

Software Requirements Specification for ABA

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1. INTRODUCTION

1.1 Purpose

ABA is supposed to be a way for people to connect and chat with each other via a web page. It will be very simple, it will include a login page and upon login, it will take you to a chat site where people logged in can message. The page itself will be simple, with a box that displays a message, another box to type in a message, and a send button.

1.3 Intended Audience and Reading Suggestions

ABA will be designed for everyone to chat (again it will be very simple and there will be two users for show). If this were to get more worked on in the future, with a lot more time included could be genres of topics that people would be able to go into and talk about that specific topic (however that is not what I will be doing, that would require more time assuming the basics of the project is done).

1.4 Product Scope

I will be using Odin's public_html directory for this project. The main language I will be using is php, html, CSS, and maybe Bootstrap to make it look really nice. The main goal is to be able to display the messages and have the send button register.

1.5 References

I have done a much more simple page that displayed messages before but not in real time or in a web page, however I have done it in C. For a reference I will be using

<https://code.tutsplus.com/tutorials/how-to-create-a-simple-web-based-chat-application--net-5931>

2. OVERALL DESCRIPTION

2.2 Product Function

- Connecting: after the users log in, they should be able to connect to the server itself
- sending/receiving: upon login, the user should be able to send and receive messages

- Display: after the messages has been sent it should be able to display on the screen in real time

Without these three major functions we can not make a chat site. It is very crucial that these three work or else we are just left with an interface.

2.4 Operating Environment

The only place this software will run on is in a web browser. You will need a mouse, keyboard, and a monitor in order to use the chat channel. It should be able to run on any smartphone that can get into a web browser.,

2.5 Design and Implementation Constraints

One of the biggest limitations would be security when it comes to user's login information because I have never done any security work on how to hide special information, but this program will be very simple and probably will never be worked on to further develop, but that is the main issue if it will be.

3. External Interface Requirements

3.1 User Interface

The interface itself will be very simple, once a user is logged in, there will be a main box where messages will display, a smaller box below it to write the messages and a button to the right to send the messages. If this program is further developed on the left side could show who is logged in and on the right could show different genres channels you can go to and chat. So for every channel it will show who is on in that specific channel (again, this is if it were worked on more this I feel would be a more advanced implementation).

3.2 Hardware Interface

For all hardware related stuff, you will need a standard desktop that works and connects to the internet.

3.4 Communication Interface

The only connections this chat would need is a web browser and a connection to the internet. It will use a standard HTTP.

4. System Features

4.1.1 Description and Priority

- Sign in page: medium
- Display text box: high
- Text box: high
- Connection between other users: high
- Display message: high
- Sending message: high

4.1.2 Stimulus/Response Sequence

For this web browser to work a user would first have to

1. Login

2. Write message
3. Send
4. Wait for response

4.1.3 Functional Requirements

(Hopefully if all goes well) when the user login, if wrong credentials then it won't let you login in, if a message could not send, give an error.

5. Other Nonfunctional Requirements