***Kid Care App***

Version 1.0

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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***:

***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***

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***Android App***

**Mange *Kid Care* app**

Father

****

**Systemm**

**Use the apps in our app**

****

**Child**

**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:**

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**Child**

**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:**

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**Father**

**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**:

****

**Father**

**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**:

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**System**

**Brief Description:**

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

Use case: Close all applications

**Diagram**:

****

**System**

**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