Kid Care App

Version 1.0

June 18, 2020

Android studio

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1.0. Introduction

1.1. Purpose

The purpose of this document is to provide a detailed description of the Android app. It will explain the purpose and features of the system, system interfaces, what the system will do, and the constraints under which it should operate. This document is intended for everyone who will use this app and for system developers

1.2. Scope of Project

This software will be intended to help parents organize the time their children use a smartphone or tablet.

This application will be designed to make parents control the amount of time that their children can use the phone in and what are the applications that children can use, of course this application will be easy to use and comfortable for the parents because all they have to do is determine the age of the child and the amount of time that will allow the child to use the device in addition to the applications authorized to the child to use , When the time limit set by the parent has expired the application will terminate any application the child uses it and lock the device.

1.3. Glossary:

Stakeholder	Any person with an interest in the project who is not a developer.
User	Parents and child
Software Requirements Specification	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate. For example, this document.

1.4. References:

-The busy coder's guide ANDROID development.

1.5. Overview of Document

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter.

The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product.
Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.

2.0. Overall Description

2.1 System Environment

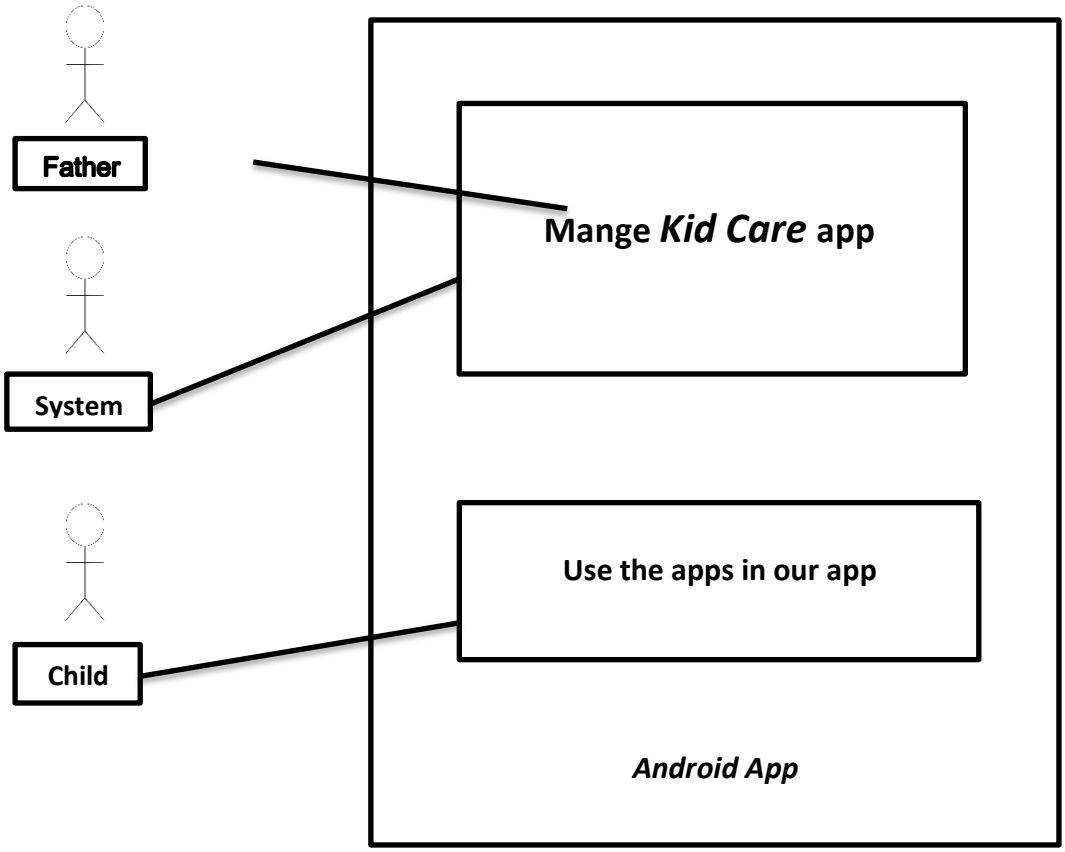


Figure 1 - System Environment

This software consists of two actors (father and child) and one cooperative system, the father and the system controls the settings of our application (determining the time of use for the child - lock the application that the child uses and our main application) While the child can choose one of the applications allowed to use

2.2 Functional Requirements Specification

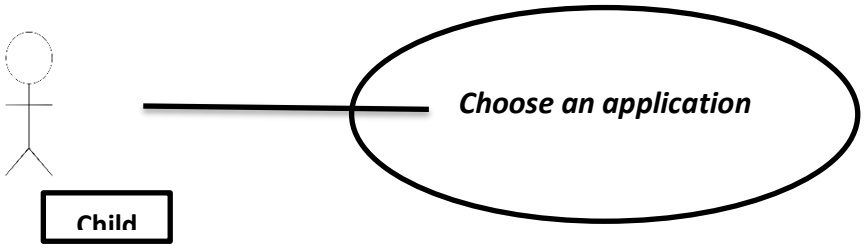
This section explains the use cases for each actor separately (father, child, and system).

Where the kid has one use case while the father and the system each have two use cases.

2.2.1 **Child Use Case**

Use case: Choose an application

Diagram:



Brief Description:

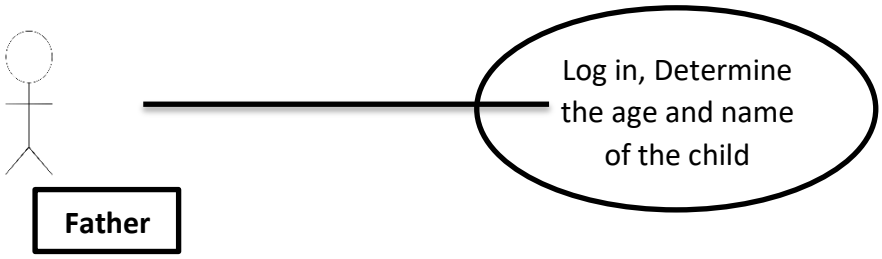
After determining which applications, the child can use (which father allowed him to use)

The child chooses one of these applications.

2.2.2 **Father use case**

Use case: log in

Diagram:

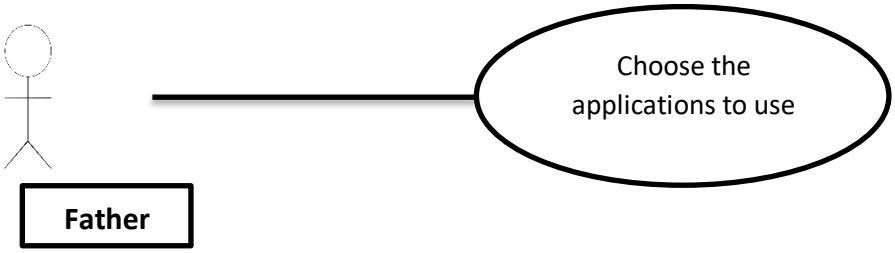


Brief Description:

The father logs in to the application and specifies the child's age, name and the number of hours the child uses the device.

Use case: choose the allowed applications

Diagram:



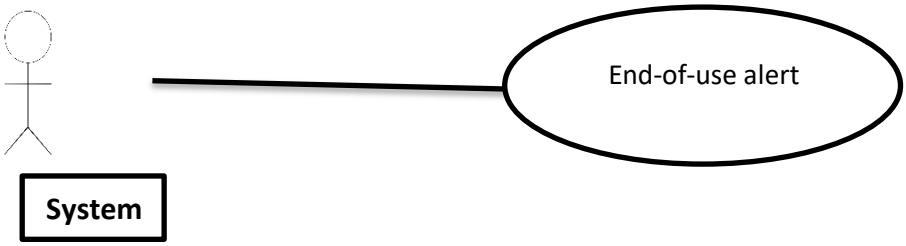
Brief Description:

The father decides which applications the child can use within our application.

2.2.3 **System use case**

Use case: Alarm and message

Diagram:

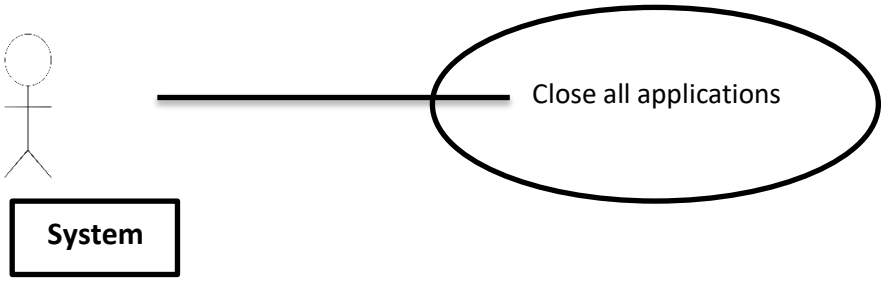


Brief Description:

The system sends an end-of-use notification and displays a farewell message.

Use case: Close all applications

Diagram:



Brief Description:

The system closes any application the child was using and then closes our application (kid care) and then lock the device.

2.3 User Characteristics:

It is expected that the father will be able to use our application (kid care) and know how to adjust his settings and choose the applications that the child is allowed to use.

It is also expected that the child will be able to use an Android device that can use its applications.

2.4 Non-Functional Requirements:

Our app will be available for all Android devices (regardless of system version)

The app will be free to all stores

In addition, of course we will produce a high performance application

3.0. Requirements specification:

We want to made android application to protect kids from isolation that comes after heavy usage to mobile from them.

3.1. External requirements:

Our app contain 4 Activities , first activity contain 1 button and 2 edit text to register.

Second Activity contain 1 button to add the application which the kid allowed to use .

Third Activity contain the apps that kid can use.

Forth Activity appear after the end of our application.

3.2. Functional requirements:

First Activity: parent register kid name and age .. depending on kid age app determine how much time can he use the mobile:

If his age between 5-6 years then he can use it for 30 minutes.

If his age between 7-8 years then he can use it for 60 minutes.

If his age between 9-10 years then he can use it for 120 minutes.

Second Activity: parent choose which apps can his kid use in his time then he give the mobile to his kid on the Third Activity which shows the apps that kid allow to use.

Forth Activity: it shows after kid finish his time and it close all apps with message “Bye, Bye” and an alarming sound.

3.3.Non-Functional Requirements:

This diagram shows how the application functions in a non-functional way.

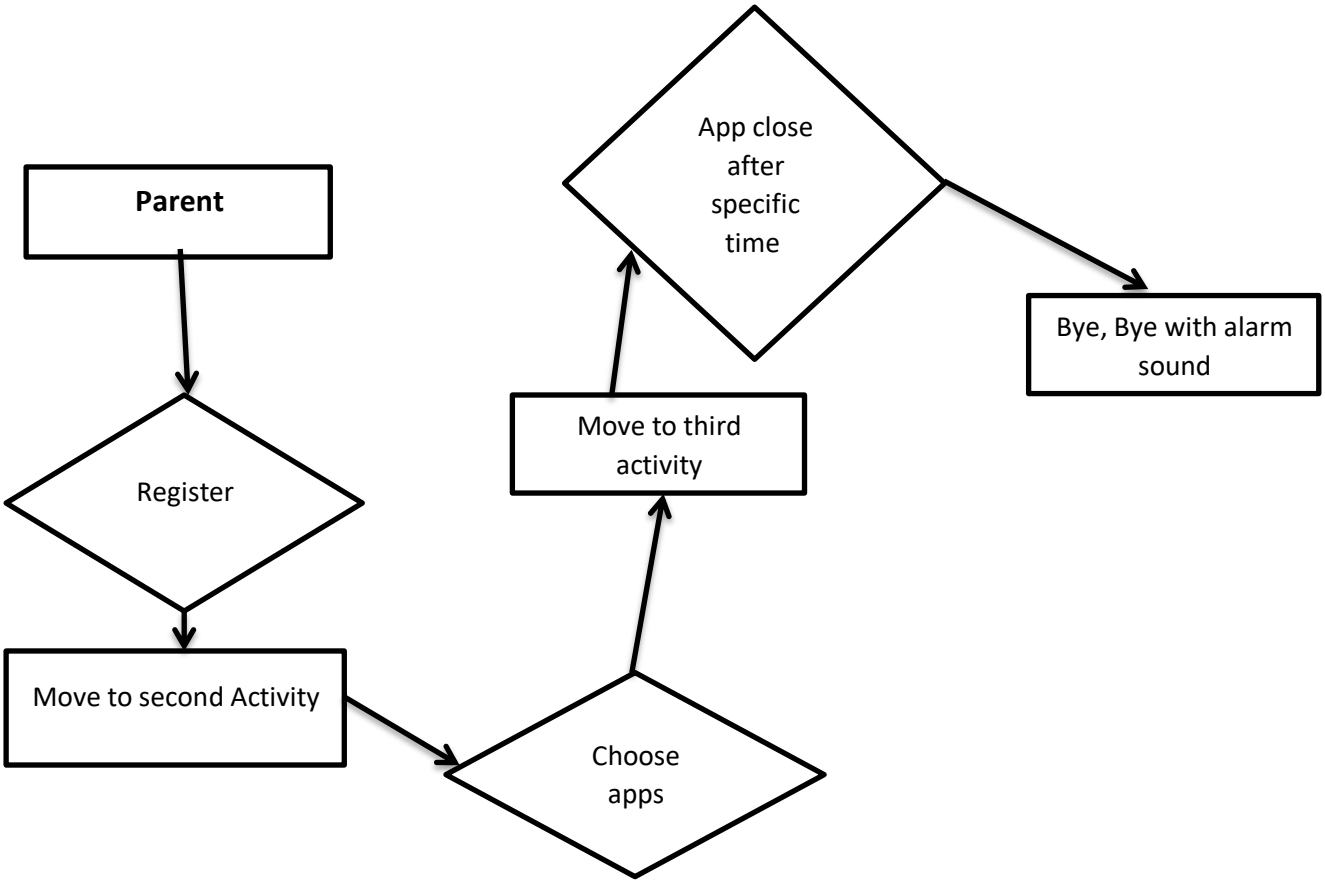


Figure 2-Non-Functinal Requirements

3.3.1. Security:

This is an offline application protected by android kernel.

User of mobile can access and control it behavior.

Users:

Normal people (parents and their kids).

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