**Title of the project:**

Online Live streaming

**Introduction and Objectives of the project:**

The purpose of this SRS document is to provide a detailed requirements for the Live video Streaming site which allows anyone to broadcast video online. In the early days of the Internet, if a webmaster wanted to add videos to his website he had to post it as a link. Web site visitors then had to download the file completely before playing it back. This all changed with Live streaming video. Content is served in a way that allows files to play almost immediately after the file begins to download. This live video streaming will broadcast a video stream live, allows user to broadcast an audio or video source in real-time to viewers connected to the Internet.

**Project category:**

RDBMS (Relational Database Management System)

**Project platform:**

**Front end:** PHP

**Back end:**MySQL server

**PHP:**

PHP is an acronym for "PHP: Hypertext Preprocessor"  
PHP is a widely-used, open source scripting language  
PHP scripts are executed on the server

**MySQL:**

MySQL is a database system used on the web  
MySQL is a database system that runs on a server  
MySQL is ideal for both small and large applications  
MySQL is very fast, reliable, and easy to use  
MySQL uses standard SQL

**Hardware requirements:**

**Operating system:** Windows XP/Windows 7/ Windows 8

**Processor:** Pentium- II or higher

**Hard Disk Space:** 40 GB (min.)

**RAM Memory:** 512 MB (Min)

**Software requirements specification**

**Server:** Apache server 1.8.2

**Scripting language:** HTML, CSS, PHP 5.4 ,Javascript, AJAX

**Database server:**MySQL server 5.5

**Integrated Development Environment (IDE):**Adobe dreamweaver CS 6.0

**DFD:**

**Level 1**

**Level 2:**

**ER Diagram:**

**Database design:**

**Project modules:**

**Accounts**: In this module user can register by entering their profile information. After registration user can access accounts page by entering login id and password.

**Video manager:**This module allows user to upload videos and they can edit uploaded video description and its contents.

**My Channel:**In this module the visitors can add or subscribe users channel by entering their Email ID. Whenever the user uploads new video it sends mail notification to the visitor.

**Events broadcasting:** This module can be used to broadcast a live events. The Live module home page contains list ofevents and Completed Events sections.The user needs to enter event name, event date, event time, etc.

**Dashboard module:**There are two types of users in this module. They are administrator and employees.

**Live broadcasting:**This module is for administrator where administrator can stream TV channels by entering embedded link.

**Subscription:**In this module user can subscribe for live broadcasting by making payment. After confirmation of the payment the user can watch and record videos. The subscribed member can download the videos by clicking download button.

**Comments and likes:**The registered user can post their comments and like the uploaded videos.

1. Testing technologies and security mechanisms

Different testing levels

* Unit testing
* Integrated testing
* Validation testing
* Output testing
* User acceptance testing

1. **Unit testing:**

Unit testing focuses on verification effort on the smallest unit of software design module. Using the unit test plans. Prepared in the design phase of the system as a guide important control paths are tested to uncover errors within the boundary of the modules. The interfaces of each of the modules under consideration are also tested. Boundary conditions were checked.

All independent paths were exercised to ensure that all statements in the module executed at least once and all error-handling paths were tested. Each unit was thoroughly tested to check if it might fall in any possible situation. This testing was carried out during the programming itself. At the end of this testing phase each unit was found to be working satisfactorily as regarded to the expected out tom the module.

1. **Integration Testing**:

Data can be across an interface one module can have an adverse effect on another's Sub function when combined may not produce the desired major function; global data structures can present problems. Integration testing is a symmetric technique for constructing tests to uncover errors associated with the interface. All modules are combined in this testing step. Then the entire program was tested as a whole.

1. **Validation Testing:**

At the culmination of integration testing software is completely assemble. As a package. Interfacing errors have been uncovered and corrected and find; series of software test-validation testing begins. Validation testing can be defined in many ways but a Simple definition is that validation succeeds when software functions in manner that is reasonably expected by the consumer.

Software validation is achieved through a series of black box tests that demonstrate conformity with requirement after validation test has been conducted one of two conditions exists.

* The function or performance Characteristics confirm to specification that are accepted.
* A validation from specification is uncovered and a deficiency created.

Deviation or errors discovered at this step in this project is corrected prior to completion of the project with the help of user by negotiating to establish a method for resolving deficiencies. Thus the proposed system under consideration has been tested by using validation testing and found to be working satisfactorily.

1. **Output testing:**

After performing the validation testing the next step is output testing of the proposed system since a system is useful if it does not produce the required output in the specific format required by them tests the output generator displayed on the system under consideration. Here the output is considered in two ways - one is onscreen and the other is printed format. The output formation the screen is found to be correct as the format was designed in the system design phase according to the user needs. As far as hardcopies are considered it goes in terms with the user requirement Hence output testing does not result any correction in the system.

1. **User acceptance Testing:**

User acceptance of the system is a key factor for success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with prospective System and user at the time of developing and making changes whenever required.

**Limitation of the project:**

**Future scope of the project:**

* In future we can make mobile based application.
* In future we can add more features like increasing video quality, Crop video, screen capture, Video editor tools, etc.