



## **VES Project**

Requirements analysis and specifications document

Filippo Solimando

# Table of Contents

- 1. Introduction
  - 1.1. Project Scope
  - 1.2. Target Clients
  - 1.3. Functionalities
  - 1.4. Goals
  - 1.5. Limitations
- 2. Functionalities details
  - 2.1. Actors
  - 2.2. Functionalities description
    - 2.2.1. Session Initialization
    - 2.2.2. Video File Upload
    - 2.2.3. Subtitles File Upload
    - 2.2.4. Resize Inizialization
    - 2.2.5. Video Information Query
    - 2.2.6. Session Status Query
    - 2.2.7. Burn Video
    - 2.2.8. Burn Stop
    - 2.2.9. Download Burned Video
- 3. Scenarios
  - 3.1. Resource Definition
    - 3.1.1. File Upload Insufficient Server Resources
    - 3.1.2. Burn Insufficient Server Resources
    - 3.1.3. File Upload After Burn
    - 3.1.4. Resize Definition After Burn
  - 3.2. Download Video
    - 3.2.1. Download Video Before Burn
    - 3.2.2. Download Video After Burn
    - 3.2.3. Download Video After Error
- 4. System requirements
  - 4.1. Constraints
    - 4.1.1. Design constraints
    - 4.1.2. Performance constraints
    - 4.1.3. Database constraints
    - 4.1.4. Hardware constraints
    - 4.1.5. Software constraints
    - 4.1.6. Compliance to standards
  - 4.2. Software properties
    - 4.2.1. Reliability
    - 4.2.2. Availability
    - 4.2.3. Security
    - 4.2.4. Maintainability
    - 4.2.5. Portability
  - 4.3. Technical requirements
    - 4.3.1. Hardware
      - 4.3.1.1. Memory
      - 4.3.1.2. Network interface
      - 4.3.1.3. Processor
    - 4.3.2. Software
      - 4.3.2.1. Database management system
      - 4.3.2.2. Network protocols
      - 4.3.2.3. Internal tools
      - 4.3.2.4. Java virtual machine

# Introduction

## 1.1. Project Scope

VES (Video Editing Service) is a web application to provide basic video manipulation features. Videos uploaded in VES can be resized or completed with subtitles. VES offers its functionality by a specific REST api set.

## 1.2. Target Clients

There is no specific on client type. Any entity can access to VES if connected to the network.

## 1.3. Functionalities

The system will implement these functionalities:

- Video resize
- Subtitle integration into the video frames

## 1.4. Goals

VES is aiming to accomplish:

- To offer functionalities by RESTful api and communicate over http/https protocol
- Asynchronous video processing
- To be distributed into a Dockers Container Image

## 1.5. Limitations

The software will suffer from the following limitations:

- The system must be reliable
- The system has limited local resources
- No specific security and privacy requirements about video files will be implement

# Functionalities details

## 2.1. Actors

Any entity able to communicate to VES by given REST APIs. We will refer to it as Client

## 2.2. Functionalities description

### 2.2.1. Session Initialization

In order to access to any further functionalities, the Client must request a new working session. The informations returned by this request will be used to identify and execute any other action.

### 2.2.2. Video File Upload

Upload the video file the Client wants to manipulate. Only one file can be processed in a working session.

### 2.2.3. Subtitles File Upload

Upload files containing video subtitles. \*.SRT, \*.SUB and \*.SBV file types are supported by VES. Subtitles are not mandatory.

### 2.2.4. Resize Inizialization

Specify the final video size. Video resize request is not mandatory.

### ~~2.2.5. Video Information Query~~

~~Return uploaded video properties, like duration, size, etc.~~

### 2.2.6. Session Status Query

Return current session status, file actually uploaded into the session, percentage of completion if the video process has been started.

### 2.2.7. Burn Video

Execute the video processing. In order to start the action, a video file must be uploaded and at last a subtitles file must be uploaded or a resize initialization must be specified. Subtitles and resize can be executed simultaneously

### 2.2.8. Burn Stop

Interrupt the video processing if already started.

### 2.2.9. Download Burned Video

Download the processed video file as soon as the elaboration is finished.

# Scenarios

Scenarios are written in the gherkin formal syntax.

## 3.1. Resource Definition

### 3.1.1. File Upload Insufficient Server Resources

Given I am a client  
    and there is not enough space on the server  
    when I upload a file  
then the system must return error  
    and cancel the session

### 3.1.2. Burn Insufficient Server Resources

Given I am a client  
    and I upload a video file  
    and I upload a subtitle file or declared a resize  
    and there is not enough space on the server  
    and I execute Burn action  
then the system will stop the elaboration  
    and put the session in an error mode

### 3.1.3. File Upload After Burn

Given I am a client  
    and I executed Burn action  
    and Burn process started without error  
    and I upload a file  
then the system return invalid action error

### 3.1.4. Resize Definition After Burn

Given I am a client  
    and I executed Burn action  
    and Burn process started without error  
    and I declare a resize modification  
then the system return invalid action error

## 3.2. Download Video

### 3.2.1. Download Video Before Burn

Given I am a client  
    and I executed Burn action  
    and Burn process started without error  
    and Burn has not finished yet  
    and I request to download processed video  
then the system return work in progress error

### 3.2.2. Download Video After Burn

Given I am a client  
    and I executed Burn action  
    and Burn process started without error  
    and Burn completed the video elaboration

and I request to download processed video  
then the system return the video processed  
and cancel the session

### **3.2.3. Download Video After Error**

Given I am a client  
and I executed Burn action  
and Burn process started without error  
and Burn did not complete the process cause an error  
and I request to download processed video  
then the system return the error during Burn process  
and cancel the session

# System details

## 4.1. Constraints

### 4.1.1. Design constraints

The system must be implemented in Java using the J2EE platform and JAX-RS technology.

### 4.1.2. Performance constraints

The system response time must be acceptable. It must be able to handle many concurrent requests: the order of magnitude of the userbase is unknown.

### 4.1.3. Database constraints

Not specified.

### 4.1.4. Hardware constraints

Not specified.

### 4.1.5. Software constraints

Not specified.

### 4.1.6. Compliance to standards

Whenever possible, the code and organization of the system should obey to existing standards. This allows for an easier maintainability and quicker accessibility for new programmers.

## 4.2. Software properties

The produced software must offer a standard set of properties. Here follows a description of how this system complies to those properties.

### 4.2.1. Reliability

The system must assure that every data entered by client is persisted until the client decides to cancel the session or the processed video is successfully downloaded.

### 4.2.2. Availability

Not specified.

### 4.2.3. Security

Not specified.

### 4.2.4. Maintainability

Standard compliance will aim future developers during software maintenance.

### 4.2.5. Portability

By using Java technologies, our product can be installed virtually anywhere, provided that the target operating system has a JVM (version  $\geq 1.8$ ) installed.

## **4.3. Technical requirements**

### **4.3.1. Hardware**

The computer which the system will be installed on needs to have the following requirements.

#### **4.3.1.1. Memory**

Depending on the amount of video process session running in the same moment, VES could need a huge amount of free storage space, we recommend at least 100GB each service installed.

#### **4.3.1.2. Network interface**

The application needs to instantiate a web server, so a network interface is required.

#### **4.3.1.3. Processor**

The system runs one thread every video process, a multi-core processor will impact a lot on the overall performance.

### **4.3.2. Software**

The system needs several software modules in order to work properly.

#### **4.3.2.1. Database management system**

MongoDB (version  $\geq 3.0.3$ )

#### **4.3.2.2. Network protocols**

The application needs to work on the following network protocols:

- HTTP, on TCP, port 80 suggested
- HTTPS, on TCP, port 443 suggested

#### **4.3.2.3. Internal tools**

ffmpeg library must be installed

#### **4.3.2.3. Java virtual machine**

Any instance of JVM, from version 1.8 onward.