# Libraro Requirement Specification

### 1. Introduction

#### **Purpose of Document**

The following document presents the requirement specifications of the Libraro Library App. It serves as a reference for developers during the development process.

#### Overview of the App

Libraro is an Android Library App designed to engage users in an attractive book-reading experience. Users can:

- Buy, read, and upload books.
- View their reading progress and comprehensive reports.
- Utilize an easy-to-use, intuitive interface, which works offline if books have been downloaded.

The application is tailored for avid readers and casual readers, offering convenience and flexibility.

# 2. Functional Requirements

#### **User Actions:**

- Buy books using the Libraro Library App.
- Upload PDFs to be readable as books.
- Search the library for specific books.
- **Highlight reading progress** for currently read books.
- View basic analytics about user interaction with the application.
- Rate books based on user experience.
- Save books to a Wishlist for future purchases.
- Preview books before purchasing.
- **Set reminders** for reading sessions.

### **System Behaviours:**

- Save bought books to the user's account.
- Sync user details to their account.
- Display suggested books on the home page.

- Provide offline access to all purchased books and uploaded files.
- Authenticate users before login.
- Track user progress in reading each book.
- Send push notifications for user-set reminders.
- Generate book previews before purchase.

# 3. Non-Functional Requirements

#### Performance:

- Application startup should take less than 3 seconds on average devices.
- Book search results should display in less than 1 second.
- Scrolling through search results should be smooth, even on minimum device specifications.
- The app's installation size should not exceed **50MB**.

#### **Usability:**

- Use appropriate and readable typography.
- Support multiple themes.
- Provide a Material Design 3 compliant user interface.

#### Reliability:

- Ensure a crash-free rate of at least 99%.
- Implement automatic crash reporting.
- Enable automatic backups when users buy new books.
- Regularly back up reading time data for enhanced analytics.

#### **Security:**

- Provide end-to-end encryptions for all users' sensitive information.
- Ensure secure payment processing via Stripe.
- Allow secure login through **Google account** integration.
- Offer optional two-factor authentication for login.

# 4. Technical Requirements

#### **Development Tools:**

• Use Android Studio Koala as the development environment.

- Develop using **Kotlin 1.5** or above.
- Minimum SDK: API 24 (Android 7.0).
- Preferred SDK: API 33 (Android 13).
- Use GitHub for version control.

#### Libraries:

- Utilize AndroidX libraries for modern Android development.
- Use **Firebase** for data storage.
- Implement ViewModel and LiveData to handle UI-related data.
- Use **Retrofit** for network operations.
- Leverage Firebase for storing book covers and book information.

#### **Testing Requirements:**

- Perform unit testing for the app's core logic.
- Conduct **UI testing** with **Espresso**.
- Utilize Android Profiler for performance testing.

### 5. Constraints

#### **Platform Limitations:**

- The application must be an **Android application**.
- Support for Android 7.0 (API 24) and above.
- Maximum upload size for a book: 20MB.
- Offline storage is limited by the device's available space.

#### **Network Constraints:**

• An **internet connection** is required for login, book purchases, searching for books, and sync operations.

#### **Development Constraints:**

- The application must comply with Google Play Store policies.
- Third-party libraries used must be widely adopted and well-maintained.