NEW MEDIA WEBSITE

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**Introduction**

* 1. **Purpose**

This software Requirement Specification (SRS) documents key specification, functional &

nonfunctional requirements of social network service. Social networking sites tend to share some

conventional features. Most often, individual users are encouraged to create profiles containing

various information about themselves. Users can often upload pictures of themselves to their

profiles, post blog entries for others to read, search for other users with similar interests, and

compile and share lists of contacts

* 1. **Intended Audience and Reading Suggestions**

The document is intended to be a guide for developers, users and testers. The goal of this

document is to identify the requirements of application social networking. A developer may

directly want to know the requirements by reading the section of USER REQUIREMENTS and

skipping other sections if required.

* 1. **Product Scope**

The objective of this software is to completely automate the following processes.

* The main objective of the project is to establish a network among the people residing in a

specific community all the information can be easily accessed and shared among the

people.

* This system provides users to register their various types of profile like social, personal,

professional.

* This system provides users to send scrap messages, images, and music files to their

friends. User can maintain the scrap book whatever scrap he has send to users.

* The system provides users to upload the photos so that user can maintain own album.
* This system provides user to join the communities according to their scenario.
* This system provides the user to maintain their friend list and user can update their

friend list.

* This system provides user to send invitation to another friend to join the community or

group and can add to their friend list for future

**Overall Description**

**2.1 Product Perspective**

Social networking sites make young people more social and help them communicate with

others. Social networking sites are places where young people can maintain and nurse

their existing (offline) friendships and create new (online) friendships. Social

networking sites are places where young people learn the crucial importance of being

able to network which they can benefit from in their future professional life**.**

**2.2 Product Functions**

Maintenance of detail of various users.

Online update the information.

Status of all users and community details easily available.

**2.3 Design and Implementation Constraints**

The project operates under a number of design and implementation constraints. Some of

these are as outlined below:

**Hardware and Software constraints:**

Since the project has been developed entirely using JAVA and object oriented methodology, it is

largely independent. The project can be run on any platform. However, it still needs a JAVA

framework to run .

End user constraints:

As mentioned above the major constraints for the end user is having a Java framework on his

computer. Also he should be familiar with the operation with the system to a certain extent ,

although a help document will be provided to oriented users.

**2.4 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 perspective to an

expert network / system administrator. The manual shall also be made available online.

**3.1System Features**

An application has divided its working in different modules. Each module consists of different

working for proper functioning of application. All modules are integrate together to make robust

application. These modules provide various features of system.

Photo & Video Galleries

User profiles

Private messaging system

Friend buddy system

Mutual friend system

Activity steam/status update

Groups with discussion board

Add/remove custom applications system

**External Interface Requirements**

**4.1 User Interface**

A graphical User interface is available providing following functionalities:

Drop down menu for algorithm selection

Selection list for scaling threshold up or down

Scrolling control to observe different reminder & many of different things.

all reminders are show in the list so that time select whatever reminder customer want to

send email,sms etc.

Help button

**4.2 Hardware Interfaces**

The solution extensive use of several hardware devices. These devices include;

Internet modem

LAN

Switches

**4.3 Software Interface**

**Operating system** –

With minor allowances for the peculiarities of particular operating systems, the application can be

modified to act largely platform independent since it has been written in JAVA. The application has

however been developed using Windows XP and will naturally work without changes on the operating

systems.

**Other Nonfunctional Requirements**

**5.1Performance Requirements**

The solution has to exhibit very stringent performance requirements**.** The system has very perfect

performance .It can help the businessman to show all meeting schedule when it can work on

system that time this reminder show that meeting ,appointment whatever client remind that time

so the customer can at that time attain that meeting etc. So the customers are becoming important

day by day to remain in competition.

**5.2 Safety Requirements**

**Security**

- Some security measures are provided to the application account holders such as account holder

must give his/her account id and password to login. Other than that security to user’s personnel

details and photos and video galleries.

**5.3 Software Quality Attributes**

Availability

This web application in useful in making relationship among community people, friends,

students and all the humanity to build the relation

In such instances, there strength arise among others from

A unifying purpose and clear coordination structure

Multiple, interactive communication that encourage simultaneous action

Dynamism and creativity

Quality and packaging of evidences

Representative ideas

Strength in numbers