ICT 2228 - Software Design Technology

FISAC - 1

Software Requirements Specification

for

Zomato

Version 1.0

Submitted by:

Akshaj Vidyarthy, Ankit Tojo, Nikillan Rajesh and Shobhit Bansal

Manipal Institute of Technology

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Revision History

Name	Date	Reason For Changes	Version

1.   <u>Introduction</u>

1.1   Purpose

*The primary objective of **'UniConn'** is to enhance the overall student experience and create a sense of community within universities. A social platform made exclusively for university students will build a virtual space that promotes a sense of belonging and identity within the college community, especially for new students. 'Uniconn' encourages students to seamlessly blend academic pursuits with a vibrant social life, providing a dedicated space to seek and offer academic assistance, share valuable resources, and engage in coursework discussions. One can also establish connections between the current students and the alumni, promoting mentorship opportunities, career advice, and knowledge exchange.*

1.2   Document Conventions

*- **Fonts**: The SRS uses the following fonts for different purposes:*
  -Times New Roman: For the main text, headings, and tables
*- **Highlighting**: The SRS uses the following highlighting methods for different purposes:*
  - Bold: For the keywords, terms, and definitions
  - Italics: For the references, citations, and quotations
  - Underline: For the hyperlinks and cross-references
  - Strikethrough: For the deleted or revised text
*- **Priorities**: The SRS assigns priority levels to the requirements based on their importance and urgency for the product. The priority levels are indicated by the color of the requirement statement, as well as by a prefix of the scale (0-9). The priority levels for the higher-level requirements are assumed to be inherited by the detailed requirements, unless otherwise specified.*

1.3   Intended Audience and Reading Suggestions

This document is intended for the client or customer, the team members of the project, the supervisors and to any other people concerned. The following document lists the various features present in the application. It also specifies the hardware and software requirements, the various assumptions made and constraints faced. We urge the reader to read the document in a sequential order.

1.4   Product Scope

This project will act as a platform for students of their universities to socialize with their peers and engage in discussions on relevant campus issues. The website is designed to keep users informed about upcoming events, encouraging active participation and community involvement, all while ensuring user data privacy. The website will also provide a seamless and intuitive user experience, providing a space where students can effortlessly socialize, share ideas, and stay connected with the pulse of campus life.

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1.5   References

- *Material Design*: *A design system for creating user interfaces that are consistent, intuitive, and beautiful across different devices and platforms. The Material Design guidelines provide principles, components, patterns, icons, colors, typography, and animations for designing user interfaces. The Material Design website is https://material.io/.*
- *IEEE Std 1063-2017*: *A standard for software user documentation that specifies the minimum requirements and best practices for creating, maintaining, and delivering user documentation for software products. The IEEE Std 1063-2017 covers the content, format, quality, and management of user documentation. The IEEE Std 1063-2017 document is available at https://standards.ieee.org/standard/1063-2017.html.*
- *Web Content Accessibility Guidelines (WCAG) 2.1*: *A set of guidelines for making web content more accessible to people with disabilities. The WCAG 2.1 covers the principles, criteria, techniques, and tools for ensuring web accessibility. The WCAG 2.1 website is https://www.w3.org/TR/WCAG21/.*
- *ADDIE model*: *A framework for instructional design that consists of five phases: Analysis, Design, Development, Implementation, and Evaluation. The ADDIE model provides a systematic and iterative approach for creating effective and engaging learning materials. The ADDIE model website is https://www.instructionaldesign.org/models/addie/.*
- *General Data Protection Regulation (GDPR)*: *A regulation that governs the protection and processing of personal data of individuals in the European Union. The GDPR establishes the rights and obligations of data subjects, data controllers, and data processors, as well as the rules and penalties for data protection and processing. The GDPR website is https://gdpr.eu/.*
- *Information Technology Act, 2000*: *An act that regulates the use and development of information technology in India. The IT Act covers the legal recognition, security, and liability of electronic transactions, data, and communications, as well as the offenses and penalties for cybercrimes. The IT Act document is available at https://www.meity.gov.in/content/information-technology-act-2000.*
- *Children's Online Privacy Protection Act (COPPA)*: *A law that protects the privacy and safety of children under 13 years of age online. The COPPA requires online operators to obtain verifiable parental consent before collecting, using, or disclosing personal information from children, as well as to provide notice and choice to parents and children about their data practices. The COPPA website is https://www.ftc.gov/enforcement/rules/rulemaking-regulatory-reform-proceedings/childrens-online-privacy-protection-rule.*

2.   <u>Overall Description</u>

2.1   Product Perspective

UniConn is a self-contained social media platform designed for universities. It connects students, faculty and alumni, offering features like profiles, groups, newsfeeds, event calendars, etc. Uniconn aims to enhance academic networking, knowledge sharing and alumni engagement. It's a vibrant digital community tailored to university needs.

2.2   Product Functions

The user needs to create an account first by providing the required credentials. Once registered, users gain access to a personalized home page, featuring a curated display of images from accounts they follow. The user info and images will be kept hidden until the user decides to accept the follow request sent by the

person. Ensuring account security is a priority, users have the ability to update their passwords and set a recovery email ID for added protection. The user can also send texts to their friends via the inbox feature, making communication seamless within the platform. The user experience is further enhanced by integrating their academic databases for convenient resource sharing and quick access. Additionally, official college handles will be established to keep students updated of upcoming events and important announcements.

2.3   User Classes and Characteristics

- **Students***: These are the primary users of the app, who are enrolled in the university and want to connect with other students, participate in discussion forums, and discover local places and events. They have different levels of technical expertise, educational background, and interests. They use the app frequently and expect it to be user-friendly, reliable, and secure. They can follow and message other students, create and join forums, and access the local information. They are the most important user class for this product, as they are the main target audience and source of feedback.*
- **Faculty and staff***: These are the secondary users of the app, who are employed by the university and want to communicate with students, share academic resources, and stay updated on campus news and activities. They have higher levels of technical expertise and educational background than students, but may have less interest in social features. They use the app occasionally and expect it to be professional, informative, and respectful. They can follow and message students, create and join forums, and access the local information. They are a less important user class for this product, as they are not the main focus and may have alternative ways of communication.*
- **Local businesses and organizations***: These are the tertiary users of the app, who are located near the university and want to promote their products, services, and events to students, faculty, and staff. They have varying levels of technical expertise and business background, but have high interest in marketing features. They use the app rarely and expect it to be effective, affordable, and transparent. They can create and update their profiles, post their offers and events, and receive feedback from users. They are the least important user class for this product, as they are not the core users and may have limited influence on the app's success.*

2.4   Operating Environment

Hardware platform*: The app is a website that can be accessed on any device with an internet connection and a web browser.*
Operating system and versions*: The app supports the latest versions of the following operating systems:*
- *Android*
- *iOS*
- *Windows*
- *macOS*
- *Linux*

- **Other software components or applications***: The app uses React for the front-end and MySQL for the back-end. The app also uses Firebase for authentication, storage, hosting, and analytics. The app follows Google's Material Design principles for the user interface. The app also uses various libraries and tools for web development, testing, deployment, and monitoring. Some of the main ones are:*

- *Axios: For making HTTP requests*
- *Socket.IO: For real-time communication*
- *Moment.js: For date and time manipulation*
- *React Router: For navigation*
- *React Native: For building native mobile apps*
- *Expo: For developing and deploying React Native apps*

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- *React Native Paper: For implementing Material Design in React Native apps*
- *React Navigation: For routing and navigation in React Native apps*
- *React Native Firebase: For integrating Firebase services in React Native apps*
- *React Native Gifted Chat: For chat UI in React Native apps*
- *React Native Maps: For displaying maps in React Native apps*
- *React Native Geolocation: For accessing the device's location in React Native apps*
- *React Native Permissions: For requesting and checking permissions in React Native apps*
- *React Native Push Notification: For handling push notifications in React Native apps*
- *React Native Share: For sharing content from the app to other apps or platforms*
- *React Native Webview: For displaying web content in React Native apps*
- *React Native Splash Screen: For showing a splash screen while the app is loading*
- *React Native Async Storage: For storing and retrieving data asynchronously in React Native apps*
- *React DevTools: For debugging and inspecting React components*
- *ESLint: For code quality and style*
- *Prettier: For code formatting*
- *Babel: For code compatibility*
- *Webpack: For code bundling and optimization*
- *NPM and Yarn: For package management*
- *Jest, Enzyme, React Testing Library, React Native Testing Library, and Detox: For testing*
- *CodePush: For updating React Native apps without app store approval*
- *Sentry: For error and crash reporting*
- *Google Analytics: For app usage and performance tracking*
- *Google Maps API, Google Places API, and Google Calendar API: For accessing and displaying maps, places, and events data*
- *Facebook SDK: For social login and sharing*

2.5   Design and Implementation Constraints

- ***Corporate or regulatory policies****: The app must comply with the university's policies and regulations regarding data privacy, security, and ethics. The app must also adhere to the relevant laws and standards of the countries where it operates, such as the General Data Protection Regulation (GDPR) in the European Union, the Information Technology Act in India, and the Children's Online Privacy Protection Act (COPPA) in the United States.*
- ***Hardware limitations****: The app must be optimized for performance and efficiency on various devices and platforms, taking into account the differences in screen size, resolution, memory, storage, battery, and network speed. The app must also handle offline scenarios gracefully and synchronize data when the connection is restored.*
- ***Interfaces to other applications****: The app must be able to integrate with other applications and services that are relevant for the users, such as Google Maps, Google Calendar, Facebook, and Firebase. The app must also be able to support social login and sharing features using the Facebook SDK. The app must use appropriate APIs and protocols for communicating with these external sources and ensure data compatibility and security.*
- ***Communications protocols****: The app must use secure and reliable communications protocols for transferring data between the app and the server, as well as between the app and other applications or services. The app must use HTTPS for web requests, WebSocket for real-time communication, and OAuth for authentication. The app must also use encryption and hashing techniques for protecting the data in transit and at rest.*

*- **Security considerations**: The app must ensure the security and privacy of the user's data and identity, as well as the app's functionality and integrity. The app must use authentication and authorization mechanisms to verify the user's identity and access rights, such as Firebase Authentication and Firebase Rules.*

2.6   User Documentation

*- **User manual**: A comprehensive guide that covers all the features and functions of the app, as well as the installation, configuration, and troubleshooting steps. The user manual will be delivered as a PDF file that can be downloaded from the app's website or accessed from the app's settings menu. The user manual will follow the IEEE Std 1063-2017 standard for software user documentation.*
*- **On-line help**: A context-sensitive and searchable help system that provides quick and easy access to the information and instructions related to the current task or screen. The on-line help will be integrated within the app and will use tooltips, pop-ups, and hyperlinks to display the relevant content. The on-line help will follow the Web Content Accessibility Guidelines (WCAG) 2.1 for web accessibility.*
*- **Tutorials**: A series of interactive and engaging lessons that introduce the user to the basic and advanced features of the app, as well as the best practices and tips for using the app effectively. The tutorials will be available as videos, slides, or articles that can be viewed from the app's website or accessed from the app's home screen. The tutorials will follow the ADDIE model for instructional design.*

2.7   Assumptions and Dependencies

Uniconn relies on key assumptions: One must assume that the user is willing to share his/her personal information while setting up an account. They must also be willing to follow the community guidelines and user privacy policies. Since this is primarily a web application, the user must have an active web connection. The user must be willing to adapt to the changes in the app's design and functionality. The user must also be willing to share and consume content.

3.   <u>External Interface Requirements</u>

3.1   User Interfaces

The user interfaces for Uniconn are:

*- **Web interface**: The web interface is the primary interface for the app, which can be accessed from any device with an internet connection and a web browser. The web interface consists of the following components:*
    *- **Header**: The header contains the app's logo, name, and navigation menu. The navigation menu allows the user to switch between the following screens: Home, Forums, Local, Profile, and Settings. The header also has a search bar, a notification icon, and a user avatar. The user avatar allows the user to access their account information and logout option.*
    *- **Home**: The home screen displays the user's feed, which shows the latest posts and messages from the people and forums that the user follows. The user can like, comment, share, or report any post or message. The user can also create a new post or message by clicking on the plus icon at the bottom right corner of the screen. The user can also filter their feed by categories, such as All, Friends, Forums, or Local.*

- ***Forums***: *The forums screen displays the list of forums that the user can join or create. The forums are organized by topics, such as Academics, Sports, Arts, etc. The user can search for a specific forum by using the search bar at the top of the screen. The user can also view the details, members, posts, and messages of any forum by clicking on its name. The user can also join, leave, or create a forum by using the buttons at the bottom of the screen.*

- ***Local***: *The local screen displays the map and the information of the places and events near the university. The user can zoom in or out, move around, or switch between map and satellite views by using the map controls at the top right corner of the screen. The user can also search for a specific place or event by using the search bar at the top of the screen. The user can also view the details, ratings, reviews, and directions of any place or event by clicking on its marker or name. The user can also add, edit, or delete a place or event by using the buttons at the bottom of the screen.*

- ***Profile***: *The profile screen displays the user's personal information, such as their name, photo, bio, major, year, interests, etc. The user can edit their information by clicking on the edit icon at the top right corner of the screen. The user can also view their followers, following, posts, and messages by clicking on the tabs at the bottom of the screen. The user can also follow or unfollow other users by clicking on their names or avatars.*

- ***Settings***: *The settings screen allows the user to customize their app preferences, such as their language, theme, notifications, privacy, etc. The user can also access the user manual, on-line help, tutorials, feedback, and about sections by clicking on the icons at the bottom of the screen.*

- *****Footer*****: *The footer contains the app's social media links, terms of service, privacy policy, and contact information.*

- ***Mobile interface***: *The mobile interface is the secondary interface for the app, which can be accessed from any device with an Android or iOS operating system. The mobile interface consists of the following components:*

- ***Header***: *The header contains the app's logo, name, and navigation menu. The navigation menu allows the user to switch between the following screens: Home, Forums, Local, Profile, and Settings. The header also has a search bar, a notification icon, and a user avatar. The user avatar allows the user to access their account information and logout option.*

- ***Home***: *The home screen displays the user's feed, which shows the latest posts and messages from the people and forums that the user follows. The user can like, comment, share, or report any post or message. The user can also create a new post or message by tapping on the plus icon at the bottom right corner of the screen. The user can also filter their feed by categories, such as All, Friends, Forums, or Local.*

- ***Forums***: *The forums screen displays the list of forums that the user can join or create. The forums are organized by topics, such as Academics, Sports, Arts, etc. The user can search for a specific forum by using the search bar at the top of the screen. The user can also view the details, members, posts, and messages of any forum by tapping on its name. The user can also join, leave, or create a forum by using the buttons at the bottom of the screen.*

- ***Local***: *The local screen displays the map and the information of the places and events near the university. The user can zoom in or out, move around, or switch between map and satellite views by using the map controls at the top right corner of the screen. The user can also search for a specific place or event by using the search bar at the top of the screen. The user can also view the details, ratings, reviews, and directions of any place or event by tapping on its marker or name. The user can also add, edit, or delete a place or event by using the buttons at the bottom of the screen.*

- ***Profile***: *The profile screen displays the user's personal information, such as their name, photo, bio, major, year, interests, etc. The user can edit their information by tapping on the edit icon at the top right corner of the screen. The user can also view their followers, following, posts, and messages by swiping left or right on the screen. The user can also follow or unfollow other users by tapping on their names or avatars.*

- ***Settings***: *The settings screen allows the user to customize their app preferences, such as their language, theme, notifications, privacy, etc. The user can also access the user manual, on-line help, tutorials, feedback, and about sections by tapping on the icons at the bottom of the screen.*

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*- **Tab bar**: The tab bar contains the app's logo, name, and navigation menu. The tab bar allows the user to switch between the following screens: Home, Forums, Local, Profile, and Settings. The tab bar also has a search bar, a notification icon, and a user avatar. The user avatar allows the user to access their account information and logout option.*

The user interfaces for Uniconn follow the Material Design guidelines, which provide a consistent and intuitive user experience across different devices and platforms. The user interfaces also use standard buttons and functions, such as help, back, refresh, etc., that appear on every screen. The user interfaces also use keyboard shortcuts, such as Ctrl+F, Ctrl+Z, etc., for common actions. The user interfaces also use error message display standards, such as red text, icons, and pop-ups, to indicate any problems or issues. The user interfaces also use responsive design, which adapts to different screen sizes and orientations. The user interfaces also use accessibility features, such as contrast, font size, voice-over, etc., to accommodate different user needs and preferences. The user interfaces also use localization features, such as language, currency, date format, etc., to suit different user locations and cultures. The details of the user interface design are documented in a separate user interface specification.

3.2   Hardware Interfaces

The hardware requirements needed for smooth functioning of the web application are:
Processor: Intel quad core or above
Processor Speed: 2.4GHZ or above
RAM: 8 GB RAM or above
Hard Disk: 30 GB hard disk or above

3.3   Software Interfaces

The Software requirements needed for smooth functioning of the web application are:
Language: React.JS, Node.js, HTML, CSS, JavaScript
Database: MySQL
Softwares: MySQL workbench - to create and manage multiple databases
       CRUD - to integrate NODE.JS and MySQL.

3.4   Communications Interfaces

A social media web application requires various communication interfaces to facilitate interaction between the users, application and third party apps. Uniconn requires an active internet connection and can be run on any web browser. Communication interfaces will have to be set up to use API's for integrating third party apps. The file upload interface lets the user share content on their profiles with ease. Implementing these communication interfaces lets the user have a seamless and intuitive experience.

4. <u>System Features</u>

4.1 Feed

4.1.1 Description and Priority

The user can see and interact with the posts and messages from their friends and forums. High priority 9.

4.1.2 Stimulus/Response Sequences

The user can scroll, like, comment, share, report, create, and filter the feed by tapping on the icons and buttons. Medium Priority 7.

4.1.3 Functional Requirements

REQ-1: The app shall display the feed in the home screen with the posts and messages from the people and forums that the user follows.

REQ-2: The app shall update the feed in real-time and show the number of likes, comments, and shares for each post or message.

REQ-3: The app shall allow the user to like, comment, share, or report any post or message in the feed by tapping on the corresponding icon.

REQ-4: The app shall open a comment screen where the user can type and send their comment for a post or message. The app shall show the user's comment and the other comments for the post or message.

REQ-5: The app shall open a share screen where the user can choose the destination and the message for sharing a post or message. The app shall share the post or message and show a confirmation message.

REQ-6: The app shall open a report screen where the user can choose the reason and the details for reporting a post or message. The app shall send the report to the moderators and show a thank you message.

REQ-7: The app shall open a create screen where the user can choose the type, the content, and the recipients for their post or message by tapping on the plus icon. The app shall validate the user's input and post or send their post or message. The app shall show the user's post or message in the feed.

REQ-8: The app shall open a filter screen where the user can select the category for their feed, such as All, Friends, Forums, or Local, by tapping on the filter icon. The app shall apply the filter and show the relevant posts and messages in the feed.

REQ-9: The app shall handle any error conditions or invalid inputs gracefully and show appropriate error messages or warnings to the user.

4.2 Forums

4.2.1 Description and Priority

The user can join or create forums related to various topics and participate in the discussions and activities. Medium priority. 6

4.2.2 Stimulus/Response Sequences

The user can browse, search, view, join, leave, create, edit, and delete forums by tapping on the names and buttons. 6

4.2.3 Functional Requirements

REQ-10: The app shall display the forums screen with the list of forums that the user can join or create by tapping on the forums icon in the navigation menu.

REQ-11: The app shall show the name, description, and number of members for each forum in the list of forums. The app shall organize the forums by topics, such as Academics, Sports, Arts, etc.

REQ-12: The app shall open a forum screen where the user can view the details, members, posts, and messages of any forum by tapping on its name. The app shall show the join or leave button at the bottom of the forum screen, depending on the user's membership status.

REQ-13: The app shall add the user to the forum and show a confirmation message by tapping on the join button. The app shall also update the number of members for the forum and show the user's posts and messages in the feed.

REQ-14: The app shall remove the user from the forum and show a confirmation message by tapping on the leave button. The app shall also update the number of members for the forum and hide the user's posts and messages from the feed.

REQ-15: The app shall open a create screen where the user can enter the name, description, topic, and privacy for their forum by tapping on the create button. The app shall validate the user's input and create their forum. The app shall show the user's forum in the list of forums.

REQ-16: The app shall open an edit screen where the user can modify the name, description, topic, and privacy of their forum by tapping on the edit button. The app shall validate the user's input and update their forum. The app shall show the updated forum in the list of forums.

REQ-17: The app shall ask the user to confirm their action and delete their forum by tapping on the delete button. The app shall show a confirmation message and remove the forum from the list of forums.

REQ-18: The app shall handle any error conditions or invalid inputs gracefully and show appropriate error messages or warnings to the user.

4.3 Chats

4.3.1 Description and Priority

The user can chat with other users in real-time, either individually or in groups. The user can also send and receive text, images, emojis, and stickers. The user can also manage their contacts and conversations. This feature is of high priority, as it is the core functionality of the app and the source of user communication.

4.3.2 Stimulus/Response Sequences

The user can open, close, create, delete, mute, or block a chat by tapping on the icons and buttons. The user can also type, send, receive, like, or delete a message by tapping on the text field and the icons. The user can also access the camera, gallery, emoji, and sticker options by tapping on the icons. 8

4.3.3 Requirements: *The app shall display, update, and manage the chats; allow the user to chat with other users in real-time; and handle errors and inputs.*

4.4   Local

4.4.1 Description and Priority

The user can look up information on nearby places and events that are relevant for the university community. The user can also view the map, ratings, reviews, and directions of any place or event. The user can also add, edit, or delete a place or event. This feature is of low priority, as it is an additional functionality of the app and the source of user discovery. 5

4.4.2 Stimulus/Response Sequences

The user can open, close, search, view, add, edit, or delete a place or event by tapping on the icons and buttons. The user can also zoom in or out, move around, or switch between map and satellite views by using the map controls. The user can also access the camera, gallery, and rating options by tapping on the icons. 5

4.4.3 Requirements

The app shall display, update, and search the places and events; allow the user to look up information on nearby places and events; and handle errors and inputs.

5.   <u>Other Nonfunctional Requirements</u>

5.1   Performance Requirements

Efficient performance requirements are crucial for a seamless social media app. Prioritize swift database operations such as storing and retrieving user info from the database, set benchmarks for third-party integrations such that it doesn't impact the overall performance, ensure compatibility across various web browsers, and implement robust error handling for a user-friendly experience. This approach ensures optimal efficiency, responsiveness, and overall user satisfaction.

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5.2   Safety Requirements

Ensuring the safety and privacy of the users is paramount for Uniconn. Granular privacy settings are provided to the user to let the user control who can view their profiles and posts. A user friendly reporting system can be implemented that can let the users to flag or report abusive or inappropriate content. A recovery email ID can be set up to recover the account in case of any authentication issues. All these features can help create a safe environment for users in the application.

5.3   Security Requirements

Uniconn lets the user create a private account, allowing users to control who can view their profiles, posts and personal information only after their request is accepted by the account owner. Users have control over the third party apps and services that can access their data through the platform API's, ensuring transparency and control. The user can also provide a recovery email ID to recover their account in case the user forgets the password.

5.4   Software Quality Attributes

Uniconn prioritizes user privacy and usability the most. Giving users granular privacy control ensures less transparency and data leaks. The application can be accessed through various web browsers, making it robust and flexible. The seamless UI of the application will let the user adapt and learn how to navigate through the application effortlessly.

5.5   Business Rules

The business rules for Uniconn are the rules that define how the app works and what the users can or cannot do in the app. The business rules are based on the app's purpose, audience, and features. The business rules are divided into three categories: user roles and permissions, content rules and guidelines, and report and feedback system.

User roles and permissions: *This category defines the different types of users in the app and what they can access and control in the app. There are three user roles in the app: admin, moderator, and user. The admin is the owner and manager of the app, who has the highest level of access and control. The moderator is a trusted and experienced user, who has a medium level of access and control. The user is a regular and registered user, who has the lowest level of access and control. Each user role has different permissions for creating, editing, deleting, and viewing the app's features, functions, data, and users.*

Content rules and guidelines: *This category defines the rules and guidelines for the content that the users create or view in the app, such as posts, messages, comments, likes, shares, and reports. The content rules and guidelines are based on the app's standards and values, as well as the laws and regulations of the countries where the app operates. The content rules and guidelines cover the aspects of originality, relevance, quality, respect, decency, and legality. The content rules and guidelines ensure that the content in the app is appropriate, accurate, and respectful for the app's purpose and audience.*

Report and feedback system: *This category defines the system for the users to report or provide feedback on any content, forum, place, event, or user in the app that violates the app's rules and guidelines, or to suggest any improvements for the app. The report and feedback system is based on the app's goals and objectives, as well as the user's needs and preferences. The report and feedback system covers the aspects of reporting, reviewing, acting, confirming, and thanking. The report and feedback system ensures that the app is responsive, accountable, and transparent to the user's concerns and opinions.*

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