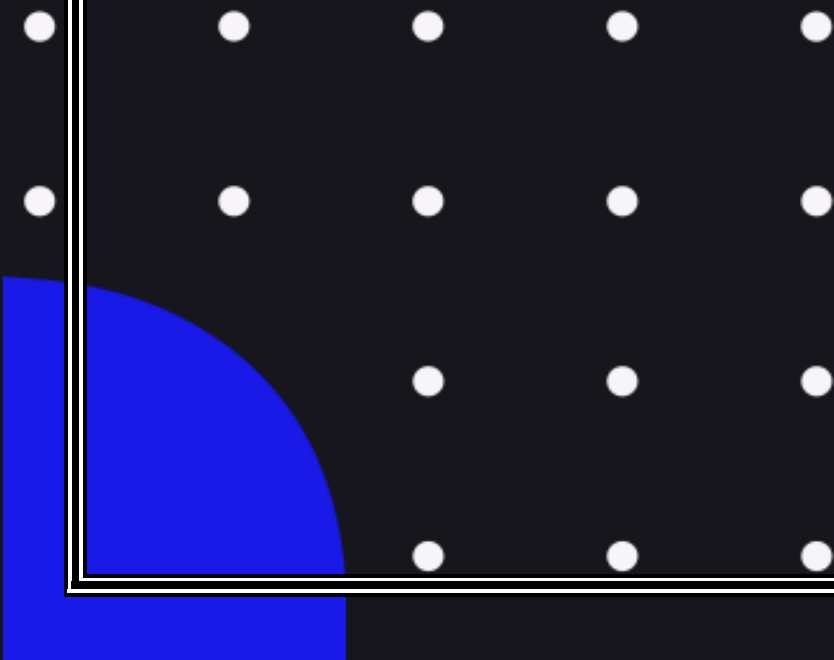


Software Requirement Specification for Facebook

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1. Introduction

SRS stands for Software Requirement Specification.

This document is prepared in order to determine the software requirement specification for Facebook mobile app.

Facebook is a social networking mobile application that brings you closer to the people and things you love.

Connect with friends, share what you're up to, or see what's new from others all over the world. Explore our community where you can feel free to be yourself and share everything from your daily moments to life's highlights.

Express Yourself and Connect with Friends

Add photos and videos to your story that disappear after 24 hours, and bring them to life with fun creative tools.

Message your friends with Messenger. Share and connect over what you see on Feed and Stories.

Create and discover short, entertaining videos on Facebook with Reels.

Post photos and videos to your feed that you want to show on your profile.

Learn More About Your Interests

Watch videos from your favorite Creators and discover new content through Facebook videos and Reels.

Get inspired by photos and videos from new accounts in Explore.

Discover brands, and small businesses, and shop for products relevant to your personal style.

2. Overall Description

In this section, the background description of the system should have been provided.

Facebook is a social networking mobile application that brings you closer to the people and things you love.

2.1. Product perspective

Facebook is an independent and worldwide network system. Every person can use it without any cost. People from different regions of the world can connect to each other via this system.

2.2. Product Function

After creating an account using Facebook, people can search for each other and follow them. After sending add requests they can see each other's posts such as photos, videos, textual, news feeds, etc. They can like, comment, and share each other's posts. They can also chat with each other.

2.3. User Characteristics

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

2.4. Design and Implementation

Being a social networking system its design should be perfect and attractive. It should be secure enough so that the user's data and their personal information should not be leaked and those should be securely preserved in the system.

3. External Interface Requirements

3.1. Interface Requirements

Various interfaces for Facebook could be:

Login Page

Profile Page

Home Page

New post page

New Story Page

Messenger

3.2. Hardware Interface

The whole system runs over the internet. Without the internet connection, the system will not work. All the hardware should be connected to the internet such as Wi-Fi.

3.3. Software Interface

The system uses PHP, some Java, and C++.

Erlang is used for messaging.

4. Specific Requirements

In this section, all software requirements will explain some information to the end user.

4.1. Functional Requirements

4.1.1 FR1: Adding Posts

You can use Facebook to share photos and videos with your friends.

- User can do this from 3 different locations:
 1. The home screen “what is in your mind”.
 2. the picture icon on the right corner of the home screen.
 3. the Profile screen.
- User can add a new textual post.
 - ◆ User can set the background of the post.
- User can set the post audience.
 - ◆ Public
 - ◆ Friends only
 - ◆ friends except
 - ◆ Specific friends
 - ◆ Only me.
- User can tag people from your friends list.
- User can post images/videos or combine between them
 - ◆ You can use a camera for new photo or video or browse from your gallery.
 - ◆ You can add a post as a live video.
 - ◆ You can select a background for your textual post.
 - ◆ You can add GIF.
 - ◆ You can choose a layout for your images.
 - ◆ You can post videos and images together.
 - ◆ You can write a caption.

- You can add a location.
 - ◆ Current location or selected location
- You can add your feelings and activity.
- You can save the post as a draft or discord.

4.1.2 FR2: Adding Stories

With stories, you can share photos and videos that disappear from your profile, feed, and expires after 24 hours, unless you add them to your profile as story highlights.

- User can do this from 3 different locations:
 1. The home screen “what is in your mind”.
 2. the picture icon on the right corner of the home screen.
 3. the Profile screen.
- Post a single story (photo/ video).
 - ◆ You can use a camera for new photos or videos or browse from your gallery.
 - ◆ You can add a caption to the video or the image.
 - ◆ You can add stickers.
 - ◆ You can add music.
 - ◆ You can draw shapes on the image or video.
- Post a single textual story.
 - ◆ You can select the background.
- Post multiple stories (images/ videos) at once.
 - ◆ You can upload multiple images separately or in collaging.
- You can share the story on Instagram.
- You can set the privacy for the story.
- You can tag people from your friends list.
- You can edit the story privacy.
- You can discord your story.

4.1.3 FR3: Messaging

With messenger, you can chat with your contacts, and share photos and videos you should install messenger to be able to chat via audio, and video call with other users.

- User can see your active connections.
- User can share his location with his friend.
- User can send (a photo/ video).
 - ◆ You can use a camera or browse from your gallery.
- User can send a voice note.
- You can send a text message with emojis.
- User can search for users that he can contact on the app.
- You can send text messages with attached images or videos.
- You can make a call (voice/video).
 - ◆ User can switch from voice to video call and vice versa
- You can show your contact info and change the theme of your chat.
- You can mute the chat.
- You can edit the quick reaction.
- You can edit the nicknames.
- You can pin, copy, forward, remove any message.
- You can search in the conversation.
- You can share the conversation with other persons.

- User can check if his message sent successfully or not through a circle appears on the right of the message.
- ◆ An empty circle is shown if the message has not been sent to the servers yet (Sending).
 - ◆ colored circle with a tick inside indicates the message was successfully delivered (Delivered).
 - ◆ Once the contact has viewed the message, their profile picture is displayed in that circle (Seen

