

Facebook App

1	Synopsis	
2	Software Requirements	
3	Hardware Requirement	
4	Database Required	
5	Further Enhancement	
6	Overall Description	
7	UML Diagrams	
8	Test Coverage	

1. INTRODUCTION

1.1.1 Purpose

Social media networking is one of the leading ways of communication that takes place between the people these days. This project provides an idea of developing the application called as **facebook**.

Social Networking is a nice form of entertainment, great for meeting people with similar interests, and can be a very effective business technique for entrepreneurs, writers, actors, musicians or artists. This structure includes having profiles, friends, blog posts, photos, videos etc and usually something unique to that particular social networking.

1.1.2 Document Conventions

This document is formed using IEEE template for System Requirement Specifications (SRS) documents. Headings are in bold capital letters and wherever necessary, diagrams are provided.

1.2 Intended Audience and Reading Suggestions

The intended audience for this document includes the interested software developers and the travel agents who are going to use this software. This project is being developed under the guidance of Mentor. Shankar Sir and Mentor. Sasirekha. This software is also useful for the customers directly accessing the website.

1.3 Product Scope

The facebook application can be useful as an internal social media application for a small organization or just for testing purposes and understanding the development concepts.

2. Software Requirement

- Jdk-11
- Junit
- Mockito
- STS/IntelliJ
- Webserver
- Postman

3. Hardware Requirement

PREFERED MINIMUM HARDWARE REQUIREMENTS

Processor Core i3 and above

Hard Disk Drive 100 GB

RAM 4 GB

4. Database Model

MongoDB

5. Further Enhancement

Among the basic existing features and Services if some extra efforts and specifications is added this can overcome the limitation of the current Service and can become milestone for our designed service.

1. We can add the messaging service in future, Instant Messaging and Group Messaging.
2. Disappearing messages in 24 hours can be added.
3. Posting short videos like Youtube Shorts can be added.
4. More privacy control over user profiles can be added.
5. One feedback section for getting the valuable user feedback.

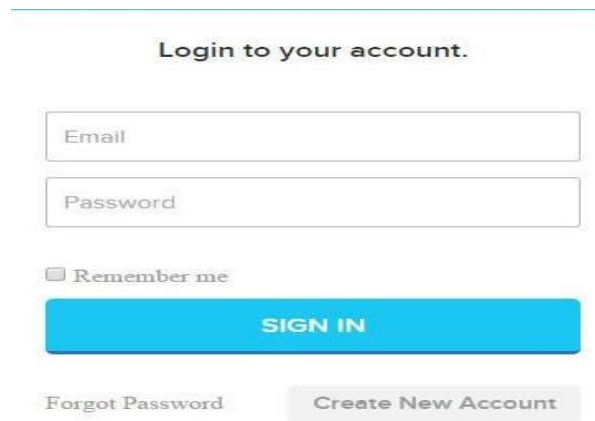
6. Overall Description

In this project we tried to provide a portal where all the users can register themselves and login then start experiencing the services such as adding new friends to their network, posting content to their profile and see the contents what their friends are posting, messaging with friends and users, share photos and videos in the feed.

6.1 Product Perspective

Login Module

In this module we will try to get login username and password from the user, and will try to provide services accordingly, if a user hasn't registered then it will be directed to the registration module.



Login to your account.

Email

Password

☐ Remember me

SIGN IN

[Forgot Password](#) [Create New Account](#)

Fig: Login Page

Registration Module

In the Registration module user will be asked to fill several details like First name, Last Name, E-mail, Username, Password. These details will be useful to create gateways and in implementing JWT for it.

User Registration



First Name * John

Last Name * Smith

E-mail * [redacted]@wedevs.com

Username * john

Password *****

Confirm Password *****

Strong

REGISTER

Fig: Registration Page

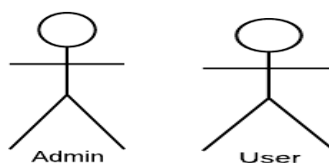
USERS

Admin

Admin will be given some special services apart from customer services like to add, delete, update services also to manage database, Admin will be responsible for managing the user data.

User

User will be subjected to login and through this details will be asked and feed will be designed according to the data of the user and his friends, posts, etc and also other modules like add friends, send messages module will be presented.



Profile Module

In this module we tried to take certain data related to the User like-

User id //attribute used as primary key

User Name //Name of the User

User Mobile

User Location

Posts Module

Attributes related to the User Posts-

Post id //attribute used as primary key

User Name //Name of the user

Post Title //City code will be used as foreign key

Post Description

MarketPlace Module

In this module we have taken certain data similar to the facebook MarketPlace Service like-

item id //attribute used as primary key

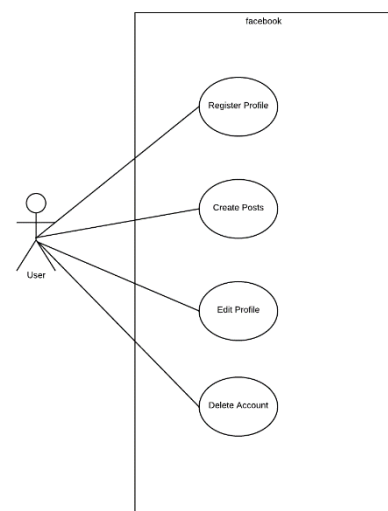
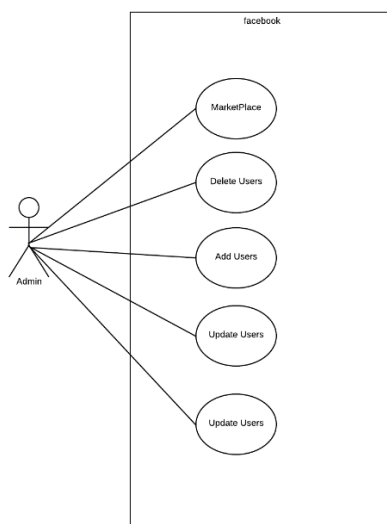
item Name //Name of the User

item price

item condition

7. UML DIAGRAMS

Use case Diagram



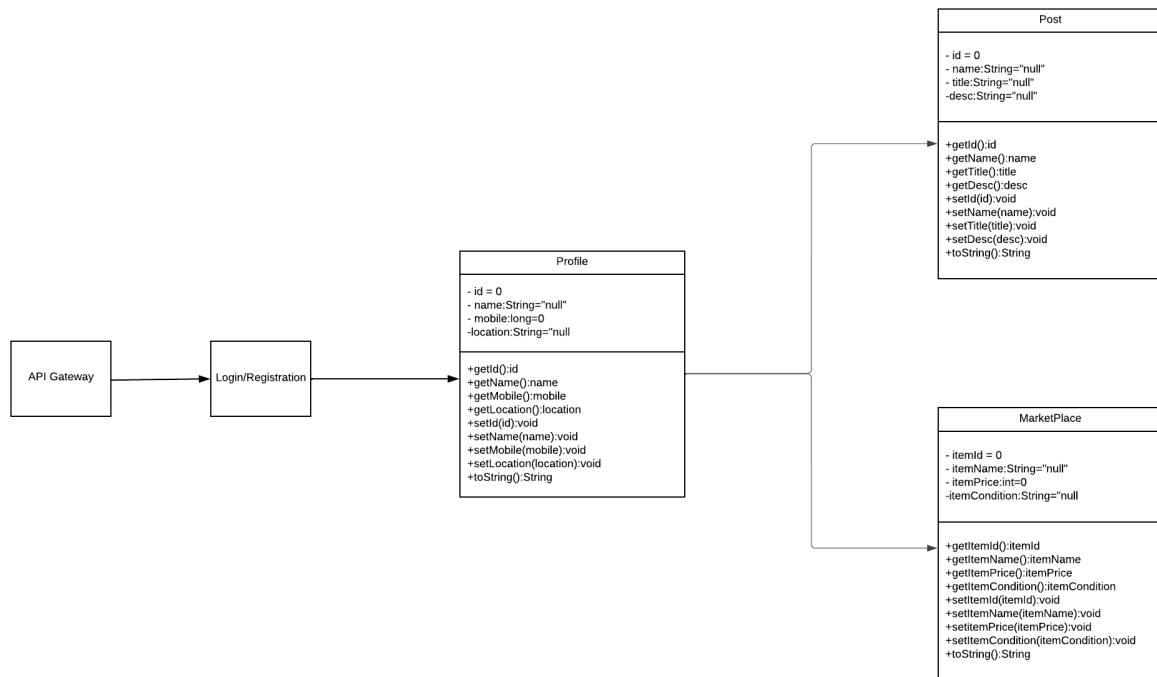


Fig: use case diagram

8. Test Coverage:

ProfileService:68%

