

**PROJECT: SOFTWARE REQUIREMENT SPECIFICATION FOR MOBILE APPLICATION TO LEARN MOTHER TONGUE**

PRESENTED BY

**APP BUILDING CENTER**

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**INTRODUCTION**

**Purpose**

Specialized at E-Learning:It is aimed to analyze the varying point of views i.e Users, and also to visualize the artifacts of the mobile application.

**Initial Vision**

This is a mobile application which enables users especially Africans to learn their mother-tongue in a quick, easy and efficient manner which best suits their learning style. Also, creating profiles for users where their progress could be assessed and where they could also contribute to the improvement of the application. This would be much fun.

**OVERALL DESCRIPTION**

**Product Scope**

Since mother-tongue languages are more taught and spoken in villages than urban cities, we intend to bring the villages in town through the penetration of android mobile phones in these regions.

**Constraints**

* Will first develope a version for android afterwards will develope for ios

**Operating Environment**

* Android Operating System
* ios Operating System

**Design and Implementation Constraints**

* Use Case, Context Diagram, UML with umlet.
* Activity, Sequence, DFD diagrams will be drawn in....
* Software implementation with Android Studio

**REQUIREMENTS AND ANALYSIS**

**Product Requirements**

1. **System Improvement Objectives**

* Secure customer information
* Increase network speed
* 7/24 hous non-stop servers

2. **What capabilities should the new system provide for its users?**

* Different mother-tongue languages
* Personal profiles
* Quiz for personal evaluation
* Translations from mother-tongue to english and french
* Ability for users to contribute to the system

3. **What data must be captured and stored?**