

# System Requirements Specification Document for Facebook

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**Version 1.0**

**Date: 12/4/2022**

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# 1. Introduction

SRS stands for Software Requirement Specification.

The purpose of this document is to specify the software requirements for the Facebook application. Goal of this document is to define the issue statement in detail and to gather, evaluate, and provide an in-depth view of the entire application.

Facebook is an online social media and social networking service owned by American company Meta Platforms. Founded in 2004 by Mark Zuckerberg.

Facebook is a social networking smartphone app that connects you with the things and people you love. Connect with friends, tell them what you're up to, or browse out what's new across the world. Users can Describe themselves and share everything, from regular experiences to greatest achievements.

Facebook can be accessed from devices with Internet connectivity, such as personal computers and smartphones. After registering, users can create a profile revealing information about themselves. They can post text, photos and multimedia which are shared with any other users who have agreed to be their "friend" or, with different privacy settings. Additionally, users have access to Facebook Messenger for direct communication with each other, join common-interest groups, and receive notifications on the activities of their Facebook friends and the pages they follow.

## 2. Overall Description

### **2.1 Product Perspective**

Facebook is a worldwide, independent network system. It is available without cost to everyone. This technology enables people to communicate in various parts of the world.

## **2.2. Product Functionality**

After registering, users can create a profile revealing information about themselves. They can post text, photos and multimedia which are shared with any other users who have agreed to be their "friend". Additionally, users have access to Facebook Messenger for direct communication with each other, join common-interest groups, and receive notifications on the activities of their Facebook friends and the pages they follow.

## **2.3. User Characteristics**

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

## **2.3. Design and implementation**

As a social networking system, it should have a faultless and attractive design. It should be safe enough that the user's data and personal information are kept secret and do not get leaked. Inside the system.

# **3. External Interfaces Requirements**

## **3.1 Interface Requirements**

Various interfaces for Facebook could be:

- 3.1.1.1. Sign up interface
- 3.1.1.2. Sign in interface
- 3.1.1.3. Home page
- 3.1.1.4. Explore page
- 3.1.1.5. Profile page
- 3.1.1.6. Settings page
- 3.1.1.7. Notification page
- 3.1.1.8. Gaming page
- 3.1.1.9. Live page
- 3.1.1.10. Saved page
- 3.1.1.11. Stories page
- 3.1.1.12. Watch page
- 3.1.1.13. Reels page
- 3.1.1.14. Messenger

### 3.2 Hardware Requirements

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 Wi-Fi. 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. Functional Requirements

### 4.1 Adding posts

Facebook allows users to share memories, pictures, videos, and posts with others who permit viewing. posts from the main page or the profile page

- User can write post/s without photo or video.
- User can write post/s with single photo.
- User can write post/s with multiple photos.
- User can write post/s with single video.
- User can write post/s with multiple videos.
- User can write post/s with photos and videos.
- User can write post/s with shared location.
- User can add photo with shared location.
- User can add activates/Feelings.
- User can edit privacy of adding post /photo/video.
  - Public posts, photos, and videos
  - Private posts, photos, and videos (only me can see)
  - Only Friends can see photos, posts and videos.
  - In Specific Group.
- User can tag people.
- User can check in nearby locations.
- User can add life event.
- User can add live video.
- User can add GIF.
- User can add emoji.

### 4.2 Adding stories

Facebook allows users to share story that appear for 24 hours.

- Create text Story.
  - Can add background to text.
  - Can add text without background.
- Create a photo Story
  - User can use camera to take story.
  - User can use gallery to upload story.

- User can share story from another.
- Create story of multiple photos.
- User can add text to story.
- User can tag people in story.
- User can share location to story.
- User can add time to story.
- User can add music to story
- User can add animation to story.
- User can add question to story.
- User can add Effects to story
- User can add Drawing to story
- User can share story to another platforms (Instagram, WhatsApp).
- User can change privacy of the story.
  - Share story for custom
  - Share story Public.
  - Share story private (only me).
- User can reply to story.
- User can mute someone story.

### 4.3 Messaging

This function will also allow the user to send message, receive one, or in general meaning can chat with someone or in a group.

- User can write to friend.
- User can write to group.
- user can send photos.
  - Can add photo from gallery.
  - Can add photo by using camera.
- User can add voice record.
- User can attach file.
- User can share location.
- User can send emoji.
- User can mute chat.
- User can see list of previous chats.
- User can see list of previous calls.
- User can see list of connected people.
- User can see friend's stories.
- User can see online friends.
- User can make calls.
  - Audio calls with any Facebook user.

- Video calls with any Facebook user.
- User can block contact.
  - can block messages and calls only.
- User can archive chat.
- User can delete chat.
- User can mute user.
  - Mute notification.
  - Mute calls.
  - Can change muted period 15min,1hour,24hour or forever.
- User can mark chat as unread.

## 5. Non-Functional Requirements

### 5.1 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.

### 5.2 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.

### 5.3 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.

### 5.4 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.