**Software Requirements Specification**

**for**

**SOCIAL NETWORKING**

**(New media website)**



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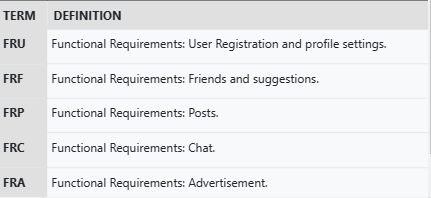
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**1.Introduction**

**1.1 Purpose**

A summary of the functional and non-functional requirements for a social networking website is provided in this software requirement specification.

**1.2 Document Conventions**

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**1.3 Intended Audience and Reading Suggestions**

A variety of audiences are targeted by this publication. The stakeholders' contract is described by this document. To better understand the system requirements, this document is meant for the stakeholder's authority, the design team, the developers, project managers, team leads, supervisors, security analysts, and the testing team.

**1.4 Scope**

A person's social life can be made more dynamic and exciting by using a social networking website. By connecting with people one has never met before and exchanging messages and photos, the social network can help one maintain existing ties with people as well as forge new ones. This website offers all of the benefits of blogging in one location. The fundamental goal of blogging is to let your friends read your thoughts, which are accessible to everyone who visits the website. The user has complete control over this blog and can add photographs, videos, and other content as he pleases.

**2. OVERALL DESCRIPTION**

**2.1 PRODUCT PERSPECTIVE**

The media platform allow the users interact with their friends and relatives all over the globe. It gives a global platform for users around the world to connect with each other .Users can also share photos, videos, and blog and engage themselves in chatting. Besides it provides scope for advertisement. This is an independent product and will be the first release of the product.

**2.2 PRODUCT FUNCTIONS**

The user can sign up for the social media platform and login whenever he wants. The user may establish his own profile, add and edit the data, set visibility to multiple profile sections, and upload a profile picture. Users can use the app to communicate with each other and family on a single platform. If a user searches for his friends, he will be shown relevant results if perfectly matched profiles are found.Any user can post status which will be visible to his connections.

**2.3 USER CLASSES AND CHARACTERISTICS**

Standard users can be of any segment of the population, including any gender or nationality, and can use a computer's website. The site enables people to be at least 16 years old. It does not necessitate any specific computer skills from its users. Because the user interface is in English, users ought to have the ability to read basic English.

**2.4 OPERATING ENVIRONMENT**

• Pentium-IV (Processor).

• 256 MB Ram .

• 512 KB Cache Memory .

• Hard disk 10 GB

• Microsoft Compatible 101 or more Key Board .

• High speed internet connection.

**2.5 DESIGN AND IMPLEMENTATION CONSTRAITS**

1. The website will be compatible with Microsoft Edge, Chrome 27.0+, and Firefox 30+ browsers.

2. The website only supports the English language.

3. To use HTTPS, the website requires certificates issued by a CA.

4. The initial version of the website is designed to be finest viewed on a desktop browser.

**2.6 USER DOCUMENTATION**

User manual and CD will be made available for troubleshooting and help. The user manual will contain detailed information about the usage of the product from a layman prespective to an expert network or system administrator.The manual shall also available online.

**2.7 ASSUMPTION AND DEPENDENCIES**

The proposed solution will be designed to work in an enterprise environment.The target environment may consist of wired and wireless links inside the network. The solution has to be self sufficient and free from any unfamiliar dependencies.

**3. External Interface Requirements**

**3.1 User Interfaces**

The website will be accessed by standard users via a web browser. As a result, it must have a login page where users can log in. Those who are first-time users must fill out registration information. After logging in, the user will see his profile and the wall, which contains posts shared by the user's friends. On his home page, the user can log out, search for people, and change any of his personal settings. Along the wall, a daily promotional page will be displayed.

**3.2 Hardware Interfaces**

N/A

**3.3 Software Interfaces**

1. **E-mail Interface**

To send emails to the specified user,this interface make use of third-party To send emails to the specified user, this interface makes use of third-party SMTP/POP services. This service will notify the user of required actions via a traditional medium.

2. **Captcha Service Interface**

Captcha services will be used for human identification.

**3.4 Communications Interfaces**

The social networking website is based on HTTPS .Moreover TCP/IP is used for chatting functionality.

**4..SYSTEM FEATURES:**

The functional specifications or options rendered by this website are characterized by system features. It is the most ethical decision for our goods.

**4.1 SYSTEM FEATURE 1:**

**REGISTRATION :**

NO dependency

Those who are new to our website must first register. Users' account information, including name, email address, phone number, date of birth, and password, must be entered for registration purposes. To establish an account on our website, you should need to provide these details. Once this is done, our website verifies the information, and users must accept the terms and conditions of our website. The user must be 18 years of age or older. Strong password characters must include symbols, capital letters, and small letters.

**4.2 System feature 2:**

Depend on 4.1

The user must first register before they can log in. The email address and password must be entered to log in. The password's hash should coincide with the database's encrypted password hash. If three password attempts are unsuccessful, a captcha should show. If more than eight attempts fail, the account will be locked and the user will receive an email informing them of the failed password attempts. The user must click the unlock link in the email he received in order to unlock his account. If a user clicks the "forgot password" link, a link to reset their password should be mailed to them. Every field's input needs to be verified.

**4.3 system feature 3:**

Depend on 4.2

A step in creating a user profile. User should be able to add the educational details. These fields can be left blank. To add education, a user must be logged in and have his account designated as verified. Every field's input needs to be verified.

**4.4 System features 4:**

**Personal information**

Depend on 4.2

Personal information about the user, such as language preference, gender, and interests, should be editable by the user. It's okay to leave these fields blank. A user cannot add personal information unless he is logged in and his account has been recognised as verified. It is necessary to validate each field's input.

**4.5 System features 5:**

**Account information**

Depend on 4.2

Name, birth date, email address, phone number, and address should all be editable by the user. The only fields that cannot be empty are the name, birth date, and email address. An logged-in user is required. Each field's entry must be verified.

**4.6 System features 6:**

**Account information**

Depends on 4.2

An account's name, birth date, email address, phone number, and address should all be editable by the user. In contrast to the other two, only the name, birthdate, and email address must be provided.

**4.7 System features**

No Dependency

The profile photo should be user-uploadable. The profile photo should be at least 160px by 160px in size. This field is optional for the user. Anybody can see your profile picture.

**System Feature 4.8**

**Set account visibility settings**

No Dependency

The user need to be able to choose whether to make account information public or private. The account information will by default be made public.

**System Feature 4.9**

**Set personal information visibility**

No Dependency

The user should be allowed to choose whether to make personal information public or private. The public will by default be able to see the personal information.

**System Feature 4.10**

**Show Profile**

Depends on 4.1 and 4.2

Each user profile should be visible to every user who is logged in.

**System Feature 4.11**

**Delete Account**

Depends on 4.1 and 4.2

The user has the option to permanently remove his account. After erased, the user will no longer appear on his list of friends. There will be a deletion of user data.

**System Feature 4.12**

**Add Friend**

Depends on 4.1

The ability to friend other users should be available to registered users. To those who have already registered, users can send friend requests. A user may look up a friend among the users who have registered and then send that person a friend request.

**System Feature 4.13**

**Accept/Ignore Friend Request**

Depends on 4.12

A user should be given the choice of accepting or rejecting a friend request if they receive one from another user. The requester is added to the acceptor's friends list if the user chooses to accept the friend request. The request is deleted from the request receiver's queue if the user choose to ignore it, but the sender continues to perceive the request's status as "request sent."

**System Feature 4.14**

**Delete Friend**

Depends on 4.12 and 4.1

Any enrolled user should have the option to remove any existing friends

**System Feature 4.15**

**List Friends**

Depends on 4.1,4.2 and 4.12

A button to view the friends of the currently active user profile should be available to the user whenever they are on any profile page. The user can have a large number of friends, but only 20 can be seen at once. If the user has more friends than that, paging will be used to display additional friends.

**System Feature 4.16**

**Search User**

Depends on 4.3

The user should be able to look up friends who might have registered on the website. When a user types in a friend's name and clicks search, all of the site's users who share that name are listed in the search results. The maximum number of search results that can be displayed at once is 20, and paging is used to display more results.

**System Feature 4.17**

**Invite Friend**

Depends on 4.1 and 4.3

More friends should be able to join the social network by being invited by the user. The user will have the choice to enter the invitee's email address. One buddy can be invited at a time by the user.

**System Feature 4.18**

**Post**

Depends on 4.2

Those who have registered can share posts with their friends. Only plain English material with a character limit of 500 may be posted. When the user clicks the POST button, the post should be visible to him and his friends. The user can put it in the allocated text field.

**System Feature 4.19**

**Remove post**

Depends on 4.2 and 4.18

A posted message can be deleted by the user. The post should no longer be viewable on the user's or his friends' profiles after being deleted. A post's deletion should also eliminate all of its related comments.

**System Feature 4.20**

**Comment**

Depends on 4.3 and 4.18

The user has the option to leave a remark with his thoughts on each post that is available to him. The remark can only be 500 characters long and must only contain text. The user can leave a remark by typing in the text box that is located beneath the post.

**System Feature 4.21**

**Delete Comment**

Depends on 4.2 and 4.20

A user has the ability to remove comments they have posted or ones they have written. A user can notice a delete link next to the comment to delete a post that he is authorised to delete.

**System Feature 4.22**

**Chat**

Depends on 4.2

Each person in the friend list who is online should be allowed to start a conversation with the user. The chat message must be forwarded to the designated user, and the other user must comprehend without difficulty that the chat has been established. Users on the friend list who are online should be allowed to send messages to the user. Consequently, a two-way conversation can be completed by the receiving entity sending a message back to the sender. The message's length is limited to 250 characters.

**System Feature 4.23**

**Advertisement**

Depends on 4.2

The user ought to be able to see the adverts that are shown next to his wall. It ought to be possible for users to publish ads.

**5.MODELS:**

**Lexicon:**

* Graphical User Interface
* Local area network

Database

Registration

Friends

Upload datas

**6. Nonfunctional Reuirements**

**6.1 Performance Requirements**

**1.Scalability**

The system ought to be able to handle many users. servicing a thousand users at once, for instance.

**2.Speed**

The application ought to be quick. The speed shouldn't drop off as the number of users rises. For a better end-user experience, search functionality should be quick. The system should have a quick enough response time to be able to react to user activities quickly. For instance, the site's search user feature should carry out a rapid search within the database of people.

**6.2 Security Requirements**

* The provided email address is verified when a user registers.
* At least one small character, one capital letter, a number, and a special character must be included in the password, which must include at least 8 characters.
* The database stores the password as a hash value.
* To ensure that the data is encrypted during transit, we transfer all data using HTTPS, or SSL, protecting the user information in the process.
* Re-Captcha is used during registration to identify people as human.

**6.3 Software Quality Attributes**

**1.Usability**

* Any user should be able to easily grasp a user interface if it is basic and clear.

**2.Availability**

* The system must to be accessible constantly. To offer a better customer experience, it should be made sure that there is little to no downtime.
* System dependability is expected. Users should be able to search for people and get accurate results. Also, whenever a user sends a message, the system should make sure that it reaches its intended recipient without being lost or having its content altered.

**3.Testability**

* The software ought to be tested. It is recommended to build up a distinct testing environment where quality assurance engineers and testers can check the application for errors, missing or incomplete requirements, and problems.

**4.Maintainability**

* The system should be created in a way that allows for future expansion. A change in the existing requirements or the addition of new features should be simple to implement.