# **Software Requirement Specification(SRS)**

# **Introduction**:

## **Purpose of this Document:** The purpose of this document is to provide a detailed specification of the Clink – A Friend-Connecting App. This document outlines the functional and non-functional requirements for the development of an android application that helps friends stay connected.

## **Scope of this document** –The scope of this document is to provide a clear understanding of the Clink – A Friend-Connecting App, its features, and functionalities. This document aims to provide guidelines for the development team to design, develop and test the application. It also includes the estimated development cost and time required.

## **Overview** – Clink is an android application that enables users to send their status of availability and location to their friends with just a few clicks. With Clink, friends can quickly and easily know who is available and where they are, making it easier to plan meetups, hangouts, and other social events.

# **General description:** Clink aims to connect friends and help them stay in touch easily. The app's objective is to provide a platform where friends can communicate their availability and location with ease. The target user community includes college students, young professionals, and anyone who wants to stay connected with their friends.

# **Functional Requirements:**

# User Registration and Login: The user should be able to register and log in to the application using their email or social media accounts.

# User Profile: The user should be able to create and edit their profile, which includes their name, profile picture, and contact information.

# Status Update: The user should be able to update their status, indicating their availability and location.

# Friend List: The user should be able to view their friend list and search for friends using their name or email.

# Friend Requests: The user should be able to send and accept friend requests.

# Notifications: The user should receive notifications when their friends update their status or send them a message.

# **Interface Requirements:** The app should have a user-friendly interface that is easy to navigate and use.

# Messaging Interface: The messaging interface should be intuitive and easy to use.

# **Performance Requirements:**

# Response Time: The app should respond quickly to user requests and should not take more than 3 seconds to load.

# Battery Consumption: The app should consume minimal battery power to prevent draining the user's device battery.

# Storage: The app should not consume more than 100 MB of storage space.

# **Design Constraints:**

# The app should be designed using Android Studio and Java programming language.

# The app should be compatible with Android 5.0 and higher.

# The app should use Google Maps API for location tracking.

# **Non-Functional Attributes:**

# Security: The app should provide secure authentication and data encryption to protect user information.

# Portability: The app should be portable and should work seamlessly across different Android devices.

# Reliability: The app should be reliable and should not crash or freeze during use.

# Reusability: The app code should be modular and reusable to reduce development time and cost.

# Application Compatibility: The app should be compatible with other third-party applications, such as social media and messaging apps.

# Data Integrity: The app should ensure data integrity by preventing unauthorized access and maintaining data accuracy.

# Scalability: The app should be scalable to handle an increasing number of users.

# **Preliminary Schedule and Budget:**

# The project requires a duration of six months for the complete development and testing, and an overall budget of ten thousand.