

# SRS for DigitalLayers App

## Document Information

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## Introduction

### Purpose

The purpose of this SRS document is to define the requirements for the development of a QA Testing Framework to test the DigitalLayers App.

### Scope

This document is a Software Requirements Specification (SRS) that describes the DigitalLayers App features. The document includes a set of use cases that describe the user interactions which the DigitalLayers App must provide to the user for perfect interaction.

## Overall Description

### About

The DigitalLayers App allows the users to record layers and to add them to a song/s, the app can be downloaded from the App Store for

IPhones with IOS 13 version and higher and on Google Play for Android phones with Android 8.4 version and higher.

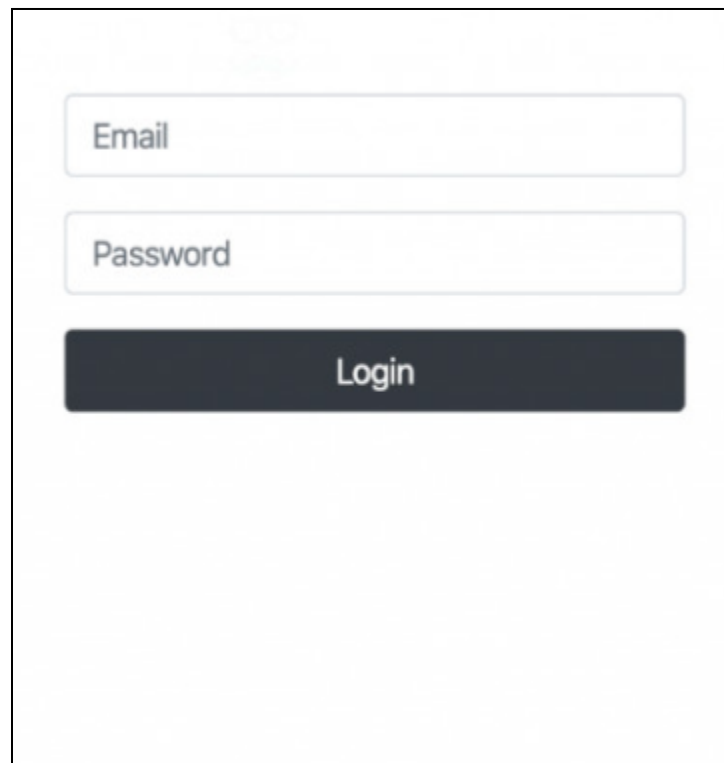
DigitalLayers is supported in Israel and in the US, if we open it in Israel the language will be in Hebrew and if we open it in the US the language will be in English.

## Screens

### The Login Page

After clicking the app's icon and opening it on the phone, the app will open a login web page.

In the login page we have a "Email" textbox, below it we have the "Password" textbox and below them we have the "Login" button. **(See the image below)**

A screenshot of a login page. At the top, there is a faint, light blue logo. Below the logo, there are two text input fields. The first field is labeled "Email" and the second field is labeled "Password". Both fields have a light gray border and a subtle shadow. Below these two fields is a dark gray button with the word "Login" written in white text. The entire login form is centered on a light gray background.

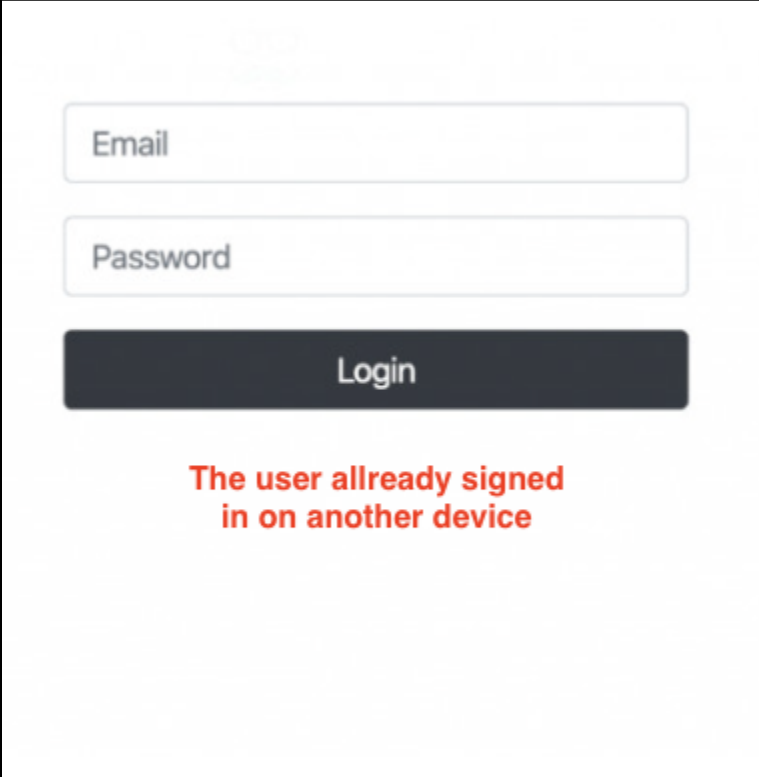
The “Email” textbox accepts only valid mails and the “Password” accepts a password with 8 characters, if we enter invalid values an error alert will pop which shows that the values are not valid.

After signing in for the first time the app will save the password and the sign in will be automatically.

For signing in and testing below you have a saved email and password.

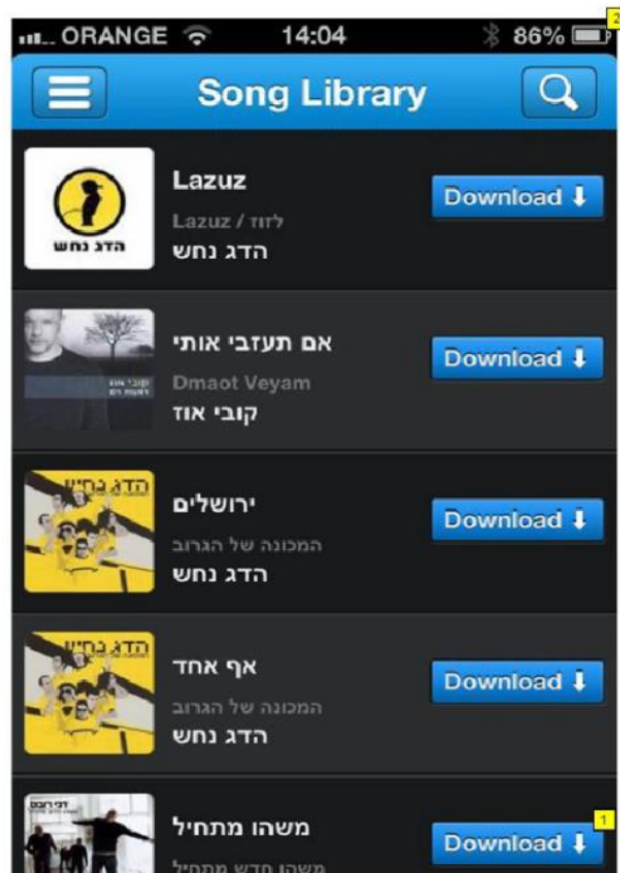
Email	dlayers@gmail.com
Password	12345678

- If we login from more than one phone, the second time that we try to login the app will show an alert that the user is already logged in and we won't be able to login. **(See the image below)**



The screenshot shows a login interface with a light blue background. At the top center is a circular logo with a stylized 'd'. Below the logo are two input fields: the first is labeled 'Email' and the second is labeled 'Password'. Below these fields is a dark blue 'Login' button. At the bottom of the screen, a red text message reads: 'The user allready signed in on another device'.

## The Home Screen



In the home screen we have a list of music which is ordered by the population in the city that we are using the app in (in this case the city is Haifa in Israel).

The user can download songs, to search songs or to open songs. In the songs list the songs that we select after searching them will be displayed by the song name, the singer, the album name and the album image with a "Download" button, the songs will be ordered and displayed by the popularity according to the current location.

### **Searching a song:**

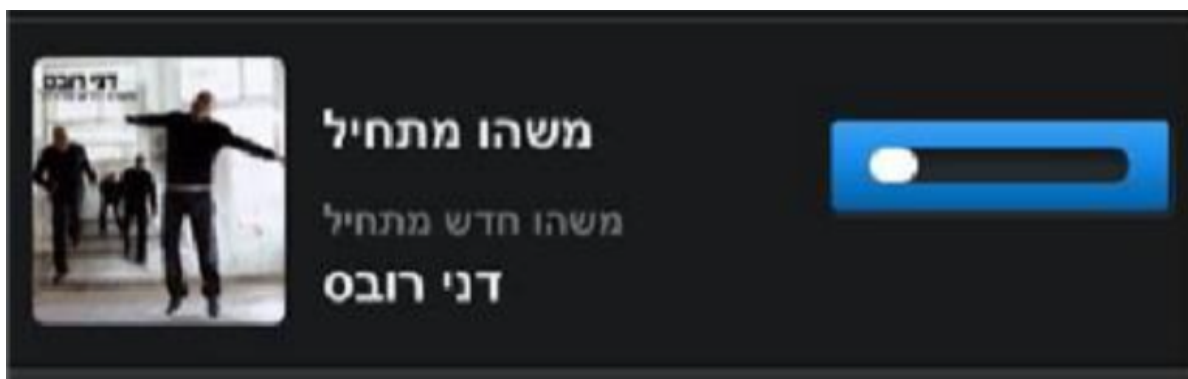
By clicking the "Search" button a textbox and a keyboard will open with the default language of the city that we are in, if we are searching in Israel the keyboard will open in Hebrew and if we are searching in the US the keyboard will open in English.

- The user can search songs from the current location or from other locations.
- The search results will be ordered by popularity depending on the city that we are using the app in.
- The search textbox accepts only English and Hebrew letters and numbers - if we enter an invalid value, an error will pop up with the text "You entered an invalid value"

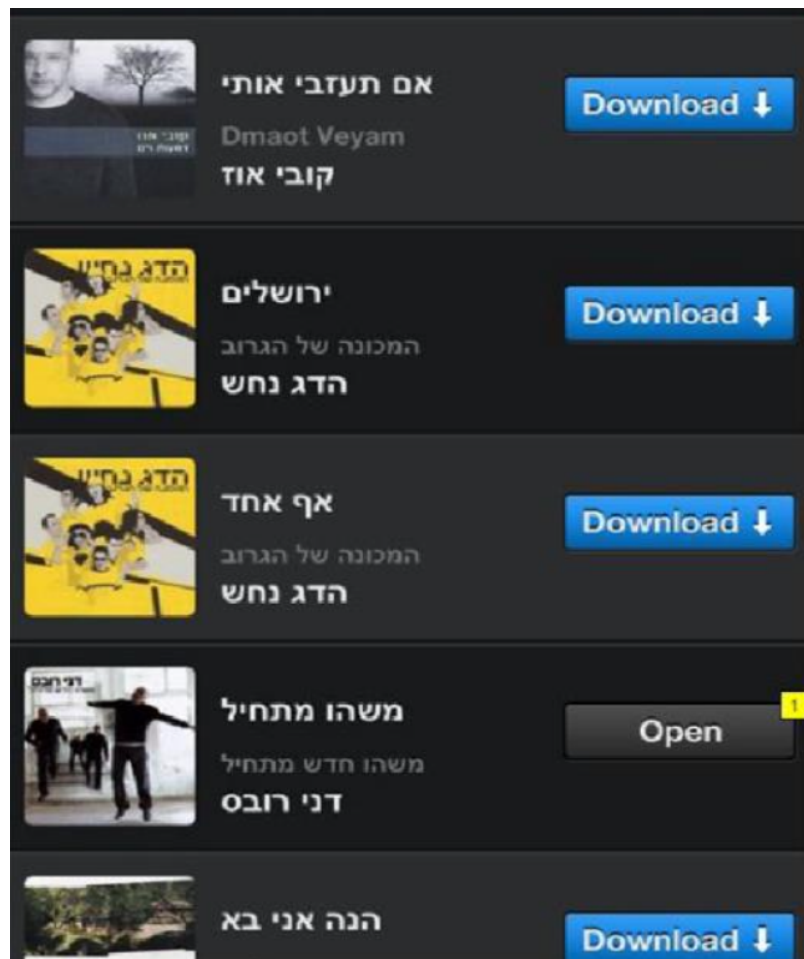
### **Downloading a song:**

- To download a song we need to click the blue "Download" button in the song card.
- If the phone is connected to Wi-Fi, we can download up to 5 songs and if we are using the mobile data we can download only 1 song.
- In case if we don't have a good stable network or a problem in the network, the download will pause and when the problem is solved the download will continue from the stopping point.

After clicking one of the "Download" buttons, the "Download" button will disappear and a progress bar will pop up which shows the downloading process, if we get a phone call while downloading the download will continue in the background. **(See the image below)**

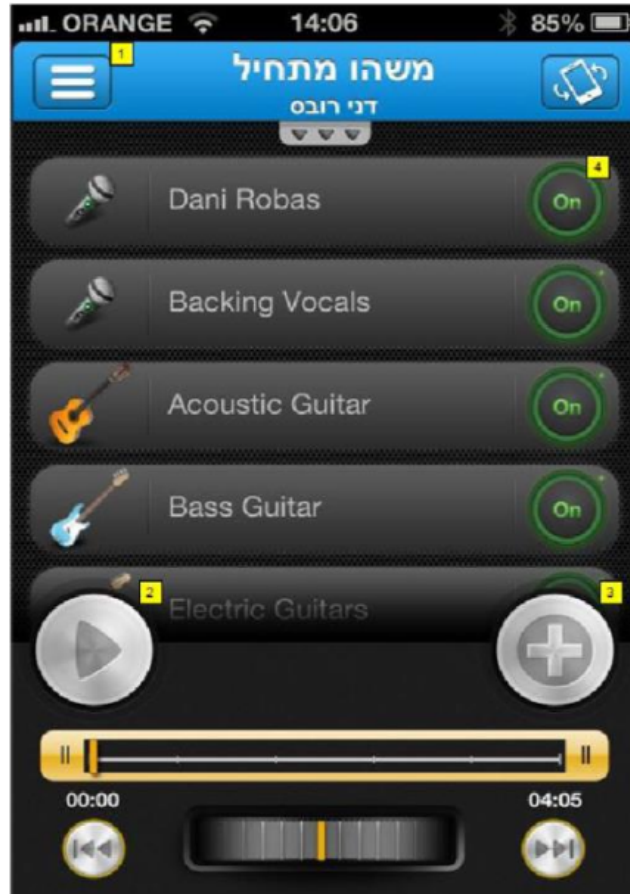


After successfully downloading the song the "Download" button will be changed with the "Open" button, by clicking the "Open" button we open the song in the now playing screen. **(See the image below)**



### The Now Playing Screen

After clicking the “Open” button next to the song that we downloaded, this screen opens. **(See the image below)**



All the layers in the song will be displayed with the default “On” label, and if we click the “Play” button the song will play with all the layers, the song will also play if we don’t have a network connection and the minutes timing bar will show the song time changing process.

By clicking on the “On” label next the the layers the layer will be removed from the song and the “On” label will be changed to ”off”, in this case if we play the song the layers with the “off” labels wont play along with the song, and by clicking the “off” label it will be changed again to “On” and the layer will play along with the song. **(See the image below)**



- After clicking the “Play” button the button “Play” will be changed to “Pause” button
- If we get a phone call or if the alarm starts, the song will stop
- If we open another app or if we close the app while playing a song, the song will stop and after reopening the app it will continue playing
- By clicking the forward button the song will be forwarded with 5 seconds



- By clicking the backward button the song will be moved backward with 5 seconds
- The roller between the backward and the forward button slows the song with one second in each time we move it
- By clicking the “+” button an audio recorder will open to add an audio to the song. **(See the image below)**



By moving the “rec” button to the right the record starts and at the same time the song starts, if we get a phone call or if the alarm starts, the song and the record will stop and after the call ends/alarm stops, the record and the song will continue again.

To stop the record we need to move the “rec” button to the left and to stop the song we need to click on the “Stop” button.

After clicking on the “Stop” button the song will go back from the start to the minute 00:00.

After finishing the record, a new layer will be added with the name audio1.

The names of the recorded layer can't be changed and we can't record more than 5 layers.

For testing we have the saved data below in the DB

Song	Singer
משהו מתחיל	דני רובס
אם תעזבי אותי	קובי אוז
אף אחד	הדג נחש
ירושלים	הדג נחש
Rocket man	Elton john
Fix you	Coldplay
Lazuz	הדג נחש