2.1.5 Communications Interfaces

The communication interface is such that it is hosted on the server. Since the project will be working on both web and mobile app, the some of the functions of the app will be done locally on the mobile app; things such as updating profile so that when connected to the server the changes made will then be committed in the database (synchronization). The app will work on an HTTP protocol with the following permissions at the client side: POST, GET, PUT, and UPDATE.

### 2.1.6 Memory Constraint

The is no memory constraint as at the start of our project, but after app is upgraded overtime the memory required for that version will be specified.

2.1.7 Operations

1. Help and support to any complains can be forwarded to help and support team from 9:00am to 4:00pm. All issues will be resolved within a 24 hours’ period.

2. The administrator will go through the all updates made by users and commit them to the database if the update is necessary, such as upload vehicle images to the database, one can decide to upload a bus image into a private car database which is not accepted. For the time being it will be made manually by the administrator. We will later employ AI in our app development.

3. The user can recover his or her account with her mobile phone number or email account, to reset account.

2.1.8. Site adaptation

Our mobile app will require memory for the storage of a database locally so that a user can make some changes and still be able to use some of the features of that.

**SOME WILL BE SPECIFIED LATER SUCH AS THE MOST REQUIRED WEB BROWSER, ETC.**