



SRS Document
For
Second Year Project
Bachelor of Science in Information Technology

Color Picker

Submitted by

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1. Introduction

Purpose

AIM:

To develop an android application that will help pick color from color wheel and image by simple clicks.

OBJECTIVES:

1) Easy to pick color

Users can easily get desired color from color wheel or pick color from image.

2) To launch the app in the play store.

3) Offline based application

To develop an offline based android application, which requires less loading time and application that can work with out network connection.

Scope

Syatem Scope

users can directly select option to pick colour, that is picking colour from colour wheel or picking colour from image by uploading without signing in or registering anywhere.

User scope

The scope of thisproject targets the citizen of Bhutan. As a beginner, it will be suitable for the project to be tested in limited scope and expand the scope if it is successful.

System scope

Following are some of the feature that will be included in the project:

Pick from image: If a user wants to pick a color from their desired image, they can choose this option.

Pick from wheel : If user wants to pick color from the color wheel, they can choose this option.

Upload : users can upload the image to pick color by first uploading the image from this option.

2. Requirement

- **Select**

Users will be able to select their desired color from the color wheel or image by selecting pick from wheel or pick from image option in from the homepage.

- **Upload**

This feature will be available if the user wants to pick color from image. The user has to upload the image from upload option and if they already uploaded and wants to upload new image, they can directly select upload option and initial image will be replaced.

Non-functional requirements

- reliability

Color picker application will provide easy and fast result while selecting specific colour from the wheel or image they desire.

- Usability

This application will be build using graphical interface with clear text and information making it user friendly where user will be able to use interface within short amount of time.

- Supportability

The app can be installed and run on any android smartphone and size of android smartphones will not affect the performance of the application.

Developer requirement

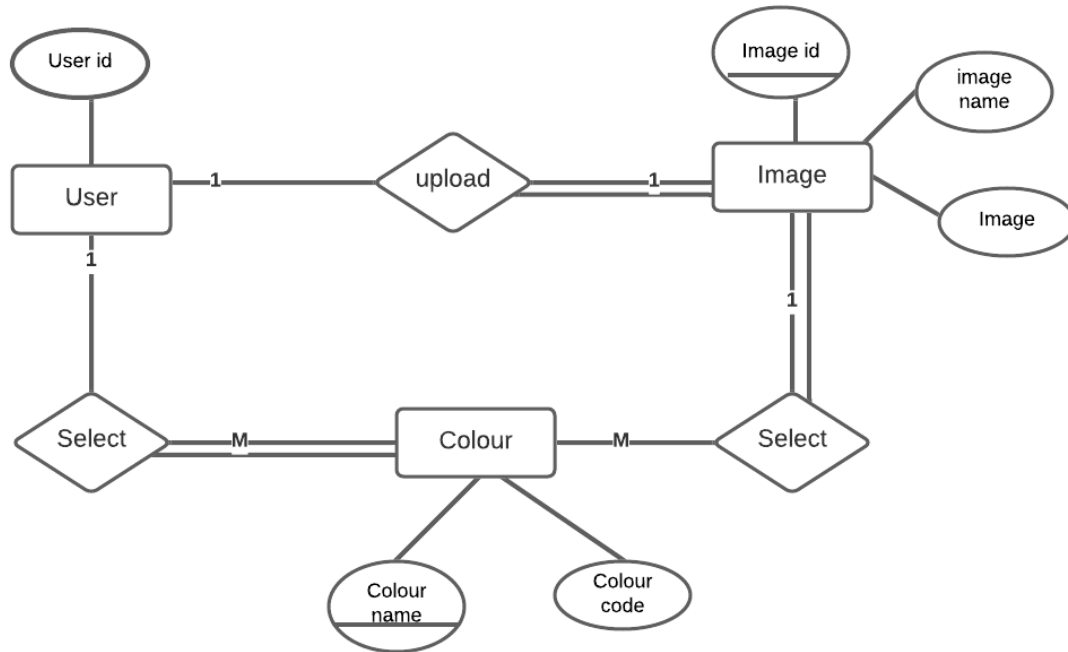
1. Processor : Core i3 and above
2. Disk space : 3GB minimum(8GB recommended)
3. RAM : 4GB and above.

User requirement

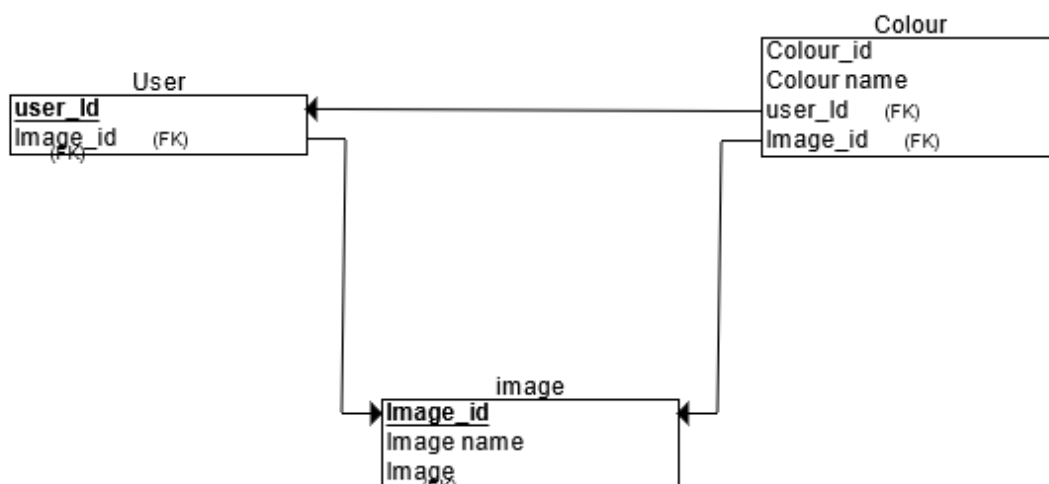
1. Android phone.

System Design

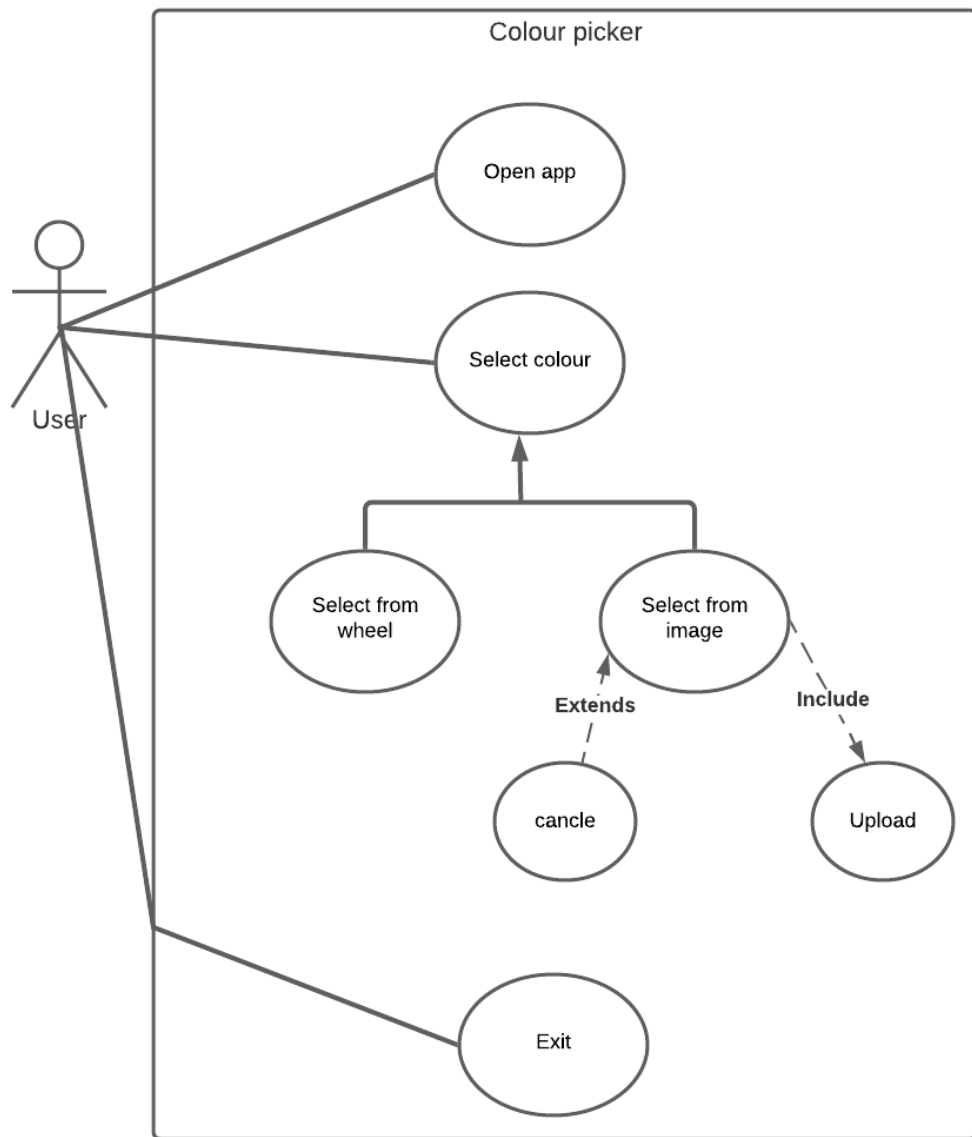
1. ERD



2. Relational schema



3. Use case



4. Sequence

