



HI KIDS Project

Sahar Mammdouh El-Tibi

► To cite this version:

Sahar Mammdouh El-Tibi. HI KIDS Project. International Journal of Engineering and Information Systems (IJEAIS), 2017, 1 (7), pp.36-87. hal-01595771

HAL Id: hal-01595771

<https://hal.science/hal-01595771>

Submitted on 5 Oct 2017

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.

HI KIDS Project

Sahar Mammdouh El-Tibi

Faculty of Engineering and Information Technology

Al-Azhar University, Gaza, Palestine

Email: eltibisahar@gmail.com

Abstract: *It is a social media application focused on 4-12 years' children; it allows the parents to supervise their children during their interaction with modern technology applications and browsing the internet.*

The main objective of the application is reduce the vulnerability of harmful contents to face the child such as (violent contents, Child Molestation, Extortion and intimidation, Fraud operations), and create an interactive and safe environment for the child and his family.

Keywords: social media, children, safe environment, vulnerability

Al-Azhar University-Gaza



FACULTY OF ENGINEERING AND INFORMATION TECHNOLOGY

DEPARTMENT OF SOFTWARE ENGINEERING (SE)

GRADATION PROJECT

HI KIDS Project



Sahar Mammdouh El-Tibi
20121684

Supervised by
Prof. Samy Abu-Naser

September 2017
2nd semester | 2016/2017

FINAL YEAR PROJECT REPORT ITSE

5331

HI KIDS

By

Sahar Mammdouh Al-Tibi 20121684

Supervised by
Prof. Samy Abu-Naser

In partial fulfillment of the requirement for the Bachelor of Computer
Systems Engineering (CSE)

Department of Software Engineering Faculty of
Engineering and Information Technology

September 2017
2nd semester | 2016/2017

CERTIFICATE OF ORIGINALITY

This is to certify that I am responsible for the work submitted in this project, that the project work is my own except as specified in the references and acknowledgements, and that the original work contained herein have not been taken or done by unspecified sources or persons.

Sahar Mammdouh Al-Tibi 20121684

ACKNOWLEDGEMENT

Praise and thanks to Allah first and foremost whose blessing enabled us to accomplish this project.

We wish to express our deepest appreciation to our supervisor Prof. Samy Abu-Naser for relentless guidance, helpful, suggestion, close supervisor and moral encouragement to complete this task .

A special thanks to my parents and to all our teachers we have had.

Also we should not forget to appreciate the great role of our college's instructors, whom have made a lot of effort to instruct us and offer some helpful materials, which in turn helped us to prepare such a task.

Our Sincerely thanks to all those whom directly or indirectly help us to complete this project.

ABSTRACT

It is a social media application focused on 4-12 years' children; it allows the parents to supervise their children during their interaction with modern technology applications and browsing the internet.

The main objective of the application is reduce the vulnerability of harmful contents to face the child such as (violent contents, Child Molestation, Extortion and intimidation, Fraud operations), and create an interactive and safe environment for the child and his family.

Contents

1. INTRODUCTION	43
1.1 ABSTRACT	43
1.2 Problems of the old systems	44
1.3 Objectives.....	44
2. System Analysis	45
2.1 Business Requirements:	45
2.1.1 Business actor list:.....	45
2.1.2 Glossary:	45
2.1.3 Business Use Case List:	45
2.1.4 Business use case details:	45
2.2 System requirements:.....	46
2.2.1-Functionalrequirements:	46
2.2.2 Non-Functional Requirement:	47
2.2.3 System actor list:	47
2.2.4 System use case list:	47
2.2.4.1 Child use case list:	48
2.3 System use case details:	49
2.3.1 Child use case list details:	49
2.3.2 Supervisor use case details:.....	55
2.3.3 Suggested Supervisor use case list :	58
2.3.4 Admin use case list.....	61
2.4 Use Case Survey:	64
2.5 Use Case Priority:	65
2.5.1 Green:	65
1.6 Use Case Diagrams:	66
2.6.1 Child use case diagram :.....	66
2.6.2 Supervisor use case diagram:	66
2.6.3- Suggested supervisor use case diagram :	66
2.6.4- Admin use case diagram :	67
2.7 Class Diagrams:	67
2.7.1 Class Diagram with attributes and methods:.....	68
3. System Design	68
3.1: Sequence diagram:	68
1.2 Database Tables:	77
4 Interface	77

4.1 Sketchs:	77
4.2 Interfaces:.....	77
5 Conclusion:	85
5.1 Achievement:	86
5.2- Future Work:	86
References.....	86

LIST OF FIGURES

Figure	Title	Page
Figure1	Figure 2.1: Business use case activity diagrams.	46
Figure3	Figure 2.2: Child use case diagram.	66
Figure4	Figure 2.3: Supervisor use case diagram.	66
Figure5	Figure 2.4: Suggested supervisor use case diagram	67
Figure6	Figure 2.5 Admin use case diagram	67
Figure7	Figure 2.6: Class diagram	68
Figure8	Figure 2.7: Class attributes and methods.	68
Figure9	Figure 3.1: Sequence diagram for U1: Make accounts and U2: Login.	69
Figure10	Figure 3.2: Sequence diagram for U4: Change password	69
Figure11	Figure 3.3: Sequence diagram for U5: Logout.	70
Figure12	Figure 3.4: Sequence diagram for U7: Search for supervisor.	70
Figure13	Figure 3.5: Sequence diagram for U9: Edit profile.	70
Figure14	Figure 3.6: Sequence diagram for U10: Check Timeline	71
Figure15	Figure 3.7: Sequence diagram for U11: Add post .	71
Figure16	Figure 3.8: Sequence diagram for U12: Put like .	71
Figure17	Figure 3.9: Sequence diagram for U13: Write comment.	72
Figure18	Figure 3.10: Sequence diagram for U14: Share post .	72
Figure19	Figure 3.11: Sequence diagram for U15: Add friend.	72
Figure20	Figure 3.12: Sequence diagram for U16: Delete friend .	73
Figure21	Figure 3.13: Sequence diagram for U17: Accept or refuse friend request.	73
Figure22	Figure 3.14: Sequence diagram for U18: Receive notification.	73
Figure23	Figure 3.15: Sequence diagram for U19: Make chat .	74
Figure24	Figure 3.16: Sequence diagram for U20: Check planets .	74
Figure25	Figure 3.17: Sequence diagram for U21: Play games	74
Figure26	Figure 3.18: Sequence diagram for U22: Watch videos.	75
Figure27	Figure 3.19: Sequence diagram for U23: Read Stories .	75
Figure28	Figure 3.20: Sequence diagram for U24: Search .	75
Figure29	Figure 3.21: Sequence diagram for U26: Add Stories.	76
Figure30	Figure 3.22: Sequence diagram for U27: Add Videos	76
Figure31	Figure 3.23: Sequence diagram for U28: Add Games.	76
Figure32	Figure 3.24: Sequence diagram for U29: Block Users	77
Figure33	Figure 3.25: Database Schema.	77
Figure34	Figure 4.1: sketches	77
Figure35	Figure 4.2: loading and signing interfaces	78
Figure36	Figure 4.3: Sign up (Kids , Supervisor)	78
Figure37	Figure 4.4: Forget user name or password , supervisor signing	79

Figure38	Figure 4.5: Kids signing	79
Figure39	Figure 4.6: Supervisor sign up	80
Figure40	Figure 4.7: Timeline , Friend request .	80
Figure41	Figure 4.8: Notification , Planets	81
Figure42	Figure 4.9: About kids , Games	81
Figure43	Figure 4.10: Search , Online kids	82
Figure44	Figure 4.11: Chat , Games	82
Figure45	Figure 4.12: Albums, Stories.	83
Figure46	Figure 4.13: Delete Friend	83
Figure47	Figure 4.14: Kids Management, login.	84
Figure48	Figure 4.15: Change password.	84
Figure49	Figure 4.16: Edit profile .	85
Figure50	Figure 4.17: Wafting kids list, change kids password.	85

LIST OF TABLES

Table	Title	Page
Table1	Table 2.1: Business glossary	45
Table2	Table 2.2: Details for U1: Make account.	49
Table3	Table 2.3: Details for U2: Login	49
Table4	Table 2.4 : Details for U3: Forgot password	50
Table5	Table 2.5 : Details for U4: Change password.	50
Table6	Table 2.6: Details for U5: Logout.	51
Table7	Table 2.7: Details for U7: Search for supervisor .	51
Table8	Table 2.8: Details for U9: Edit profile	51
Table9	Table 2.9: Details for U10: Check timeline .	51
Table10	Table 2.10: Details for U11: Add post .	51
Table11	Table 2.11: Details for U12: Put like	52
Table12	Table 2.12: Details for U13: Write comment	52
Table13	Table 2.13: Details for U14: Share post	52
Table14	Table 2.14: Details for U15: Add friend	53
Table15	Table 2.15: Details for U16: Delete Friend	53
Table16	Table 2.16: Details for U17: Accept or refuse friend request	53
Table17	Table 2.17: Details for U18: Receive notification.	53
Table18	Table 2.18: Details for U19: Make chat	53
Table19	Table 2.19: Details for U20: Check planets	54
Table20	Table 2.20: Details for U21: Play games	54
Table21	Table 2.21: Details for U22: Watch videos	54
Table22	Table 2.22: Details for U23: Read Stories.	54
Table23	Table 2.23: Details for U24: Search	55
Table24	Table 2.24: Details for U1: Make accounts.	55
Table25	Table 2.25: Details for U2: Login.	55
Table26	Table 2.26: Details for U3: Forgot password.	55
Table27	Table 2.27: Details for U4: Change password.	56
Table28	Table 2.28: Details for U5: Logout.	56
Table29	Table 2.29: Details for U6: Add kids .	56
Table30	Table 2.30: Details for U8: Kids management.	57
Table31	Table 2.31: Details for U9: Edit profile.	57
Table32	Table 2.32: Details for U16: Delete friend.	57
Table33	Table 2.33: Details for U18: Receive notification.	57

Table34	Table 2.34: Details for U29: Block Users.	58
Table35	Table 2.35: Details for U30: Check kids account.	58
Table36	Table 2.36: Details for U31 Add another supervisor.	58
Table37	Table 2.37: Details for U2: Login.	58
Table38	Table 2.38: Details for U3: Forgot password..	59
Table39	Table 2.39: Details for U4: Change password.	59
Table40	Table 2.40: Details for U5: Logout.	59
Table41	Table 2.41: Details for U8: Kids management.	60
Table42	Table 2.42: Details for U9: Edit profile.	60
Table43	Table 2.43: Details for U16: Delete friend .	60
Table44	Table 2.44: Details for U18: Receive notification .	60
Table45	Table 2.45: Details for U29: Block Users .	61
Table46	Table 2.46: Details for U30: Check kids account .	61
Table47	Table 2.47: Details for U2: Login.	62
Table48	Table 2.48: Details for U3: Forgot password.	62
Table49	Table 2.49: Details for U4: Change password.	62
Table50	Table 2.50: Details for U5: Logout.	62
Table51	Table 2.51 Details for U11: Add post .	62
Table52	Table 2.52: Details for U24: Search .	63
Table53	Table 2.53: Details for U25: Manage system .	63
Table54	Table 2.54: Details for U26: Add Stories .	63
Table55	Table 2.55: Details for U27: Add Videos .	63
Table56	Table 2.56: Details for U28: Add Games .	64
Table57	Table 2.57: Details for U29: Block Users .	64
Table58	Table 2.58: Details for U30: Check kids account .	64

1. INTRODUCTION

1.1 ABSTRACT

One day, my little brother who is 6 years old ask me to create an account for him on any social media website; to contact with his friends and share his dairy situations. As like as us!

How can I make this for young child?! He is only 6 years old! In this age, we must cultivate values and principles in our children, not to crack their intelligence with websites which maybe show inappropriate contents! . These websites and networks contain different ages and not intended for children. On the other hand, children wasting their time on the internet without parental supervision. If parents have direct control of their children, they will feel independent and lack self-confidence!

So, I decide to create safe communication network for children, which is HI KIDS. HI KIDS is a safe network for children. Videos, stories, games aim to develop the child's skills and intelligence, cultivate the right values and principles... It gives the parents a special dashboard to control and monitor the child's account and what he is doing while using it without the child feeling anything. It also sets a time period for app and website usage, and gives the authority to delegate another supervisor to the child, and it is available to the parent to add more than one child to supervise.

The current technical landscape is growing at an accelerated pace, affecting all sectors. Education is one of these sectors that have been affected by the current technological development. As a result, many educational sectors around the world have begun to explore the extent to which technology can be used in the educational process. In education techniques is the search for the possibility of employing tablets in education, not only as a learning aid, but as an alternative to the textbook, and as a central tool for managing the teaching and learning processes between teacher and student.

Due to the modernity of tablet devices, the educational research arena lacks to a certain extent the experimental and qualitative research that proves the usefulness of the use of these devices or not, especially Arab research in this

may not be completely - to my knowledge - but the literature and educational research on this subject in English language is a kind of abundance in which we can answer all of our questions, and writing on this subject is as interesting as it is, but it is hard, but we will explore all the books about the possibility of using tablets in the educational process in a series of articles, Some Questions on this topic, we derive the help from God alone.

Smartphones can be defined as mobile phones - a mobile phone with advanced features compared to other mobile phones during the period of time when the phone is put on the market, and therefore there is no definition of smart phones.

In a previous period, phones to have access to the Internet and deal with e-mail were known as smart phones which do not make this definition applicable to those phones at the moment.

Since most smartphones and tablet computers that carry notebooks and e-books are lighter, smaller and easier to carry than bags filled with files and books or notebooks also, it makes them more effective and flexible.

Handwriting recognition programs on smartphones and tablets also help to improve the handwriting skills of students. Handwriting using Stylus Pen is easier than using the keyboard and mouse.

These devices enable students to draw diagrams and maps directly on the computer screens using Standard Software, and can record handwritten or voice notes directly on the Device during external lessons or trips. As well as enabling them to conduct electronic registration and data inputting data during practical or external lessons when computers are not suitable or very heavy computers such as scientific experiments.

Smartphones and smartphones help students to participate in group operations and tasks so that many students and teachers can pass the device between them, use the Infrared Function option on personal digital devices or use a wireless network such as Bluetooth.

1.2 Problems of the old systems

1. Very slow
2. Use very bad colors
3. Talks service is not available
4. Parental control application be through the site
5. No identifying and controlling the words that the child shared with his friends

1.3 Objectives

The application also has multi-option and advantages for the parents and the children:

The Supervise:

Supervise the child's account and what he is doing during using the application.

Control incoming friendship requests to the child account

Remove friends.

Determinate the period of time that fitting to use the application.

The child :

The child account is respective.

Communication with the added friends

Sharing his daily activities with his friends and interact with it.

Meaningful games, read stories, and watch videos.

Project steps to find solutions for the project problem

- 1- System analysis.
- 2- System design.

- 2.1 Photoshope .
- 2.2 Android.
- 2.3 FireBase .
- 2.4 PHP .
- 2.5 SQLite Database.

- 3- Implementation.
- 4- Testing.
- 5- Interface

2. System Analysis

2.1 Business Requirements:

2.1.1 Business actor list:

Child: The person who surfs the application.

Supervisor: The person who can control and manage child account.

Suggested Supervisor: The person who suggested by supervisor to control and manage child account.

Admin: The person who responsible for the application .

2.1.2 Glossary:

Table 2.1: Business glossary

Term	Definition
Planets (Business object)	Dedicated entertainment area with entertaining and educational stories, games and videos
Home Page (Business object)	Page main of application containing posts and timeline of friends.
Post (Business object)	Public spaces users can publish photo or text.
Profile (Business object)	Is the personal page of the user, which can still add your personal stamp
Timeline (Business object)	A chain of events published by the user on their profile
Notification (Business Object)	The action of notifying someone or something.

2.1.3 Business Use Case List:

B1: Sing up: The user creates a new account by filling out the registration data. **B2: Sing in:** The user is logged on by entering the data recorded through it. **B3: Access application:** The user can access application.

B4: Sing out: The user can exit of application.

2.1.4 Business use case details:

B1: Sing up:

1. The application ask a new user for personal information .
2. The user confirms the information recorded.

B2: Sing in:

- 1.The user enter user name and password .

2.1.5 Business use case activity diagrams:

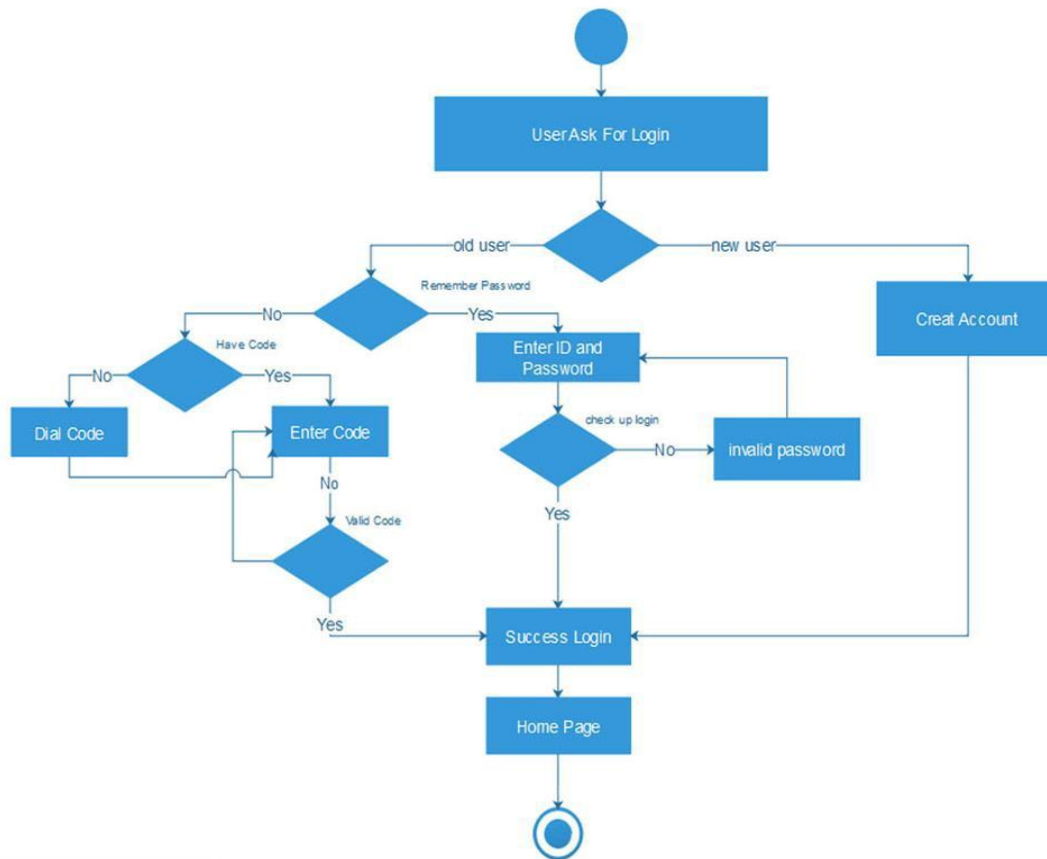


Figure 2.1: Business use case activity diagrams

2.2 System requirements:

2.2.1-Functional requirements:

- System allows user to sing up.
- System allows user to sing in.
- System allows user to access the app.
- System allows user (supervisor) to edit his profile .
- System allows user (supervisor) to change his password .
- System allows user (supervisor) to choose child to manage his account .
- System allows user (supervisor) to control publish, friendship, account lockout .
- System allows user (supervisor) to add another supervisor .
- System allows user (supervisor) to change kids password .
- System allows user (supervisor) to check kids account .
- System allows user (supervisor) to remove kids .
- System allows user (kids) edit his profile .
- System allows user (kids) change his password .
- System allows user (kids) send and receive messages .
- System allows user (kids) send and receive friend requset .
- System allows user (kids) to publish post .

- System allows user (kids) receives notifications .
- System allows user (kids) to enter planets (watching vidoes , play games , reading stories)
- System allows user (kids) search for any kids .
- System allows admin access the app.
- System allows the admin to update ,remove , and add data .
- System allows the admin to manage the system .
- System allows the admin to manage the system users accounts.

2.2.2 Non-Functional Requirement:

- **Availability:** this system is available and accessible on 24/7 with achieved performance.
- **Reliability:** This system keeps the consistency and integration of every transaction.
- **Manageability:** It offers the ability to manage the resources of the system to allow availability.
System allows the admin to update and manage system.
- **Flexibility:** The ability to add new data by admin.
- **Capacity:** The system able to operate many tasks and many user transactions at one time.
- **Security:** The ability to prevent an unauthorized user to access data also provides authentication to limit user with some permissions. Admin or employee must enter the correct username and password to get to his page which contains special features for each.
- **Usability:** User Interfaces will be easy to understand and to use.

2.2.3 System actor list:

- 1- **Child:** The person who surfs the application.
- 2- **Supervisor:** The person who can control and manage child account.
- 3- **Suggested Supervisor:** The person who suggested by supervisor to control and manage child account.
- 4- **Admin:** The person who responsible for the application.

2.2.4 System use case list:

- U1: Make accounts.
- U2: Login.
- U3: Forgot password .
- U4: Change password.
- U5: Logout.
- U6: Add kids .
- U7: Search for supervisor .
- U8: Kids management.
- U9: Edit profile .
- U10: Check timeline .
- U11: Add post .
- U12: Put like .
- U13: Write comment
- U14: Share post .
- U15: Add friend.
- U16: Delete friend .
- U17: Accept or refuse friend request.
- U18: Receive notification.
- U19: Make chat .
- U20: Check planets .
- U21: Play games .

U22: Watch videos .
U23: Read Stories .
U24: Search .
U25: Manage system .
U26: Add Stories .
U27: Add Videos
U28: Add Games.
U29: Block Users
U30: Check kids account .
U31: Add another supervisor .

2.2.4.1 Child use case list:

U1: Make accounts.
U2: Login.
U3: Forgot password.
U4: Change password.
U5: Logout.
U7: Search for supervisor .
U9: Edit profile .
U10: Check timeline .
U11: Add post .
U12: Put like .
U13: Write comment .
U14: Share post .
U15: Add friend.
U16: Delete friend .
U17: Accept or refuse friend request.
U18: Receive notification.
U19: Make chat .
U20: Check planets .
U21: Play games .
U22: Watch videos .
U23: Read Stories .
U24: Search .

2.2.4.2 Supervisor use case list:

U1: Make accounts.
U2: Login.
U3: Forgot password.
U4: Change password.
U5: Logout.
U6: Add kids .
U8: Kids management.
U9: Edit profile .
U16: Delete friend
U18: Receive notification.
U29: Block Users .
U30: Check kids account .
U31: Add another supervisor .

2.2.4.3 Suggested Supervisor use case list:

U2: Login.
U3: Forgot password.
U4: Change password.
U5: Logout.
U8: Kids management.
U9: Edit profile .
U16: Delete friend .
U18: Receive notification .
U24: Search .
U29: Block Users .
U30: Check kids account .

2.2.4.4 Admin use case list:

U2: Login.
U3: Forgot password.
U4: Change password.
U5: Logout.
U11: Add post .
U24: Search .
U25: Manage system .
U26: Add Stories .
U27: Add Vidoes .
U28: Add Games .
U29: Block Users .
U30: Check kids account .

2.3 System use case details:

2.4 Child use case list details:

U1: Make account:

Table 2.2: Details for U1: Make account

Use case name	Make account
Participating actor	Child
Description	1- The application ask a new user for personal Information (kids name, gender, and password). 2- The user confirms the information recorded.
Preconditions	The user email does not repeated .
Basic flow	1- Child search for supervisor. 2- The application ask a new user for personal information (kids name, gender, and password) . 3- Send request to the supervisor to confirm kids account
Alternate flows	1- User cannot register in application if he use repeated email. 2- User cannot register in application if he leave empty fields.
Post conditions	User have new account .

U2: Login:

. Table 2.3: Details for U2: Login

Use case name	Login
Participating actor	Child

Description	child logs in to the application so he can use all the child's features
Preconditions	The child have an account .
Basic flow	1- Child access to the logging interface.
	2- Child search for supervisor . 3- Child select his country , then he enter his supervisor mobile number. 4- System checks if the entered mobile number is correct or not. 5- Child enter his password
Alternate flows	Child didn't enter true information , so he can't login.
Post conditions	Child is logged in.

U3: Forgot password.

Table 2.4 : Details for U3: Forgot password

Use case name	Forgot password
Participating actor	Child
Description	Child reset the password of the account because he forgot it.
Preconditions	Child isn't already logged i
Basic flow	1. Child accesses to the forgot password interface 2. Child enter his supervisor mobile number. 3. System checks if the mobile number is correct or not. 4. The child receive message include a new password from the system.
Alternate flows	Child enters his supervisor mobile number, an error message is displayed that the mobile number is not valid.
Post conditions	The child can login to the system with the new password .

U4: Change password.

Table 2.5 : Details for U4: Change password

Use case name	Change password
Participating actor	Child
Description	Child changes his account password.
Preconditions	Child is logged in.
Basic flow	1. Child accesses changing password interface. 2. Child enters the old password. 3. Child enters the new password and confirms the new password. 4. System saves the new password to database. 5. System displays successful message.
Alternate flows	1. If the child entered the old password wrong the 2. password will not change, and an error message will appear. 3. If the new password and its confirmation don't match the password will not change, and an error message will appear. 4. If the system couldn't save the new password an error message will appear.
Post conditions	A new password is set to the account.

U5: Logout.

Table 2.6: Details for U5: Logout.

Use case name	Logout
Participating actor	Child
Description	Child logout of the system.
Preconditions	Child is logged in.
Basic flow	Employee logs out of the system.
Alternate flows	None.
Post conditions	Child is not logged in now.

U7: Search for supervisor .

Table 2.7: Details for U7: Search for supervisor

Use case name	Search for supervisor
Participating actor	Child
Description	Before the new account work, child looking for his supervisor, is registered in the application or not
Preconditions	None
Basic flow	Child looking for the supervisor by entering the mobile number
Alternate flows	If the mobile number are not found, an error message will appear.
Post conditions	The requested of search is selected.

U9: Edit profile .

Table 2.8: Details for U9: Edit profile

Use case name	Edit profile
Participating actor	Child
Description	Child want to edit his profile
Preconditions	Child is logged in.
Basic flow	1- Child access the edit profile interface. 2- The child edit what he wants from the account. 3- The child saves what he has edited it.
Alternate flows	None
Post conditions	The new edited information has be saved

U10: Check timeline .

Table 2.9: Details for U10: Check timeline .

Use case name	Check timeline
Participating actor	Child
Description	The child want to access his timeline .
Preconditions	child is logged in .
Basic flow	Child access the home page interface.
Alternate flows	None
Post conditions	Timeline is viewed.

U11: Add post .

Table 2.10: Details for U11: Add post .

Use case name	Add post
---------------	----------

Participating actor	Child
Description	The child write a new post .
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child can published his post .
Alternate flows	None
Post conditions	The post is published .

U12: Put like :

Table 2.11: Details for U12: Put like

Use case name	Put like
Participating actor	Child.
Description	The child put a new like
Preconditions	Child is logged in
Basic flow	1- Child access the home page interface. 2- Child can put a new like.
Alternate flows	None
Post conditions	The lake is done

U13: Write comment :

Table 2.12: Details for U13: Write comment

Use case name	Write comment
Participating actor	Child.
Description	The child write a new comment .
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child can write a new comment.
Alternate flows	None
Post conditions	The new comment is viewed .

U14: Share post .

Table 2.13: Details for U14: Share post

Use case name	Share post
Participating actor	Child.
Description	The child Share post.
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child can Share post.
Alternate flows	None
Post conditions	The post is shared .

U15: Add friend :

Table 2.14: Details for U15: Add friend

Use case name	Add friend
Participating actor	Child.
Description	The child send friend request to other child.
Preconditions	Child is logged in .
	1- Child access the home page interface.

Basic flow	2- Child view other child profile . 3- Child can send friend request to other child.
Alternate flows	None .
Post conditions	The friend request sent .

U16: Delete Friend :

Table 2.15: Details for U16: Delete Friend

Use case name	Delete Friend
Participating actor	Child.
Description	The child delete his friend.
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child view friends lists profile . 3- Child can delete friend.
Alternate flows	None
Post conditions	The friend is deleted .

U17: Accept or refuse friend request:

Table 2.16: Details for U17: Accept or refuse friend request

Use case name	Accept or refuse friend request.
Participating actor	Child.
Description	The child Accept or refuse friend request.
Preconditions	Child is logged in.
Basic flow	1- Child access the home page interface. 2- Child receive notification about new friend want to add him . 3- Child accepts or refuse friend request.
Alternate flows	None
Post conditions	The friend is added to friend list or ignored.

U18: Receive notification.

Table 2.17: Details for U18: Receive notification.

Use case name	Receive notification
Participating actor	Child.
Description	The child receive notification .
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child click to notification button . 3- Child receive notification .
Alternate flows	None
Post conditions	The notification is viewed .

U19: Make chat :

Table 2.18: Details for U19: Make chat

Use case name	Make chat
Participating actor	Child.
Description	The child make chat with other friend .
Preconditions	Child is logged in .
	1- Child access the home page interface.

Basic flow	2- Child click to message button . 3- Child make chat with other friend .
Alternate flows	None
Post conditions	Child can connect with his friends .

U20: Check planets :

Table 2.19: Details for U20: Check planets

Use case name	Check planets
Participating actor	Child.
Description	The child check planets in application .
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child click to planets button . 3- Child click games , videos , and stories .
Alternate flows	None
Post conditions	Child can play games ,watch videos , and read stories .

U21: Play games :

Table 2.20: Details for U21: Play games

Use case name	Play games
Participating actor	Child.
Description	The child Play games.
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child click to planets button . 3- Child click on games to play .
Alternate flows	None
Post conditions	Child can play games .

U22: Watch videos :

Table 2.21: Details for U22: Watch videos

Use case name	Watch videos
Participating actor	Child.
Description	The child Watch videos.
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child click to planets button . 3- Child click on videos .
Alternate flows	None
Post conditions	Child can Watch videos.

U23: Read Stories :

Table 2.22: Details for U23: Read Stories

Use case name	Watch videos
Participating actor	Child.
Description	The child Read Stories.
Preconditions	Child is logged in .

Basic flow	1- Child access the home page interface. 2- Child click to planets button . 3- Child click on Stories.
Alternate flows	None
Post conditions	Child can Read Stories .

U24: Search :

Table 2.23: Details for U24: Search

Use case name	Search
Participating actor	Child.
Description	The child search on application .
Preconditions	Child is logged in .
Basic flow	1- Child access the home page interface. 2- Child click on search icon . 3- Child can search what he need .
Alternate flows	None
Post conditions	Search has done .

2.4.1 Supervisor use case details:

U1: Make accounts.

Table 2.24: Details for U1: Make accounts.

Use case name	Supervisor
Participating actor	Supervisor
Description	1. The application ask a new user for personal information. 2. The user confirms the information recorded.
Preconditions	The user email does not repeated .
Basic flow	The application ask a new user for personal information .
Alternate flows	1. User cannot register in application if he use repeated email . 2. User cannot register in application if he leave empty fields .
Post conditions	User have new account .

U2: Login.

Table 2.25: Details for U2: Login.

Use case name	Login
Participating actor	Supervisor
Description	Supervisor logs in to the application so he can use all the Supervisor features.
Preconditions	The Supervisor has an account.
Basic flow	1- Supervisor access to the logging interface. 2- Supervisor enter his username and password 3- System checks if the entered information is correct or not.
Alternate flows	Supervisor didn't enter true information, so he can't login.
Post conditions	Supervisor is logged in.

U3: Forgot password.

Table 2.26: Details for U3: Forgot password.

Use case name	Forgot password
Participating actor	Supervisor
Description	Supervisor reset the password of the account because he forgot it.
Preconditions	Supervisor isn't already logged in
Basic flow	1- Supervisor accesses to the forgot password interface 2- Supervisor enter his mobile number. 3- System checks if the mobile number is correct or not. 4- The supervisor receive message include a new password from the system.
Alternate flows	When the supervisor mobile number is not correct, an error message is displayed that the mobile number is not valid.
Post conditions	The supervisor can login to the system with the new password .

U4: Change password.

Table 2.27: Details for U4: Change password.

Use case name	Change password
Participating actor	Supervisor
Description	Supervisor changes his account password.
Preconditions	Supervisor is logged in.
Basic flow	1- Supervisor accesses changing password interface. 2- Supervisor enters the old password. 3- Supervisor enters the new password and confirms the new password. System saves the new password to database. 5- System displays successful message.
Alternate flows	If the supervisor entered the old password wrong the password will not change, and an error message will appear. 2- If the new password and its confirmation don't match the password will not change, and an error message will appear. 3- If the system couldn't save the new password an error message will appear.
Post conditions	A new password is set to the account.

U5: Logout.

Table 2.28: Details for U5: Logout.

Use case name	Logout
Participating actor	Supervisor
Description	Supervisor logout of the system.
Preconditions	Supervisor is logged in.
Basic flow	Supervisor logs out of the system.
Alternate flows	None.
Post conditions	Supervisor is not logged in now.

U6: Add kids .

Table 2.29: Details for U6: Add kids .

Use case name	Add kids
Participating actor	Supervisor
Description	Supervisor can add his kids in application .
Preconditions	Supervisor is logged in.
	1- Supervisor access to his profile .

Basic flow	2- Supervisor click to add kids button . 3- Supervisor fill kids information . 4- Supervisor save this information .
Alternate flows	Supervisor cannot add kids in application if he leave empty fields .
Post conditions	Kids is added by supervisor .

U8: Kids management.

Table 2.30: Details for U8: Kids management.

Use case name	Kids management
Participating actor	Supervisor
Description	Supervisor can manage his kids account.
Preconditions	Supervisor is logged in.
Basic flow	1- Supervisor access to his profile . 2-Many options for kids management will appear to supervisor (choose kids , choose period , direct publishing or not , direct friendship or not, account lock out , add supervisor , change kids password ,check kids account , waiting kids list , remove kids.
Alternate flows	None .
Post conditions	Changes has be done .

U9: Edit profile .

Table 2.31: Details for U9: Edit profile.

Use case name	Edit profile
Participating actor	Supervisor
Description	Supervisor can manage his kids account .
Preconditions	Supervisor is logged in.
Basic flow	1- Supervisor access to edit profile interface. 2- Supervisor edit what he wants from account (choose country, mobile number , email, birthdate , name , choose gender). 3- Supervisor saves what he has edited it.
Alternate flows	None .
Post conditions	Changes has be done .

U16: Delete friend .

Table 2.32: Details for U16: Delete friend.

Use case name	Delete Friend
Participating actor	Supervisor .
Description	The supervisor delete kids friend if he want .
Preconditions	The supervisor logged in .
Basic flow	1- Supervisor access to kids management interface . 2- Supervisor view his kids friends lists profile. 3- Supervisor deletes his kids' friends.
Alternate flows	None
Post conditions	The friend is deleted .

U18: Receive notification.

Table 2.33: Details for U18: Receive notification.

Use case name	Receive notification
Participating actor	Supervisor .
Description	The supervisor receive notification .

Preconditions	Supervisor is logged in .
Basic flow	1- Supervisor access to kids management interface . 2- Supervisor click to notification button . 3- Supervisor receive notification .
Alternate flows	None
Post conditions	The motivation is viewed .

U29: Block Users .

Table 2.34: Details for U29: Block Users.

Use case name	Block Users
Participating actor	Supervisor .
Description	The supervisor block kids friend if he want .
Preconditions	Supervisor is logged in .
Basic flow	1. Supervisor access to kids management interface. 2. Supervisor click to block user button.
Alternate flows	None .
Post conditions	The kids is blocked.

U30: Check kids account .

Table 2.35: Details for U30: Check kids account.

Use case name	Check kids account
Participating actor	Supervisor .
Description	Supervisor want to access his kids timeline .
Preconditions	Supervisor is logged in .
Basic flow	1- Supervisor access to kids management interface . 2- Supervisor click to check kids account.
Alternate flows	None
Post conditions	Timeline is viewed.

U31: Add another supervisor.

Table 2.36: Details for U31 Add another supervisor

Use case name	Add another supervisor
Participating actor	Supervisor.
Description	Supervisor can add another supervisor.
Preconditions	Supervisor is logged in.
Basic flow	1. Supervisor access kids management interface. 2. Supervisor click to add another supervisor. 3. Supervisor fills supervisor information. 4. Supervisor saves this information.
Alternate flows	Supervisor cannot add another supervisor in application if he leave empty fields .
Post conditions	Another supervisor is added by supervisor .

2.4.2 Suggested Supervisor use case list :

U2: Login.

Table 2.37: Details for U2: Login.

Use case name	Login
Participating actor	Suggested supervisor .
Description	Suggested supervisor logins to the application so he can use all the supervisor features.

Preconditions	Suggested supervisor have an account .
Basic flow	1- Another Supervisor access to the logging interface. 2- Another Supervisor enter his username and password 3- System checks if the entered information is correct or not.
Alternate flows	Suggested supervisor didn't enter true information, so he can't login.
Post conditions	Suggested supervisor is logged in.

U3: Forgot password.

Table 2.38: Details for U3: Forgot password..

Use case name	Forgot password
Participating actor	Suggested supervisor
Description	Suggested supervisor reset the password of the account because he forgot it.
Preconditions	Suggested supervisor isn't already logged in
Basic flow	1. Suggested supervisor accesses to the forgot password interface 2. Suggested supervisor enter his mobile number. 3. System checks if the mobile number is correct or not. 4. Suggested supervisor receive message include a new password from the system.
Alternate flows	When suggested supervisor mobile number is not correct, an error message is displayed that the mobile number is not valid .
Post conditions	Suggested supervisor can login to the system with the new password .

U4: Change password.

Table 2.39: Details for U4: Change password.

Use case name	Change password
Participating actor	Suggested supervisor .
Description	Suggested supervisor changes his account password.
Preconditions	Suggested supervisor is logged in.
Basic flow	1. Suggested supervisor accesses changing password interface. 2. Suggested supervisor enters the old password.
	3. Suggested supervisor enters the new password and confirms the new password. 4. System saves the new password to database. 5. System displays successful message.
Alternate flows	1. If the Suggested supervisor entered the old password wrong the password will not change, and an error message will appear. 3. If the new password and its confirmation don't match the password will not change, and an error message will appear. 4. If the system couldn't save the new password an error message will appear.
Post conditions	A new password is set to the account.

U5: Logout.

Table 2.40: Details for U5: Logout.

Use case name	Logout
Participating actor	Suggested supervisor.

Description	Suggested supervisor logout of the system.
Preconditions	Suggested supervisor is logged in.
Basic flow	Suggested supervisor logs out of the system.
Alternate flows	None.
Post conditions	Suggested supervisor is not logged in now.

U8: Kids management.

Table 2.41: Details for U8: Kids management.

Use case name	Kids management
Participating actor	Suggested supervisor
Description	Suggested supervisor can manage his kids account .
Preconditions	Suggested supervisor is logged in.
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to his profile . 2. Many options for kids management will appear to supervisor (choose kids , choose period , direct publishing or not , direct friendship or not , account lock out , add supervisor , change kids password ,check kids account , waiting kids list , remove kids.
Alternate flows	None .
Post conditions	Changes has be done .

U9: Edit profile .

Table 2.42: Details for U9: Edit profile.

Use case name	Edit profile
Participating actor	Suggested supervisor
Description	Suggested supervisor can manage his kids account
Preconditions	Suggested supervisor is logged in.
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to edit profile interface. 2. Suggested supervisor edit what he wants from account (choose country , mobile number , email, birthdate , name , choose gender). 3. Suggested supervisor saves what he has edited it.
Alternate flows	None .
Post conditions	Changes has be done .

U16: Delete friend .

Table 2.43: Details for U16: Delete friend .

Use case name	Delete Friend
Participating actor	Suggested supervisor .
Description	Suggested supervisor delete kids friend if he want.
Preconditions	Suggested supervisor logged in .
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to kids management interface . 2. Suggested supervisor view his kids friends lists profile . 3. Suggested supervisor delete his kids friends.
Alternate flows	None
Post conditions	The friend is deleted .

U18: Receive notification.

Table 2.44: Details for U18: Receive notification.

Use case name	Receive notification
Participating actor	Suggested supervisor.
Description	Suggested supervisor receive notification .
Preconditions	Suggested supervisor is logged in .
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to kids management interface . 2. Suggested supervisor click to notification button . 3. Suggested supervisor receive notification .
Alternate flows	None
Post conditions	The notification is viewed .

U29: Block Users .

Table 2.45: Details for U29: Block Users .

Use case name	Block Users
Participating actor	Suggested supervisor.
Description	Suggested supervisor block kids friend if he want .
Preconditions	Suggested supervisor is logged in .
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to kids management interface . 2. Suggested supervisor click to block user button .
Alternate flows	None
Post conditions	The kids is blocked .

U30: Check kids account.

Table 2.46: Details for U30: Check kids account .

Use case name	Check kids account
Participating actor	Suggested supervisor.
Description	Suggested supervisor want to access his kids timeline .
Preconditions	Suggested supervisor is logged in .
Basic flow	<ol style="list-style-type: none"> 1. Suggested supervisor access to kids management interface . 2. Suggested supervisor click to check kids account.
Alternate flows	None
Post conditions	Timeline is viewed.

2.4.3 Admin use case list**U2: Login.**

Table 2.47: Details for U2: Login.

Use case name	Login
Participating actor	Admin .
Description	Admin logs in to the control panel so he can use all the admin features.
Preconditions	Admin have an account .
Basic flow	<ol style="list-style-type: none"> 1. Admin access to the logging interface. 2. Admin enter his username and password 3. System checks if the entered information is correct or not.
Alternate flows	Admin didn't enter true information , so he can't login.
Post conditions	Admin is logged in.

U3: Forgot password.

Table 2.48: Details for U3: Forgot password

Use case name	Forgot password
Participating actor	Admin .
Description	Admin reset the password of the account because he forgot it.
Preconditions	Admin isn't already logged in
Basic flow	1- Admin accesses to the forgot password interface . 2- Admin enter his mobile number . 3- System checks if the mobile number is correct or not.
	4- Admin receive message include a new password from the system.
Alternate flows	When Admin mobile number is not correct, an error message is displayed that the mobile number is not valid .
Post conditions	Admin can login to the system with the new password.

U4: Change password.

Table 2.49: Details for U4: Change password.

Use case name	Change password
Participating actor	Admin
Description	Admin changes his account password.
Preconditions	Suggested supervisor is logged in.
Basic flow	1- Admin accesses changing password interface. 2- Admin enters the old password. 3- Admin enters the new password and confirms the new password. 4- System saves the new password to database. 5- System displays successful message.
Alternate flows	1- If the Suggested supervisor entered the old password wrong the password will not change, and an error message will appear. 2- If the new password and its confirmation don't match the password will not change, and an error message will appear. 3- If the system couldn't save the new password an error message will appear.
Post conditions	A new password is set to the account.

U5: Logout.

Table 2.50: Details for U5: Logout

Use case name	Logout
Participating actor	Admin
Description	Admin logout of the system.
Preconditions	Admin is logged in.
Basic flow	Admin logs out of the system.
Alternate flows	None.
Post conditions	Admin is not logged in now.

U11: Add post .

Table 2.51 Details for U11: Add post .

Use case name	Add post
Participating actor	Admin
Description	The Admin add a new post .
Preconditions	Admin is logged in .

Basic flow	1. Admin access to control panel . 2. Admin click to add post icon . 3. Admin can published his post .
Alternate flows	None
Post conditions	The post is published .

U24: Search .

Table 2.52: Details for U24: Search .

Use case name	Search
Participating actor	Admin
Description	Admin search on control panel in system .
Preconditions	Admin is logged in .
Basic flow	1- Admin access on control panel. 2- Admin click on search icon . 3- Admin can search what he need .
Alternate flows	None
Post conditions	Search has done .

U25: Manage system .

Table 2.53: Details for U25: Manage system.

Use case name	Manage system
Participating actor	Admin
Description	Admin manage accounts and another operations in system .
Preconditions	Admin is logged in .
Basic flow	1- Admin access on control panel. 2- Admin manage what he need .
Alternate flows	None
Post conditions	Manage system has done .

U26: Add Stories .

Table 2.54: Details for U26: Add Stories .

Use case name	Add stories
Participating actor	Admin
Description	The Admin add a new stories .
Preconditions	Admin is logged in .
Basic flow	1- Admin access to control panel . 2- Admin click to add stories icon .
Alternate flows	None
Post conditions	The stories are add .

U27: Add Videos .

Table 2.55: Details for U27: Add Videos.

Use case name	Add vides
Participating actor	Admin
Description	The Admin add new videos.
Preconditions	Admin is logged in .
	1- Admin access to control panel .

Basic flow	2- Admin click to add video icon . 3- Admin can published his video .
Alternate flows	None .
Post conditions	The video is published .

U28: Add Games .

Table 2.56: Details for U28: Add Games .

Use case name	Add Games
Participating actor	Admin .
Description	Admin add a new game .
Preconditions	Admin is logged in .
Basic flow	1- Admin access to control panel . 2- Admin click to add games icon . 3- Admin can published his games .
Alternate flows	None .
Post conditions	The games is published .

U29: Block Users .

Table 2.57: Details for U29: Block Users ..

Use case name	Block Users
Participating actor	Admin.
Description	Admin block kids friend if he want .
Preconditions	Admin is logged in .
Basic flow	1- Admin access to kids management interface . 2- Admin click to block user button .
Alternate flows	None
Post conditions	The users is blocked .

U30: Check kids account .

Table 2.58: Details for U30: Check kids account .

use case name	Check kids account
Participating actor	Admin .
Description	Admin want to access users account .
Preconditions	Admin is logged in .
Basic flow	1- Admin access to control panel . 2- Admin click to check users account.
Alternate flows	None
Post conditions	Accounts are viewed .

2.4 Use Case Survey:

When the child accesses the main page of the system in the first time, he can make account (U1) When the child is already registered in the application, it is searching for his supervisor (U7) , then he can login (U2) , If the child forgot his password he can retrieve it (U3). After the child is logged in he can even change his password (U4).The child can use all his features as edit profile (U9) , check timeline (U10).

add post (U11) , put like (U12) , write comment (U13) , share post (U14) , add friend (U15) , delete friend (U16) , accept or refuse friend request. (U17) , receive notification. (U18) , make chat(U19) , check planets (U20) , play games (U21)

, watch videos (U22) , read stories (U23) , search (U24) ,and child can logout (U5) . When the supervisor accesses the main page of the system in the first time, he can make account (U1) , then he can login (U2) , If the supervisor forgot his password he can retrieve it (U3). After the supervisor is logged in he can even change his password (U4).The supervisor can use all his features as add kids (U6) , managing kids account kids management (U8) , edit his profile (U9) , delete friend (U16) , receive notification. (U18) , block users (U29) ,check kids account (U30) , add another supervisor (U31) , supervisor can logout (U5) .

When the admin accesses the main page of the system he can login (U2) , If the admin forgot his password he can retrieve it (U3). After the admin is logged in he can even change his password (U4).The admin can use all his features as add post (U11) , search (U24) , manage system (U25) , add stories (U26) , add videos (U27) , add games (U28) ,block users (U29) , check kids account (U30) , admin can logout (U5) .

2.5 Use Case Priority:

2.5.1 Green:

- U1: Make accounts.
- U2: Login.
- U3: Forgot password.

2.5.2 Amber:

- U4: Change password.
- U5: Logout.
- U6: Add kids .
- U7: Search for supervisor .
- U9: Edit profile .
- U10: Check timeline .
- U11: Add post .
- U12: Put like .
- U13: Write comment .
- U14: Share post .
- U15: Add friend.
- U16: Delete friend .
- U17: Accept or refuse friend request.
- U18: Receive notification.
- U19: Make chat .
- U20: Check planets .
- U21: Play games . U22: Watch videos.
- U23: Read Stories . U24: Search .
- U30: Check kids account .

2.5.3 Red:

- U8: Kids management.
- U25: Manage system .

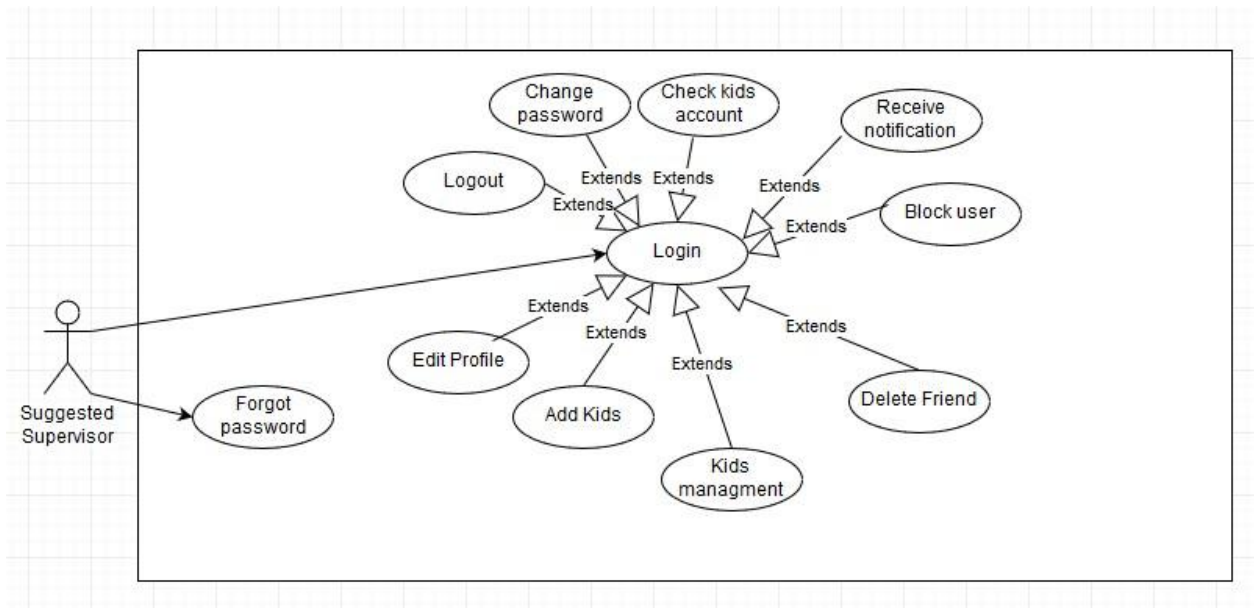


Figure 2.4: Suggested supervisor use case diagram

2.6.4- Admin use case diagram :

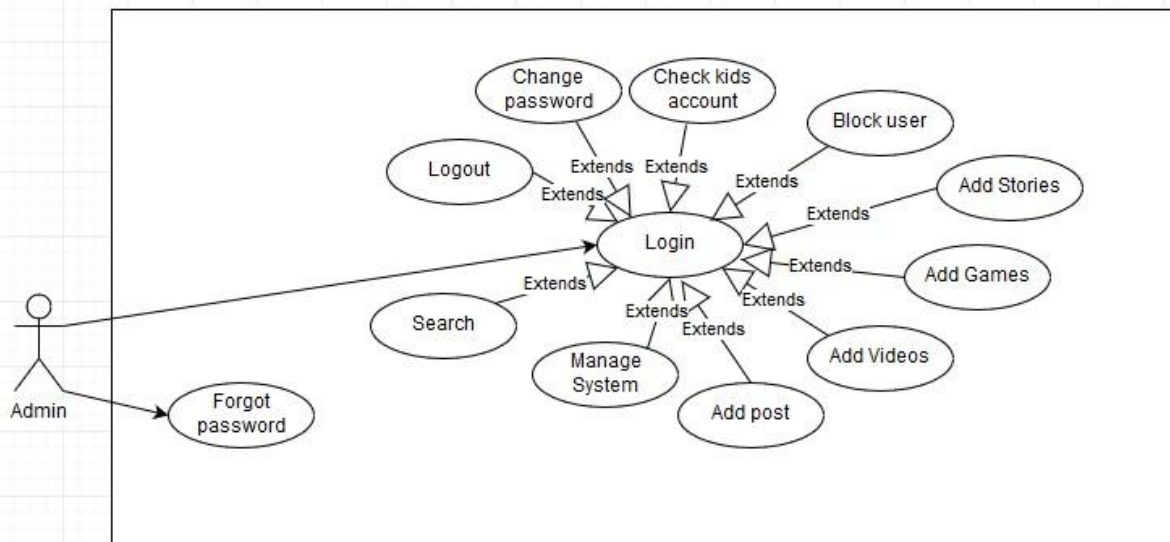


Figure 2.5 Admin use case diagram

2.7 Class Diagrams:

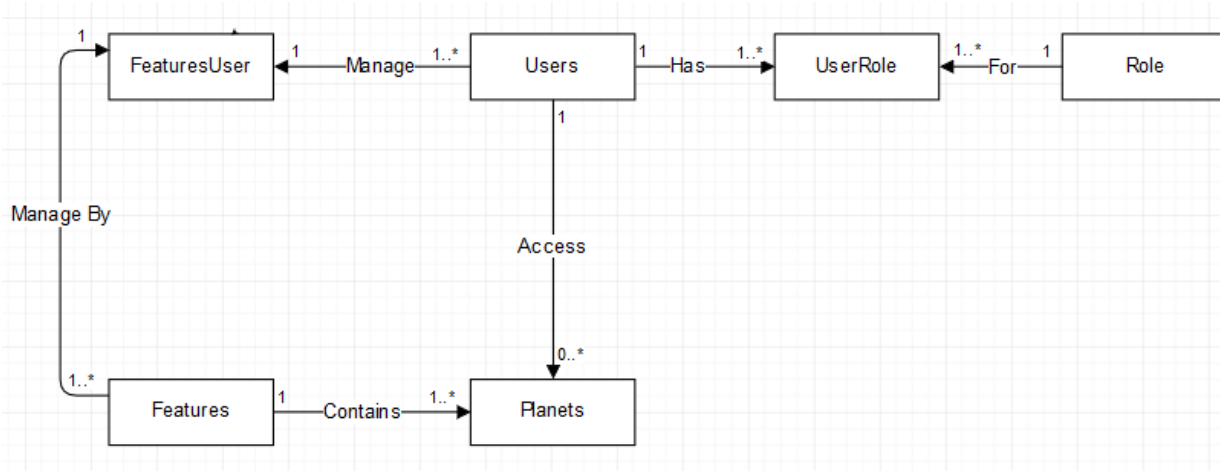


Figure 2.6: Class diagram

2.7.1 Class Diagram with attributes and methods:

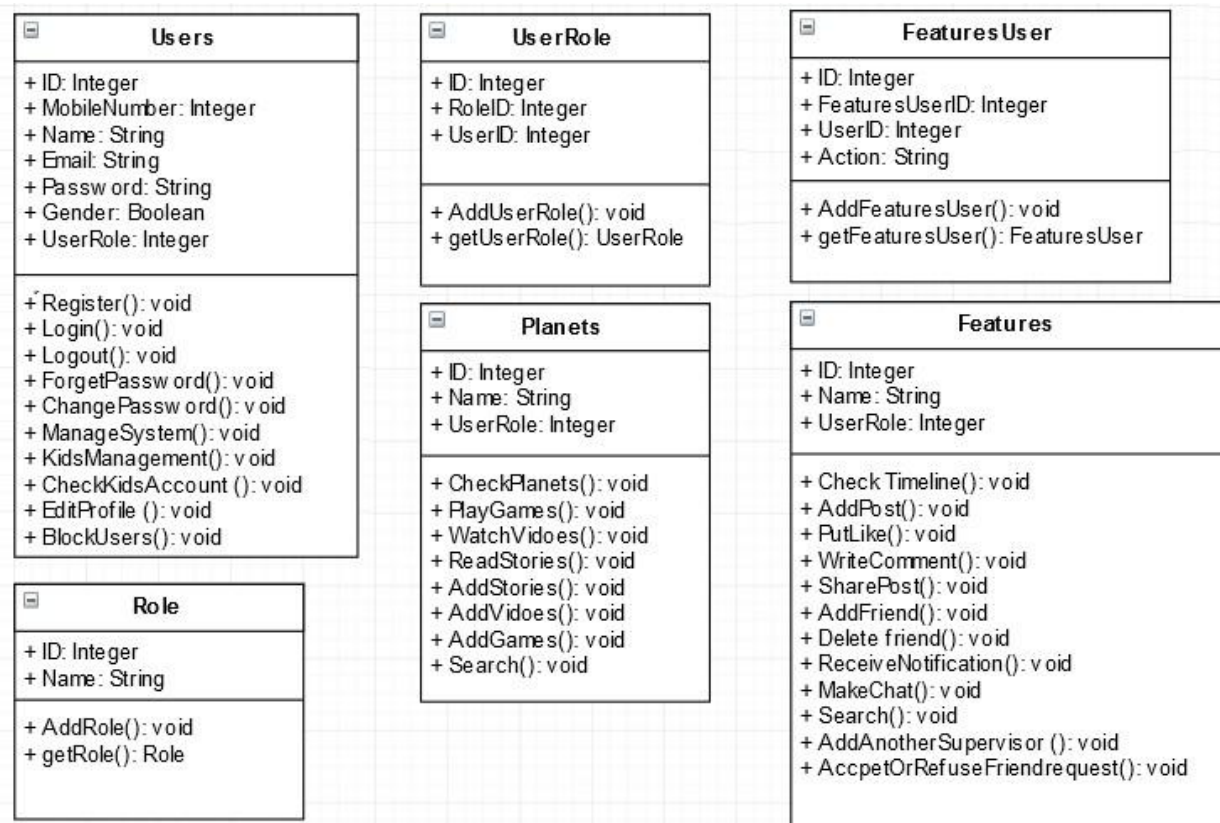


Figure 2.7: Class attributes and methods

3. System Design

3.1: Sequence diagram:

U1: Make accounts and U2: Login.

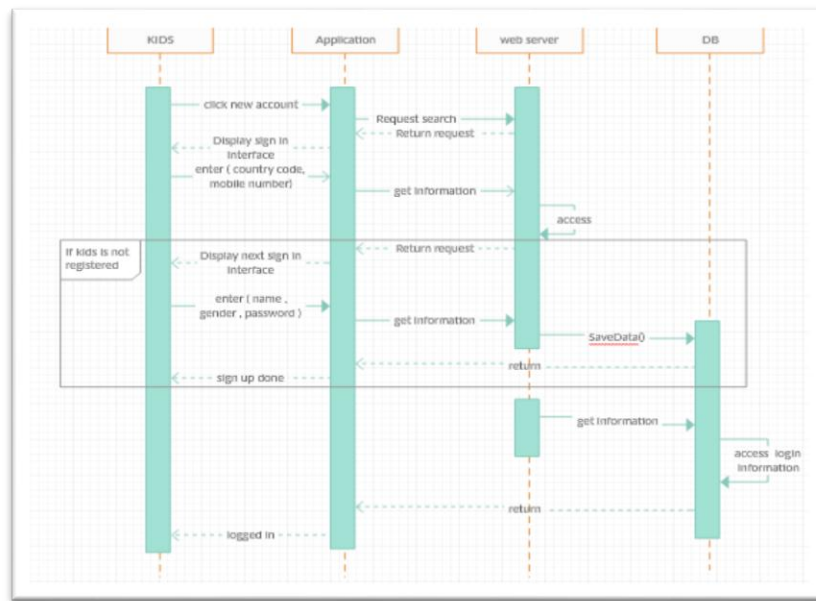


Figure 3.1: Sequence diagram for U1: Make accounts and U2: Login.

U4: Change password.

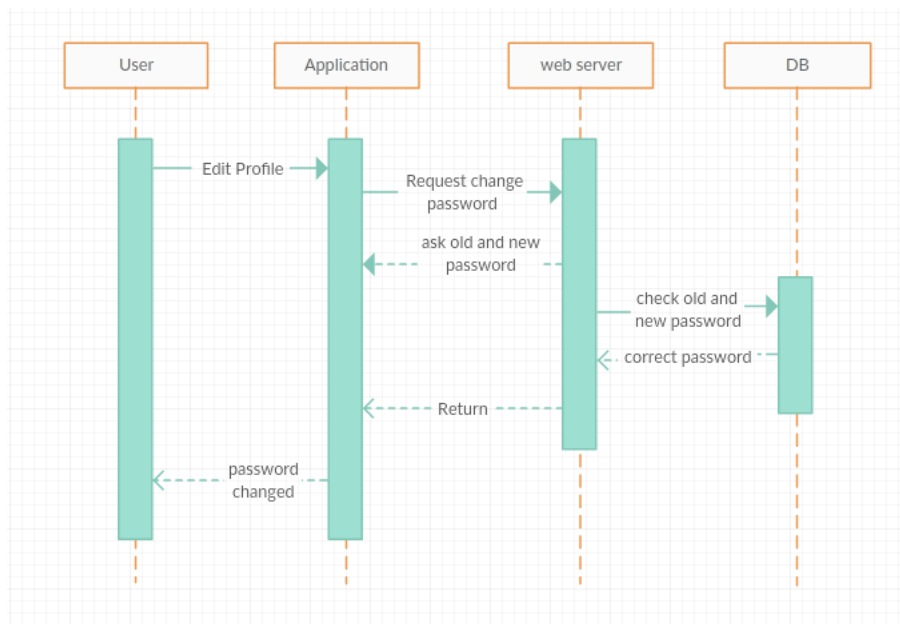


Figure 3.2: Sequence diagram for U4: Change password

U5: Logout.

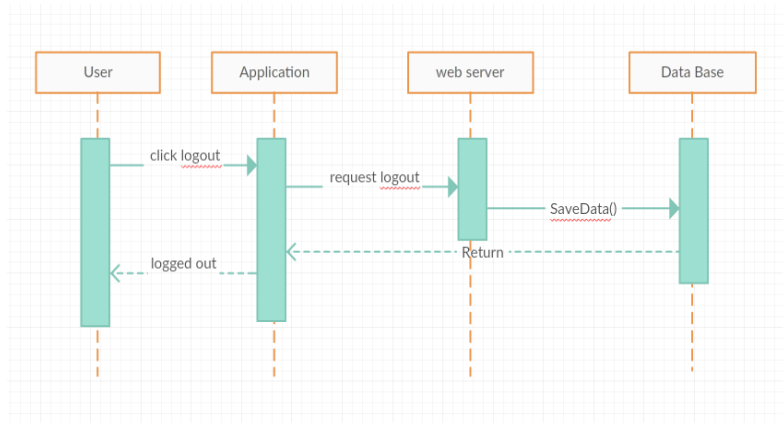


Figure 3.3: Sequence diagram for U5: Logout.

U7: Search for supervisor.

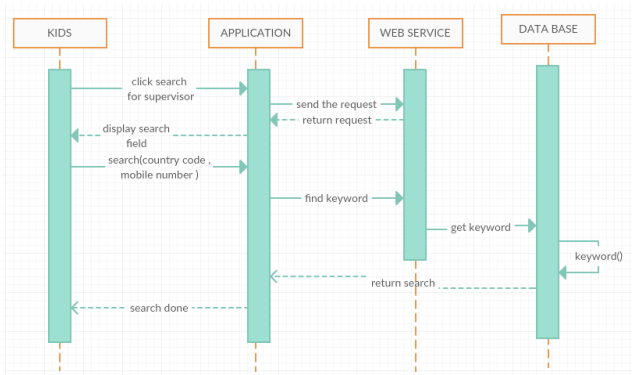


Figure 3.4: Sequence diagram for U7: Search for supervisor.

U9: Edit profile.

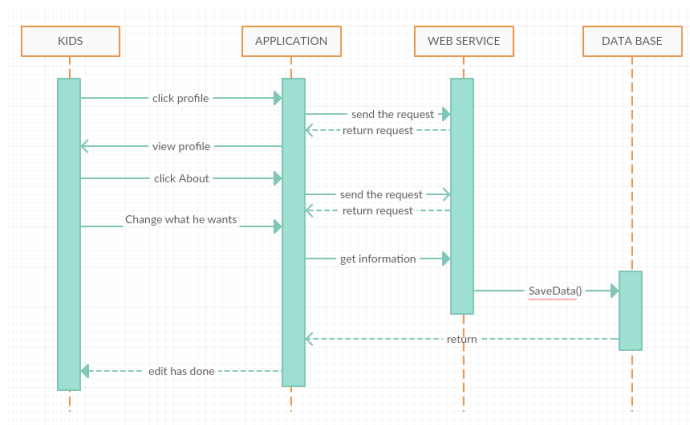


Figure 3.5: Sequence diagram for U9: Edit profile.

U10: Check timeline .

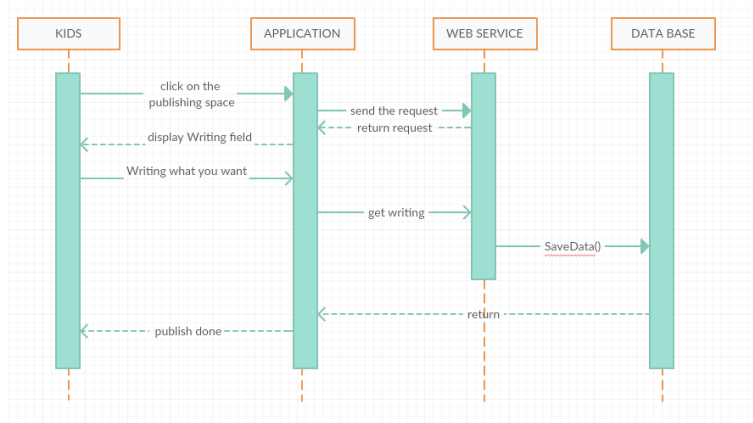


Figure 3.6: Sequence diagram for U10: Check Timeline

U12: Put like

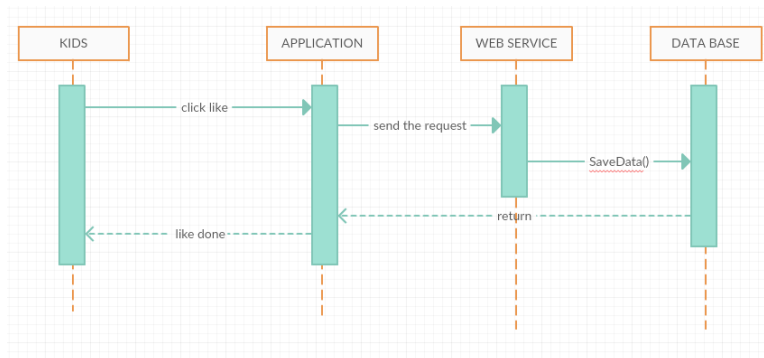


Figure 3.7: Sequence diagram for U11: Add post .

U11: Add post

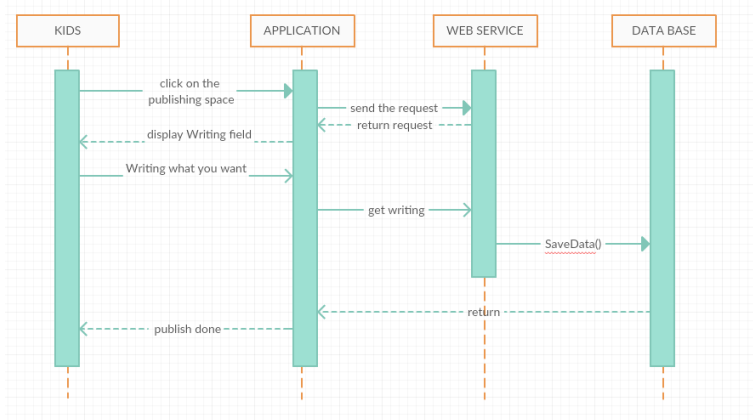


Figure 3.8: Sequence diagram for U12: Put like .

U13: Write comment .

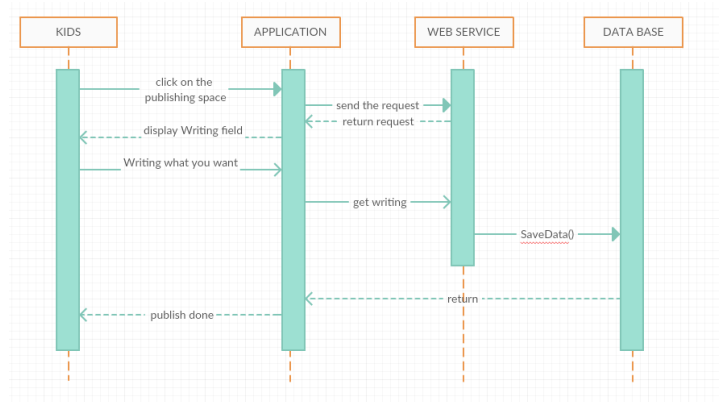


Figure 3.9: Sequence diagram for U13: Write comment

U14: Share post

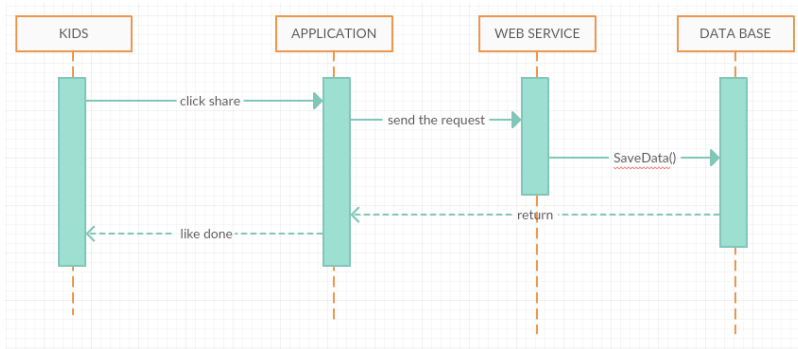


Figure 3.10: Sequence diagram for U14: Share post .

U15: Add friend.

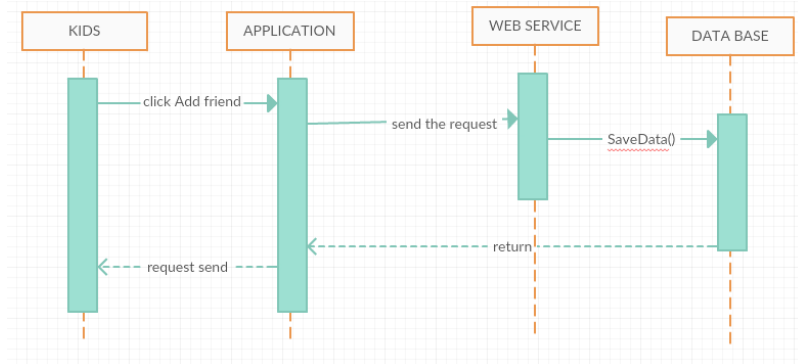


Figure 3.11: Sequence diagram for U15: Add friend.

U16: Delete friend.

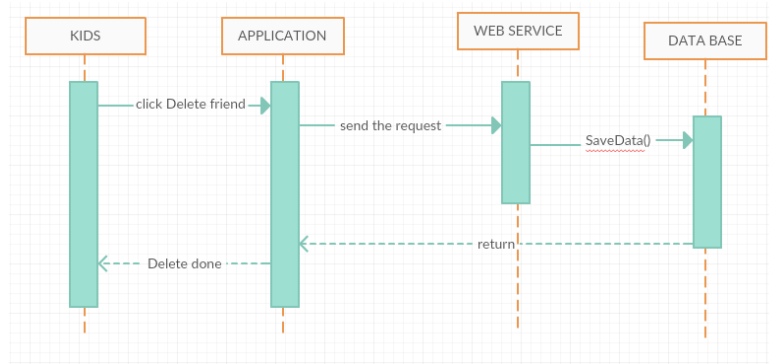


Figure 3.12: Sequence diagram for U16: Delete friend .

U17: Accept or refuse friend request.

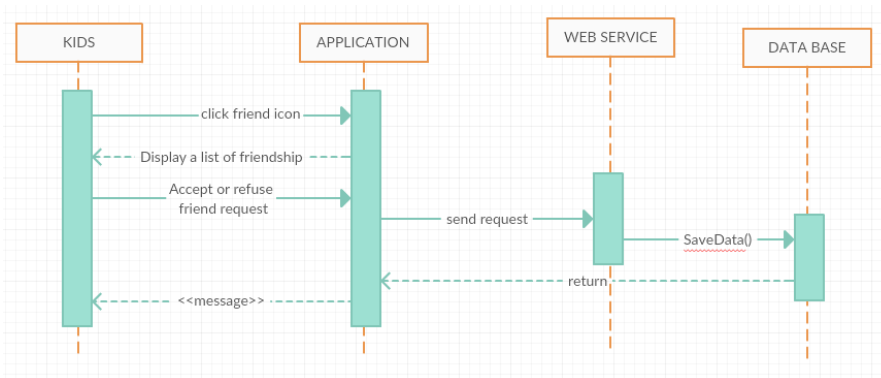


Figure 3.13: Sequence diagram for U17: Accept or refuse friend request.

U18: Receive notification.

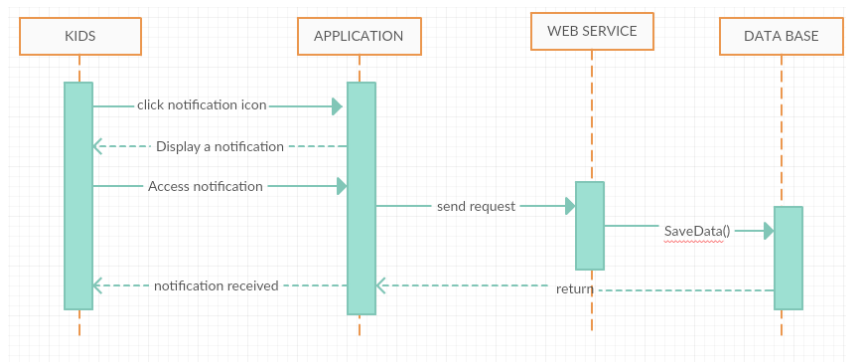


Figure 3.14: Sequence diagram for U18: Receive notification.

U19: Make chat .

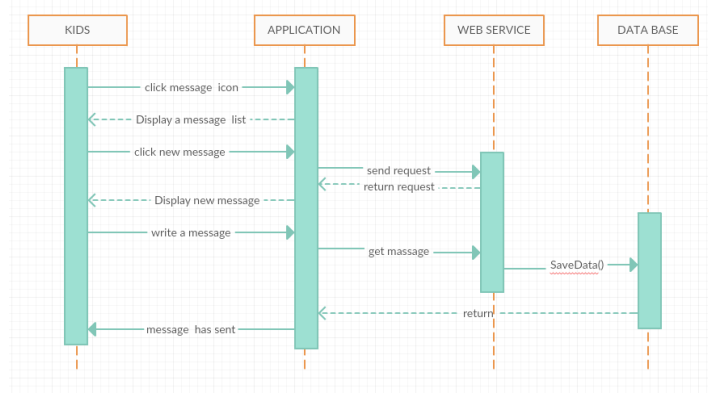


Figure 3.15: Sequence diagram for U19: Make chat

U20: Check planets.

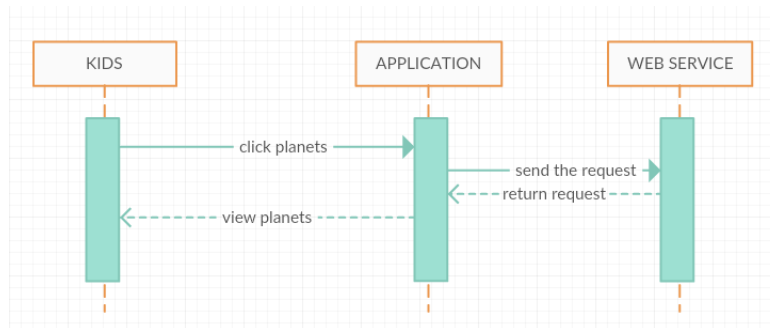


Figure 3.16: Sequence diagram for U20: Check planets .

U21: Play games .

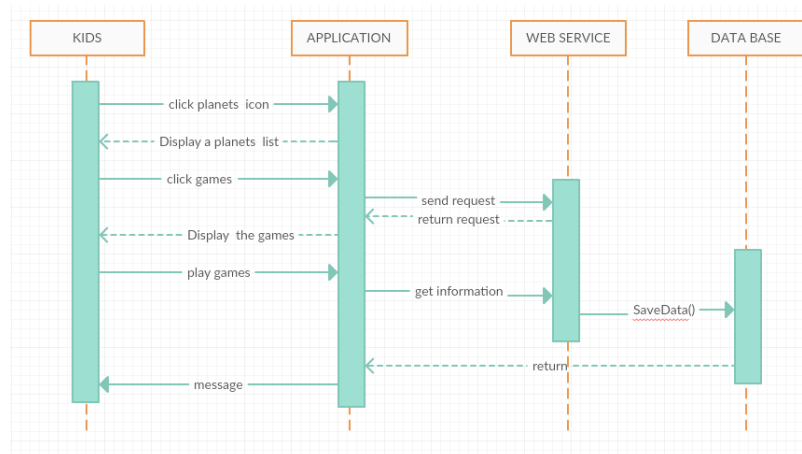


Figure 3.17: Sequence diagram for U21: Play games

U22: Watch videos .

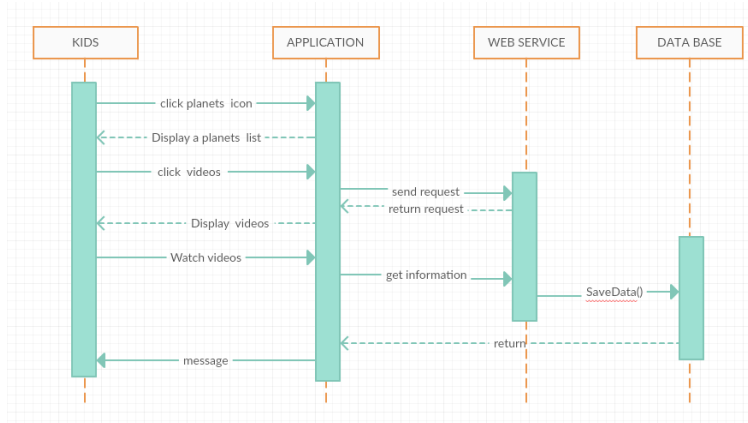


Figure 3.18: Sequence diagram for U22: Watch videos

U23: Read Stories .

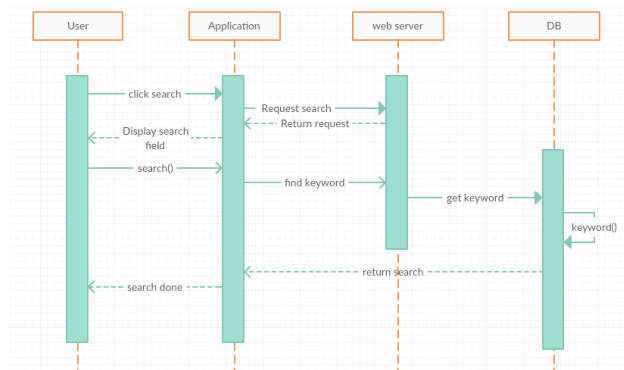


Figure 3.19: Sequence diagram for U23: Read Stories .

U24: Search .

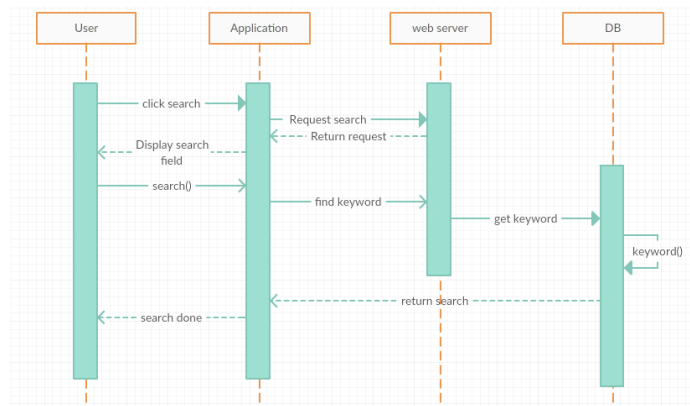


Figure 3.20: Sequence diagram for U24: Search .

U26: Add Stories .

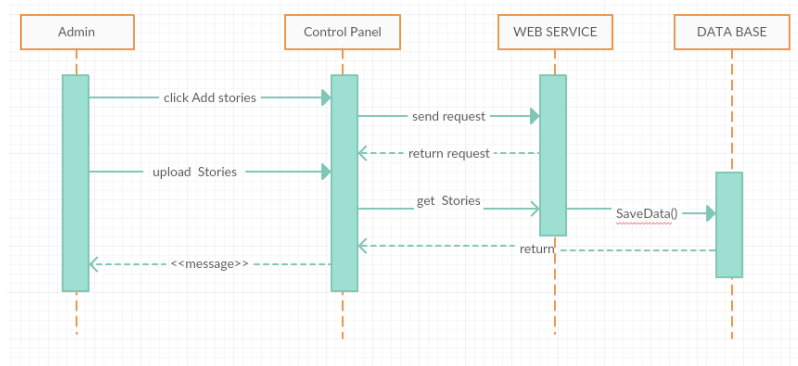


Figure 3.21: Sequence diagram for U26: Add Stories .

U27: Add Videos.

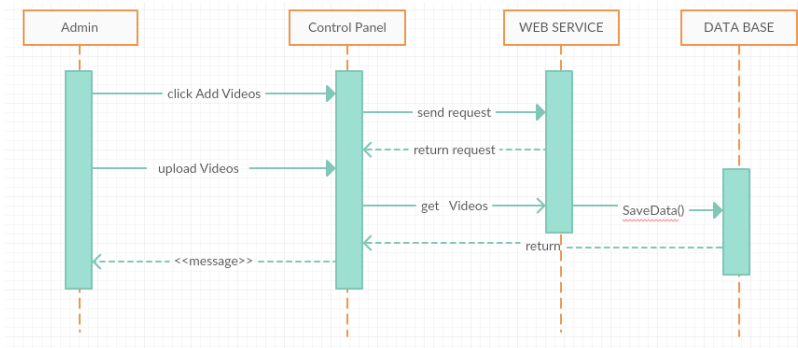


Figure 3.22: Sequence diagram for U27: Add Videos .

U28: Add Games.

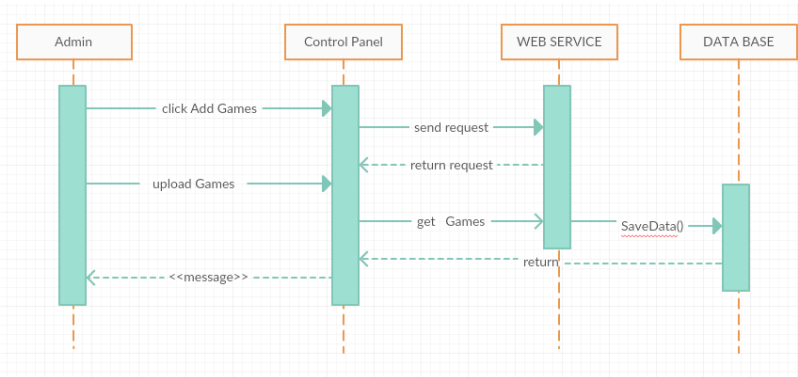


Figure 3.23: Sequence diagram for U28: Add Games .

U29: Block Users .

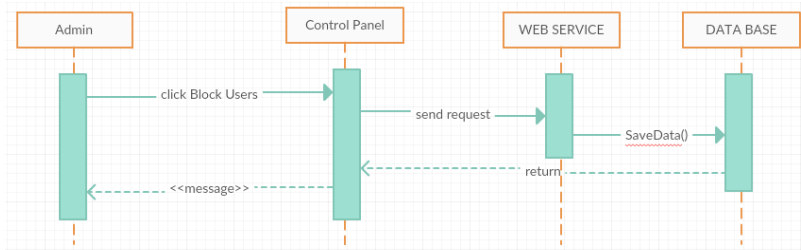


Figure 3.24: Sequence diagram for U29: Block Users .

1.2 Database Tables:

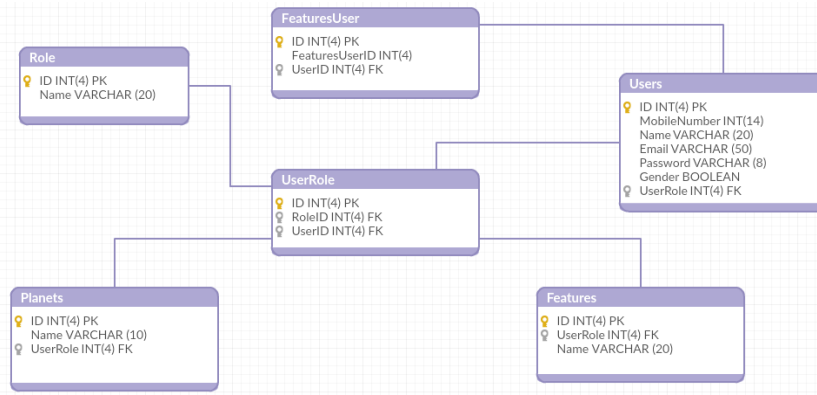


Figure 3.25: Database Schema

4 Interface

4.1 Sketches:

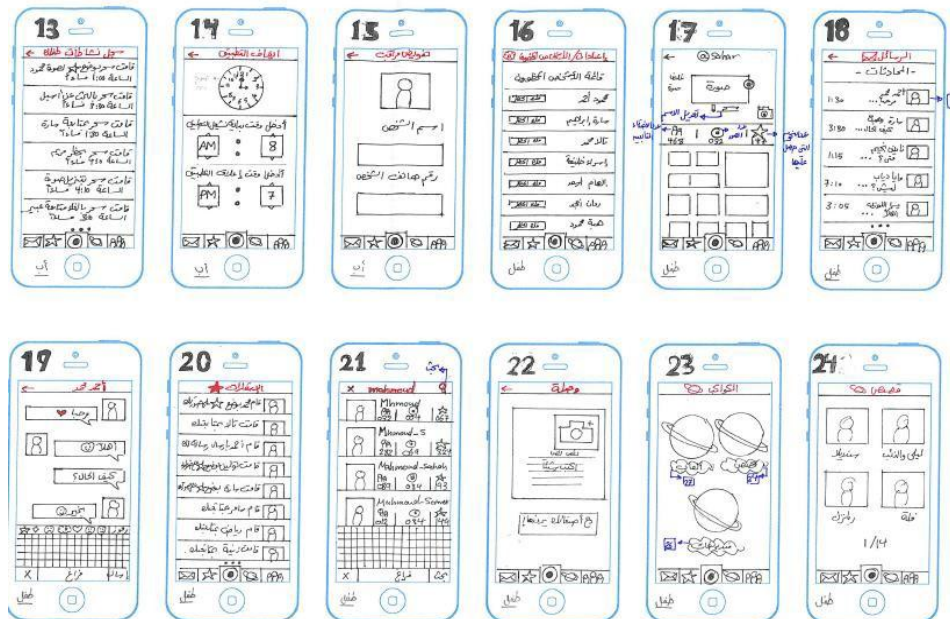


Figure 4.1: sketches

4.2 Interfaces:

4.2.1 Sign in- sign up (Kids , Supervisor)



Figure 4.2.: loading and login interfaces

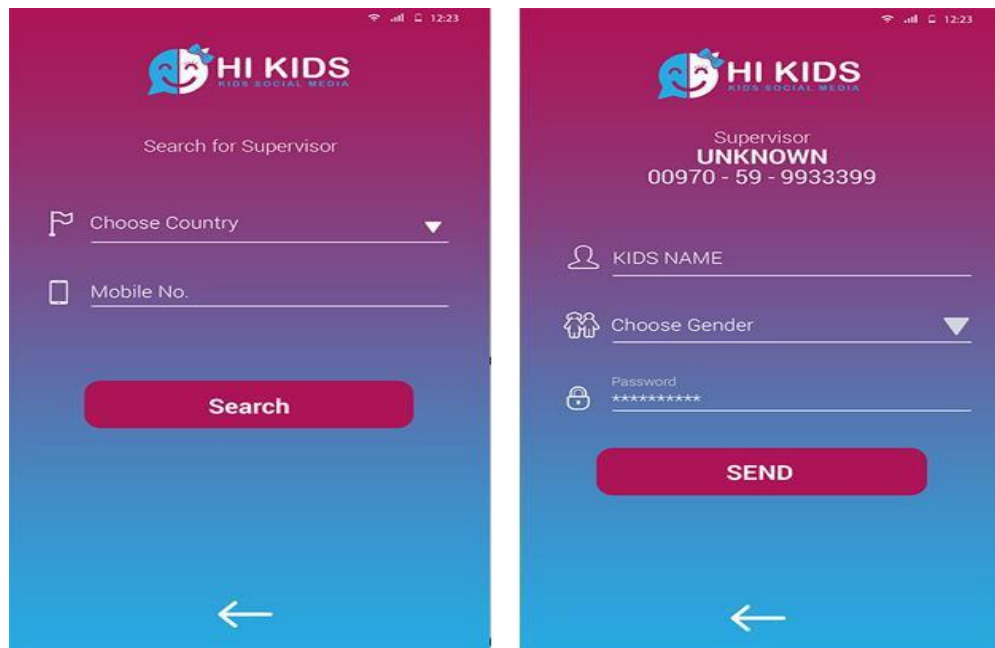


Figure 4.3: sign up (Kids , Supervisor)

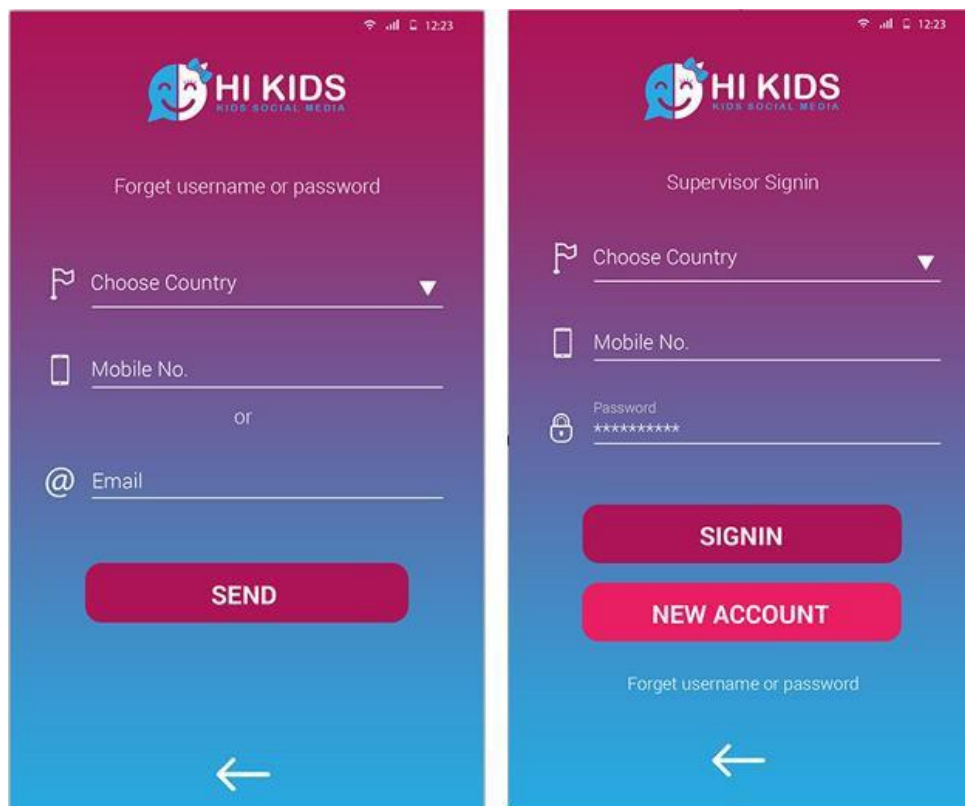


Figure 4.4: Forget user name or password , supervisor singing

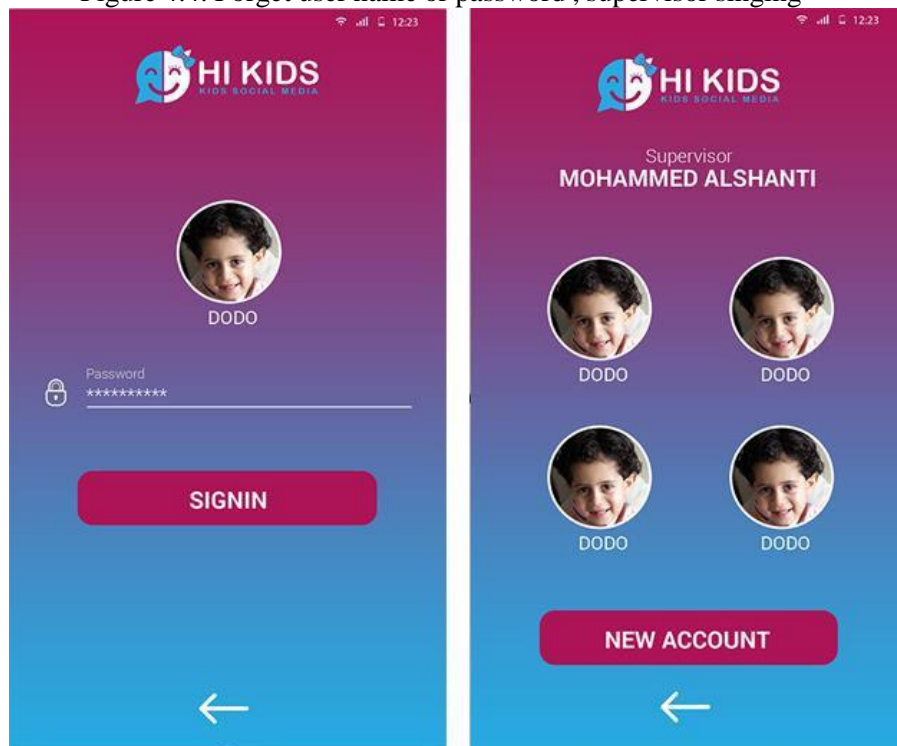
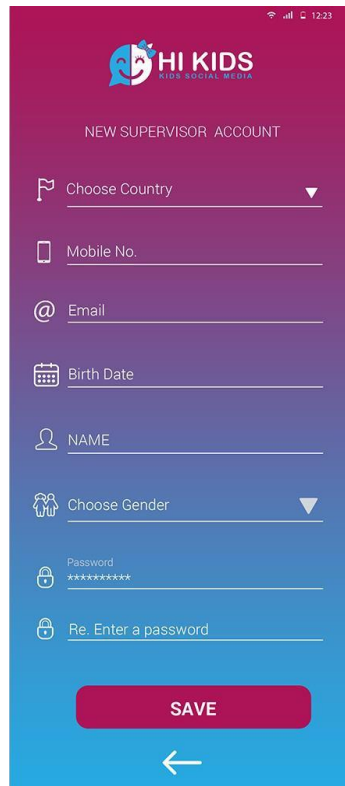


Figure 4.5: Kids singing



The image shows a mobile app interface for a 'NEW SUPERVISOR ACCOUNT' sign-up. The background is a gradient of purple and blue. At the top, there's a logo for 'HI KIDS' and the text 'NEW SUPERVISOR ACCOUNT'. Below this, there are several input fields: 'Choose Country' with a dropdown arrow, 'Mobile No.', 'Email', 'Birth Date' with a calendar icon, 'NAME', 'Choose Gender' with a dropdown arrow, 'Password' with a lock icon and a masked password '*****', and 'Re. Enter a password'. At the bottom, there is a large red 'SAVE' button and a white back arrow.

Figure 4.6: Supervisor sign up

4.2.2 Kids Interfaces :

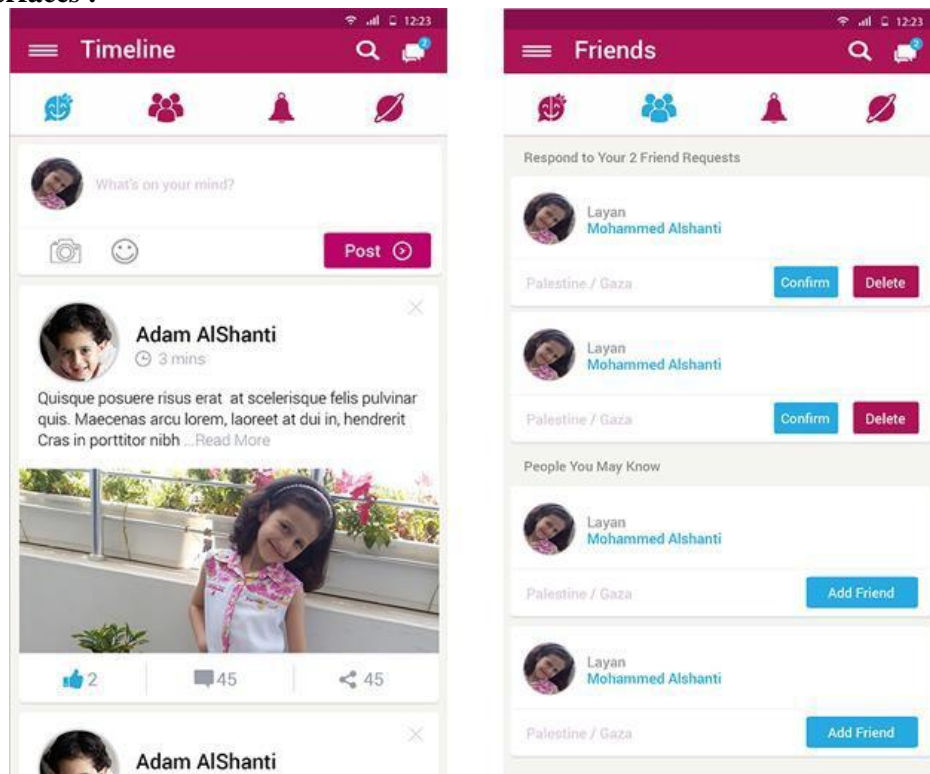


Figure 4.7: Timeline , Friend request .

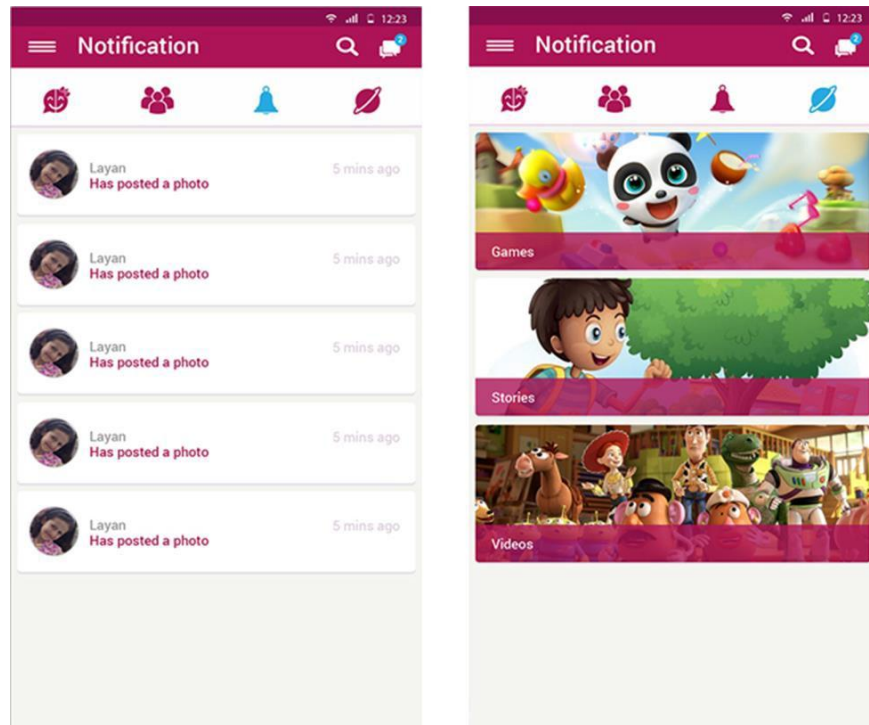


Figure 4.8: Notification , Planets.

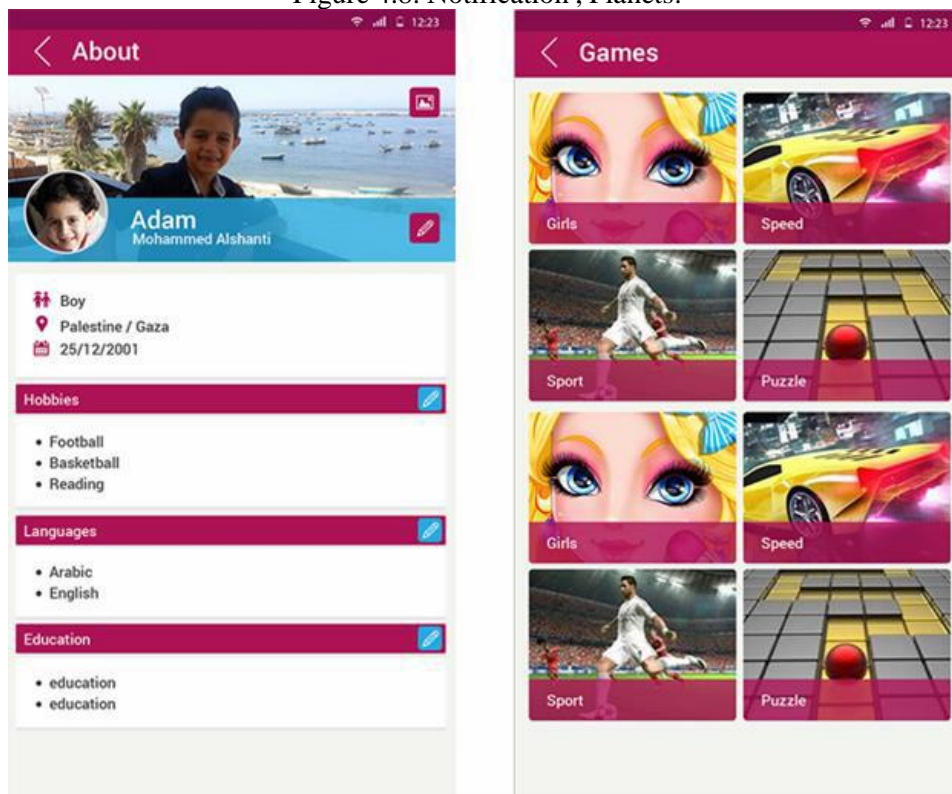


Figure 4.9: About kids , Games

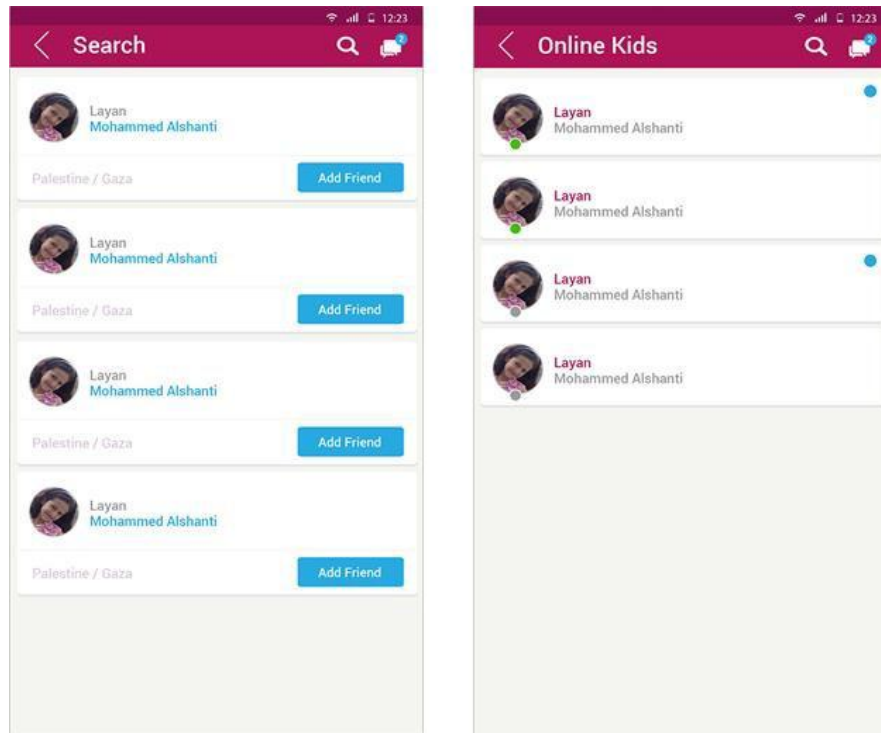


Figure 4.10: Search , Online kids

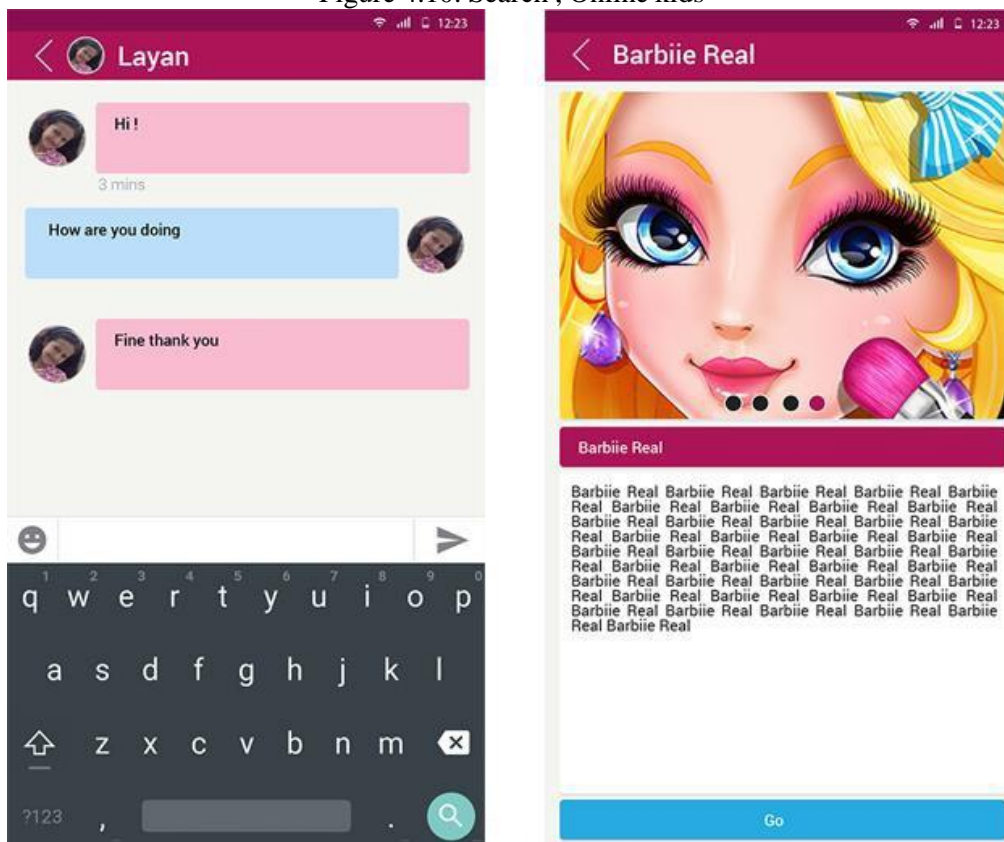


Figure 4.11: Chat , Games

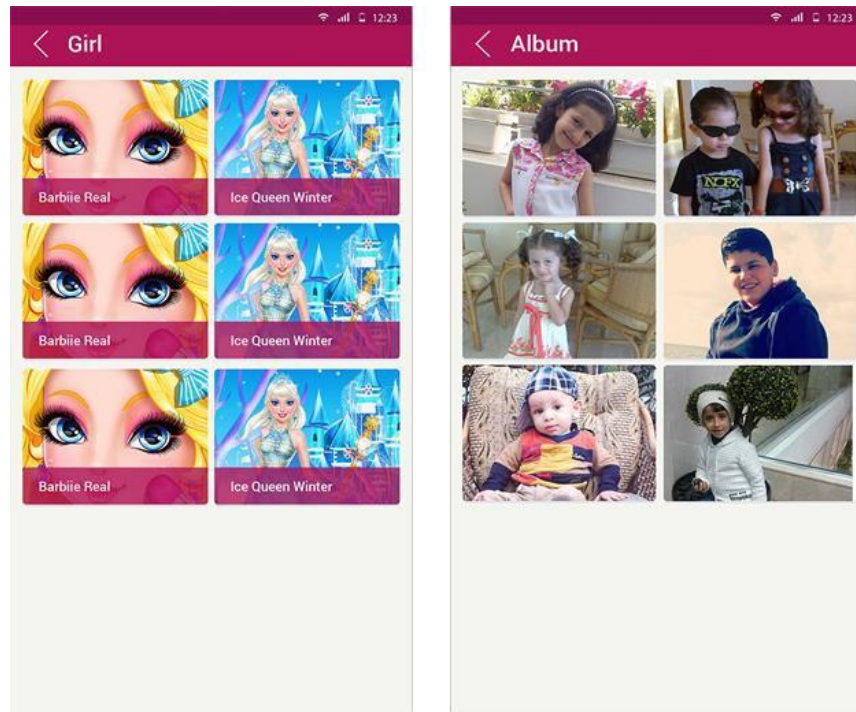


Figure 4.12: Albums, Storeis.

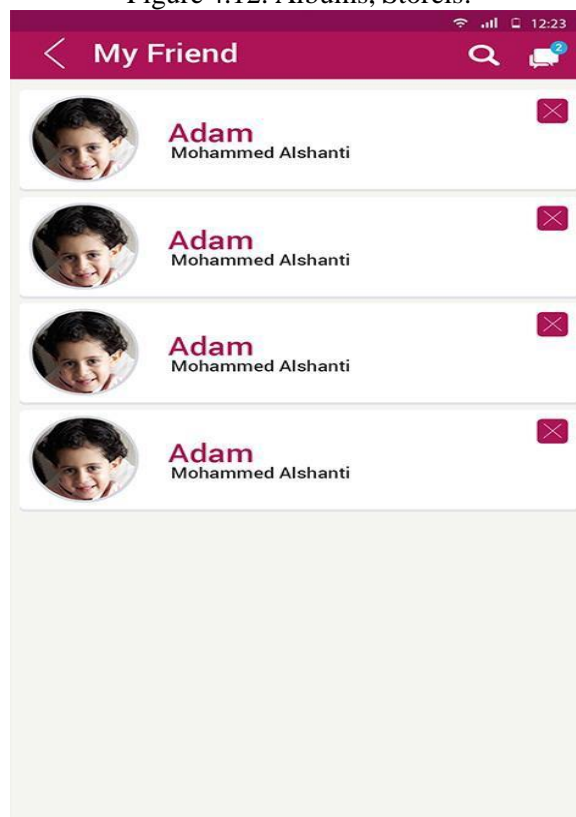


Figure 4.13: Delete Friend

4.2.3 Kids Interfaces :

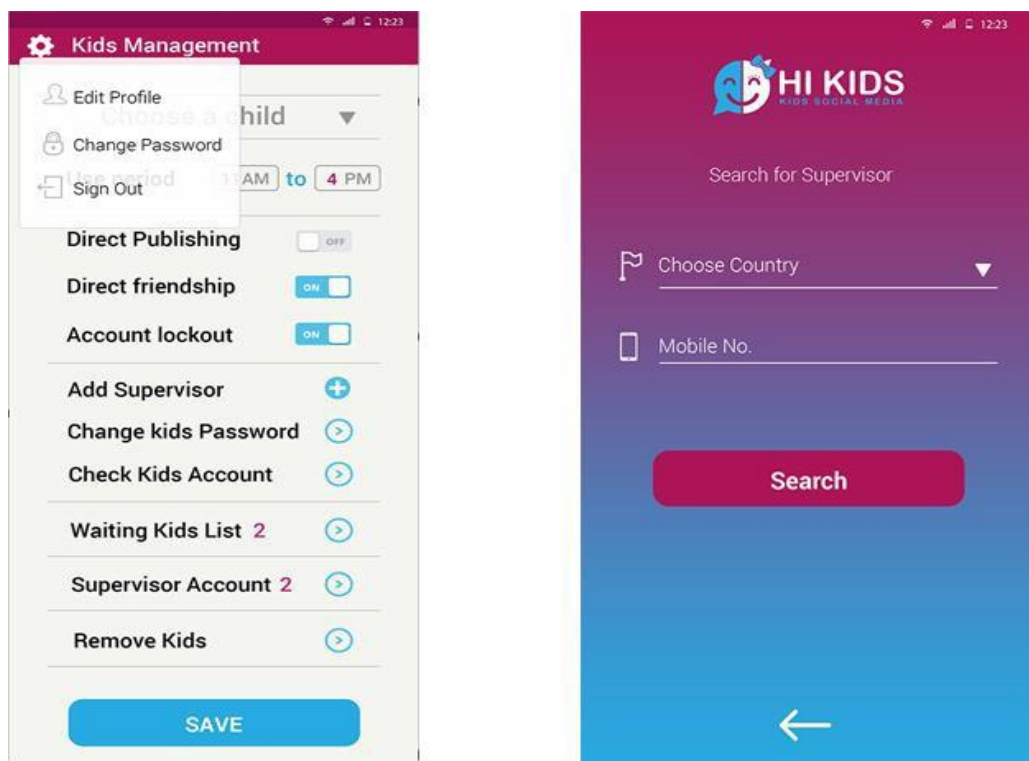


Figure 4.14: Kids Management, login

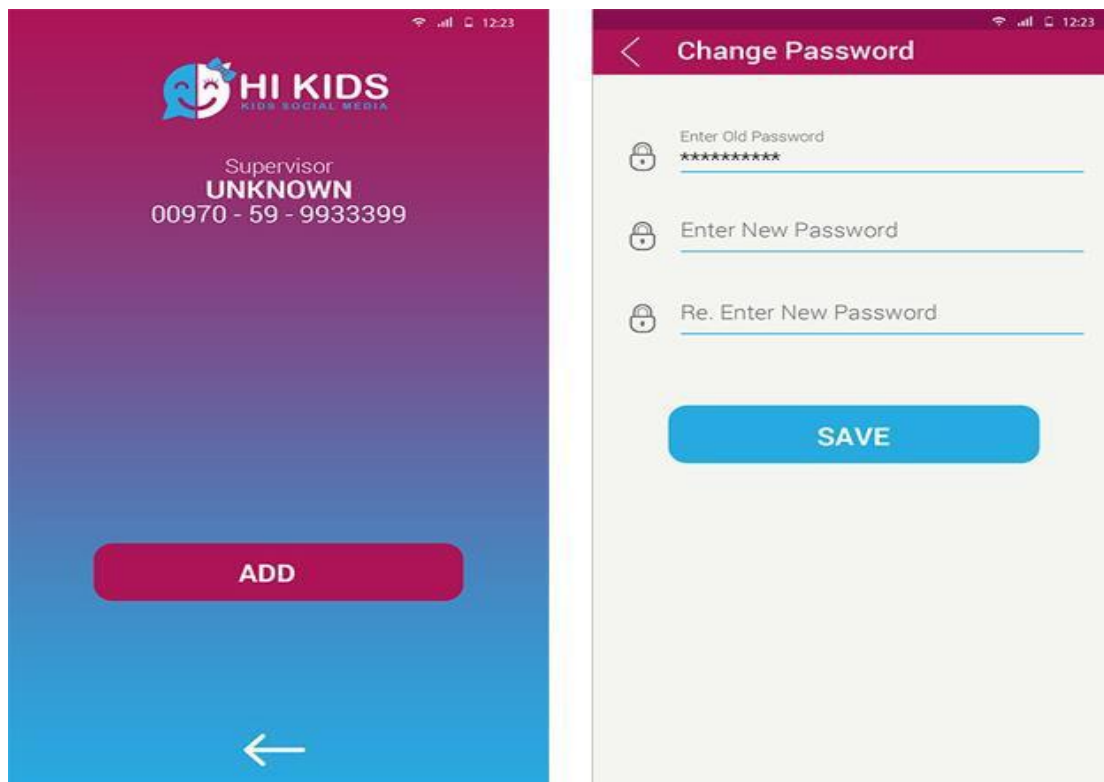


Figure 4.15: Change password.

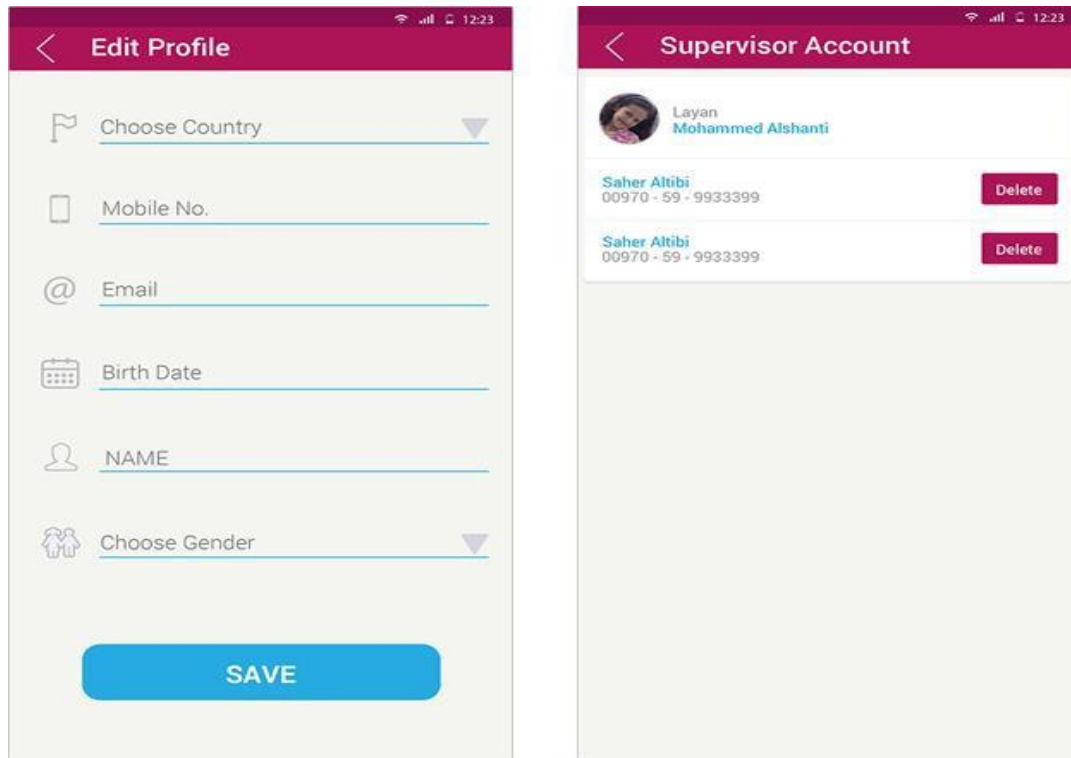


Figure 4.16: Edit profile

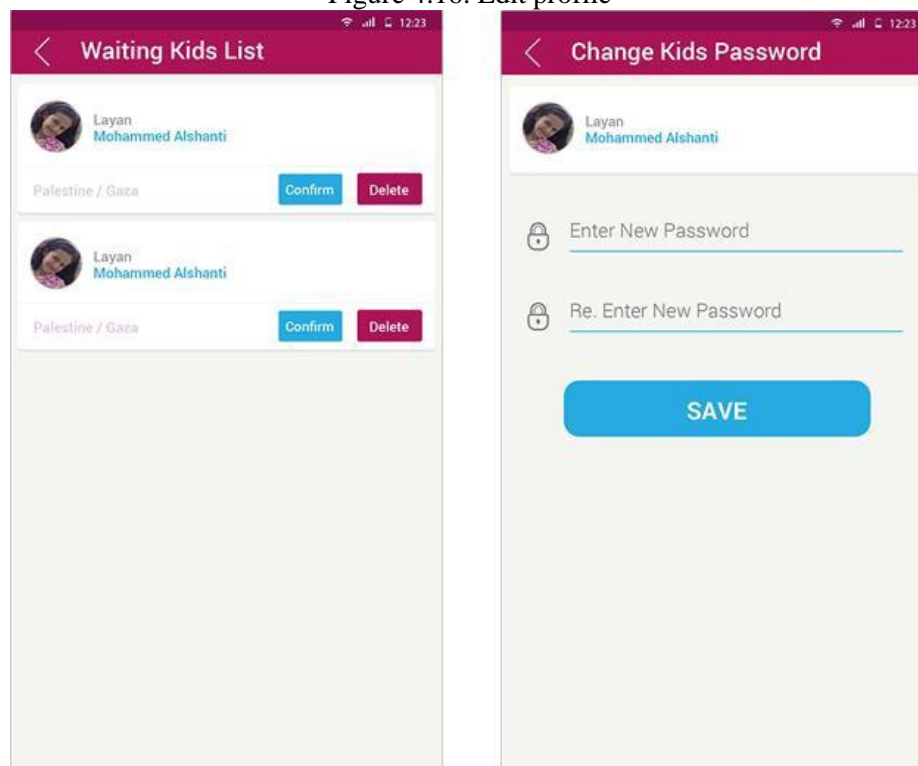


Figure 4.17: waiting kids list , change kids password .

5 Conclusion:

This document introduces analysis and design of kids social media, focused on 4-12 years' children, it allows the parents to supervise their children during their interaction with modern technology applications and browsing the internet.

The application also has multi-option and advantages for the parents and the children:

✓ **The parents:**

- Supervise the child's account and what he is doing during using the application.
- Control incoming friendship requests to the child account
- Remove friends.
- Determinate the period of time that fitting to use the application.

✓ **The child:**

- The child account is respective.
- Communication with the added friends
- Sharing his daily activities with his friends and interact with it.
- Meaningful games , read stories , and watch videos.

The document introduces the Requirements of the system and the Analysis and Design of Use cases, Sequence diagrams, Graphical User Interfaces, Class diagram and Data base schema of the system.

5.1 Achievement:

The goals and objectives of the system are set during the analysis phase and will be ready for implementation to achieve them in the next phase of the project to be worked correctly.

5.2- Future Work:

We are planning to add more user functionalities that make it more user- specific and more interesting for users. First, we aim to increase the number of users, and the targeting of all the Languages of the World As well as creating a safe environment continues between the child and guardian and reduce the vulnerability of the child to harmful contents that negatively affect the child

REFERENCES

1. Abu Amuna, Y. M., Al Shobaki, M. J., & Abu Naser, S. S. (2017). Strategic Environmental Scanning: an Approach for Crises Management. *International Journal of Information Technology and Electrical Engineering*, 6(3), 28-34.
2. Abu Amuna, Y. M., Al Shobaki, M. J., & Abu Naser, S. S. (2017). The Role of Knowledge-Based Computerized Management Information Systems in the Administrative Decision-Making Process. *International Journal of Information Technology and Electrical Engineering*, 6(2), 1-9.
3. Abu Amuna, Y., Al Shobaki, M., Naser, S. S. A., & Badwan, J. (2017). Understanding Critical Variables For Customer Relationship Management In Higher Education Institution From Employee Perspective. *International Journal of Information Technology and Electrical Engineering*, 6(1), 10-16.
4. Abu Ghosh, M. M., Atallah, R. R., & Abu Naser, S. S. (2015). Secure Mobile Cloud Computing for Sensitive Data: Teacher Services for Palestinian Higher Education Institutions. *International Journal of Advanced Science and Technology*, 84.
5. Abu Naser, S. S. (2001). A comparative study between animated intelligent tutoring systems AITS and video-based intelligent tutoring systems VITS. *Al-Aqsa Univ. J*, 5(1), 72-96.
6. Abu Naser, S. S. (2006). Intelligent tutoring system for teaching database to sophomore students in Gaza and its effect on their performance. *Information Technology Journal*, 5(5), 916-922.
7. Abu Naser, S. S., & Al Shobaki, M. J. (2017). Organizational Excellence and the Extent of Its Clarity in the Palestinian Universities from the Perspective of Academic Staff. *International Journal of Information Technology and Electrical Engineering*, 6(2), 47-59.
8. Abu Naser, S. S., & Al-Bayed, M. H. (2016). Detecting Health Problems Related to Addiction of Video Game Playing Using an Expert System. *World Wide Journal of Multidisciplinary Research and Development*, 2(9), 7-12.
9. Abu Naser, S. S., & Sulisel, O. (2000). The effect of using computer aided instruction on performance of 10th grade biology in Gaza. *Journal of the College of Education*, 4, 9-37.

10. Abu Naser, S. S., Abu Ghosh, M., & Atallah, R. R. (2015). Mobile Cloud Computing: Academic Services for Palestinian Higher Education Institutions (MCCAS). *International Journal of Research in Engineering and Science (IJRES)*.
11. Abu Naser, S. S., Al Shobaki, M. J., & Abu Amuna, Y. M. (2016). Promoting Knowledge Management Components in the Palestinian Higher Education Institutions-A Comparative Study. *International Letters of Social and Humanistic Sciences*, 73, 42-53.
12. Abu Naser, S. S., Al Shobaki, M. J., & Amuna, Y. M. A. (2016). Knowledge Management Maturity in Universities and its Impact on Performance Excellence" Comparative study". *Journal of scientific and Engineering research*, 3(4), 4-14.
13. Abu Naser, S. S., Al Shobaki, M. J., Abu Amuna, Y. M., & Al Hila, A. A. (2017). Trends of Palestinian Higher Educational Institutions in Gaza Strip as Learning Organizations. *International Journal of Digital Publication Technology*, 1(1), 1-42.
14. Abu Naser, S. S., Dawoud, A. M., & Ali, K. M. A. S. (2016). Design and Development of Mobile University Student Guide. *Journal of Multidisciplinary Engineering Science Studies (JMESS)*, 2(1), 193-197.
15. Abu Naser, S. S., Ghosh, M. A., & Atallah, R. R. (2014). Using Social network in Higher Education A case Study on the University of Palestine.
16. Abu Naser, S. S., Zaqout, I., & Abumughessib, R. K. (2016). Design and Development of Mobile Blood Donor Tracker. *Journal of Multidisciplinary Engineering Science Studies (JMESS)*, 2(2), 284-300.
17. Akkila, A. N., & Abu Naser, S. S. (2017). Teaching the right letter pronunciation in reciting the holy Quran using intelligent tutoring system. *International Journal of Advanced Research and Development*, 2(1), 64-68.
18. Al Hila, A., Al Shobaki, M., Naser, S. A., & Amuna, Y. A. (2017). The Reality of the Effectiveness of Time Management from the Perspective of the Employees of the Beauty Clinic of Dentistry. *International Journal of Engineering and Information Systems (IJEAIS)*, 1(6), 137-156.
19. Al Shobaki, M. J., & Abu Naser, S. S. (2017). The Role of the Practice of Excellence Strategies in Education to Achieve Sustainable Competitive Advantage to Institutions of Higher Education-Faculty of Engineering and Information Technology at Al-Azhar University in Gaza a Model. *International Journal of Digital Publication Technology*, 1(2), 135-157.
20. Alnajjar, M., & Abu Naser, S. S. (2015). Improving Quality of Feedback Mechanism In Un By Using Data Mining Techniques. *International Journal of Soft Computing, Mathematics and Control*, 4(2).
21. Ammar, T. M., Al Shobaki, M. J., & Abu Naser, S. S. (2017). The Efficiency Extent of The Internal Control Environment In The Palestinian Higher Educational Institutions In Gaza Strip. *International Journal of Digital Publication Technology*, 1(2), 107-126.
22. ar.wikipedia.org, date accessed 2017/02/22.
23. Code.org, date accessed 2017/07/22
24. creately.com, date accessed 2017/03/01
25. Elsobeihi, M. M., & Abu Naser, S. S. (2017). Effects of Mobile Technology on Human Relationships. *International Journal of Engineering and Information Systems (IJEAIS)*, 1(5), 110-125.
26. Elzamly, A., Hussin, B., Abu Naser, S. S., & Doheir, M. (2015). Classification of Software Risks with Discriminant Analysis Techniques in Software planning Development Process. *International Journal of Advanced Science and Technology*, 81, 35-48.
27. Elzamly, A., Hussin, B., Abu Naser, S. S., Shibutani, T., & Doheir, M. (2017). Predicting Critical Cloud Computing Security Issues using Artificial Neural Network (ANNs) Algorithms in Banking Organizations. *International Journal of Information Technology and Electrical Engineering*, 6(2), 40-45.
28. Free Screen Video Recorder, date accessed 2017/09/05
29. freecodecamp, date accessed 2017/08/17
30. gromsocial.com, date accessed 2017/01/08.
31. Mahdi, A. O., Alhabbash, M. I., & Abu Naser, S. S. (2016). An intelligent tutoring system for teaching advanced topics in information security. *World Wide Journal of Multidisciplinary Research and Development*, 2(12), 1-9.
32. Previous Projects, date accessed 1st semester - 2016/2015
33. TheCodePlayer, date accessed 2017/08/2
34. www.draw.io, date accessed 2017/03/06