SOFTWARE REQUIREMENTS SPECIFICATION

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Introduction

*1.1 Purpose*

The intended audience for this software are students at Memorial University of Newfoundland.Its purpose is for students within the university to be able to interact with each other through and share opinions and content.

*1.2 Scope*

This project will be written in the JavaScript based runtime environment Node.js. What makes Node.js ideal in this case is that it has an event driven architecture that allows throughput and scalability in Web Applications with many input/output operations. One advantage of using Node.js is that the functions are designed to be non-blocking. Commands do not have be sequential and wait for the preceding command

to finish.

One benefit of Node.js is that it works very well with the document-oriented database program MongoDB. This program is also written in

JavaScript like Node.js. We will be using this to store any data relating to the user and the associated functionalities and privileges.

When necessary we will retrieve any data to use for the output of the webpages.

*1.3 Definitions, Acronyms and Abbreviations*

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*1.5 Overview*

The intended audience for this software are students at Memorial University of Newfoundland.Its purpose is for students within the university to be able to interact with each other through and share opinions and content.

Overall Description

*2.1 Product Perspective*

This product is a self-contained product. Within this SRS, a student is able to register as long as they have a student ID and an email. This SRS assumes that the student is a verified user at the university with an email suffix "@mun.ca". <<<<<<<DIAGRAM>>>>>>>>

*2.2 Product Functions*

The major functions the product must perform is:

i) create an user profile

ii) sign in a registered user

iii) display another user's profile

iv) send friend requests, add friends when accepted

v) create a post, allow user to edit own posts and comment on any post they can see.

vi) create a group, allow group owner to edit a group, allow users to join groups

vii) create a course schedule for any user

viii) allow users to upload a resume

ix) maintain lost and found section, allow users to create posts within it

x) create a poll, allow owner to delete polls, allow users to vote on polls

*2.3 User Classes and Characteristics*

The User classes will be UC1-UC24, The User characteristics of the intended users is novice - advanced education level, provided the user is a registered student at University. Any type of user will be able to access the software provided they are a registered student at MUN or have administrative privileges.

*2.4 Design and Implementation Constraint*

Any Regular user will be able to basic functions like signing in, creating a profile, adding friends, creating/editing a post, joining a group, creating and voting a poll. However, each user has to have a valid email id that ends with mun.ca, which is the way the system assumes that the user is a MUN user. Every User has privacy restrictions, the profile has limited visibility for non- friends/ the public. But for every friend in the profile have complete access to the user's profile and vice-versa.

*2.5 Assumptions and Dependancies*

Any Software related dependancies will be listed in a read me file on the git repository. We are assuming that whoever reads the documents has already viewed this file and has a understanding.

Dependancies: Use Cases, Diagrams, Functional/Non-functional

*2.5 Requirements*

Operating Environment :

The Project is web-based and will be hosted on the university server. It is intended to work on any browser in any operating system. It is currently assumed that it is only viewed on a personal computer and not on any mobile environment.

3.1 User Interfaces

The first interface will be our login screen. In this interface the user will have to input their username and password to gain access to their

account and profile.

We intend to have an interface for creating and post and all of the associated functionalities such as commenting, uploading images and publishing content

As well an interface for shared interaction between users such as the study groups and lost and found.

*Hardware Interfaces*

* The system must be connected to the internet.
* The system will be deployed on a MUN server that will connected using a port number.
* Network interaction will use https

*Communications Interfaces*

The system will interact with the database to retrieve any necessary data related to the user, friends, groups and content

- Possibly talk about TCP/IP???

*Software Interfaces*

Along with an internet connection. The system will makes indirect use of an internet browser. As mentioned before, this application is written in

Node JS(version ???) with use of mongodb (version ???) as the database. Other than that, the system does not tell any software what to do.

(This probably needs some better description)

