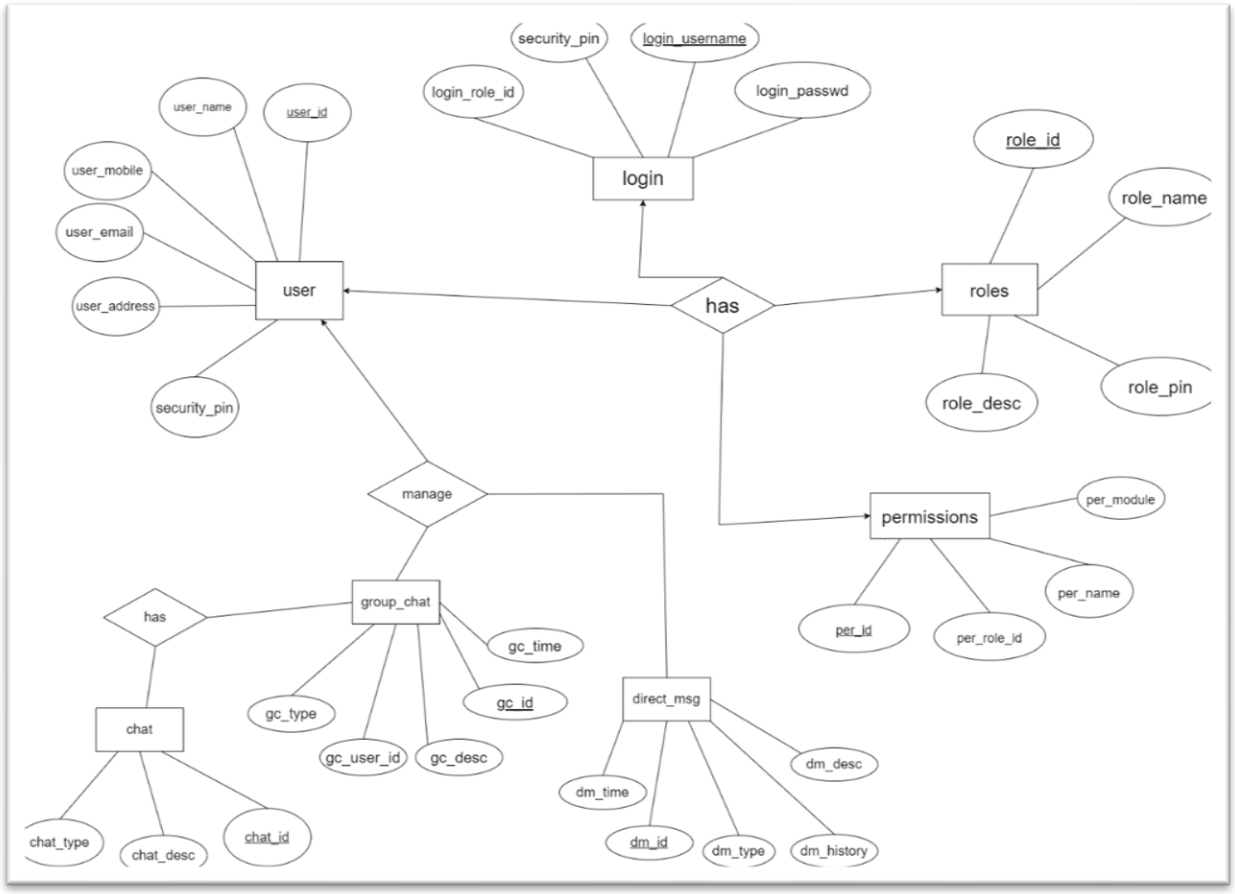
Reliability

Reusability

5.5 Business Rules

This application will help peoples to interact with each other without coming together

And will help in many business ideas to share important data and files

7.APPENDIX B: ANALYSIS MODELS

ER Diagram