MINI PROJECT REPORT
On

"Social Media Website"

Submitted by

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Declaration

We hereby declare that the work which is being presented in the Full Stack Project "**SOCIAL MEDIA WEBSITE",** in partial fulfillment of the requirements for Full Stack Project viva voce, is an authentic record of our own work carried by the team members under the supervision of our mentor Mrs. Harvindar Kaur

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Course: B.Tech (Computer Science and Engineering)

Year: 3rd

Semester: V

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Certificate

This is to certify that the above statements made by the candidates are correct to the best of my/our knowledge and belief.

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Supervisor

Mrs.Harvindar kaur

Technical Trainer

Dept of CEA, GLA University

_____ _____

Project Coordinator Program Coordinator

(Mr. Mayank Srivastava) (Mr. Shashi Shekar)

About the Project

Our full stack project “Social Media Website” is an online website which allows the creation or sharing/exchange of information, ideas, career interests, and other forms of expression via virtual communities and networks. It consists of User-generated content—such as text posts or comments, digital photos or videos, and data generated through all online interactions. Users create service-specific profiles for the website or app that are designed and maintained by the social-media organization. Social media helps the development of online social networks by connecting a user's profile with those of other individuals or groups. Users can create highly interactive platforms through which individuals, communities, and organizations can share, co-create, discuss, participate, and modify user-generated content or self-curated content posted online. Additionally, social media are used to document memories; learn about and explore things; advertise oneself; and form friendships along with the growth of ideas from the creation of blogs, podcasts, videos, and gaming sites.

Motivation

Chatting is a method of using technology to bring people and ideas together despite of the geographical barriers. The technology has been available for years but the acceptance was quite recent. Our project is an example of a chat server. It is made up of two applications - the client application, which runs on the user’s web browser and server application, runs on any hosting servers on the network. To start chatting client should get connected to server where they can do private and group chat. Security measures were taken during the last one. Social media can help to improve an individual's sense of connectedness with real or online communities and can be an effective communication (or marketing) tool

for corporations, entrepreneurs, non-profit organizations, advocacy groups, political parties, and governments. Observers have also seen that there has been a rise in social movements using social media as a tool for communicating and organizing in times of political unrest.

Requirements

a). Software Requirements:

- Technology Implemented: Full Stack Web Development
- Languages/Technologies Used: HTML,CSS,JAVASCRIPT
- IDE Used: Visual Studio Code
- Web Browser: Google Chrome

- GitHub: GitHub is a code hosting platform for version control and collaboration. It lets you and others work together on projects from anywhere. GitHub Repository: A GitHub repository can be used to store a development project. It can contain folders and any type of files (HTML, CSS, JavaScript, Documents, Data, Images). A GitHub repository should also include a license file and a README file about the project. A GitHub repository can also be used to store ideas, or any resources that you want to share.

- Visual Studio Code: Visual Studio Code is a free source-code editor made by Microsoft for Windows, Linux and macOS. [7] Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. Microsoft has released Visual Studio Code's source code on the VS Code repository of GitHub.com, under the permissive MIT License, while the compiled binaries.

b). Hardware Requirements:

- Processor Required: Intel i5
- Operating System: Windows 10
- RAM: 8GB
- Hardware Devices: Computer System
- Hard Disk: 256GB

Acknowledgement

We thank the almighty for giving us the courage and perseverance in completing the project. This project itself is an acknowledgement for all those people who have given us their heartfelt co-operation in making this project a grand success. We extend our sincere thanks to Mrs. Harvindar Kaur, Technical Trainer at "GLA University, Mathura" for providing his valuable guidance at every stage of this project work. We are profoundly grateful towards the unmatched services rendered by him. And last but not least, we would like to express our deep sense of gratitude and earnest thanks giving to our dear parents for their moral support and heartfelt cooperation in doing the main project.

SOCIAL MEDIA WEBSITE

Abstract

As the name suggests, our project is all about a social media website which facilitates you to connect with people around the world. Social networking website is one of the leading ways of communication that takes place between the people these days. This project provides an idea of developing the application called as Social Media Website. There are many other examples of social networking websites such as Facebook, Instagram, LinkedIn, Twitter and so on. Social Networking means a group of people come together to know each other through the facility of the internet. The social media website project helps us to share the videos, images, stories, and lot of other things. You can form small groups which helps you to share the information that is required through this project. The features of this website are as follows – Through this project the people will be able to share images, videos among a group of people, through this application, it is also possible to share the knowledge based articles which results in the knowledge .

Contents

Chapter 1

Introduction

HTML Stands for HyperText Markup Language.It is used to design web pages using a markup language .HTML is the combination of Hypertext and markup language.Hypertext defines the link between the web pages.A markup language is used to define the text document within tag which defines the structure of web pages.This language is used to annonate within tag which defines the structure of web pages.

CSS => Cascading style Sheets ,fondly reffered to as CSS,is a simply designed language intended to simplify the process of making web pages presentable .CSS allows you to apply styles to web pages . More importantly,CSS enables ypu to do this independent of the HTML that makes up each web page.

CSS is easy to learn and understood ,but it provides powerful control over the presentation of an HTML document.

Pre-requisite

Hands-on knowledge of JavaScript, HTML and CSS is essential before working on the concepts for making of webpages. Make sure that you have the browser or chrome installed and running before opening website

Chapter 2

Technologies Used

Front-end web development, or client-side development, refers to working with HTML, CSS and JavaScript for a website or web application that allows users to see and interact with them directly

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JAVASCRIPT: The programs in this language are called scripts.They can be written right in a web pages HTML and run automatically as the page loads.

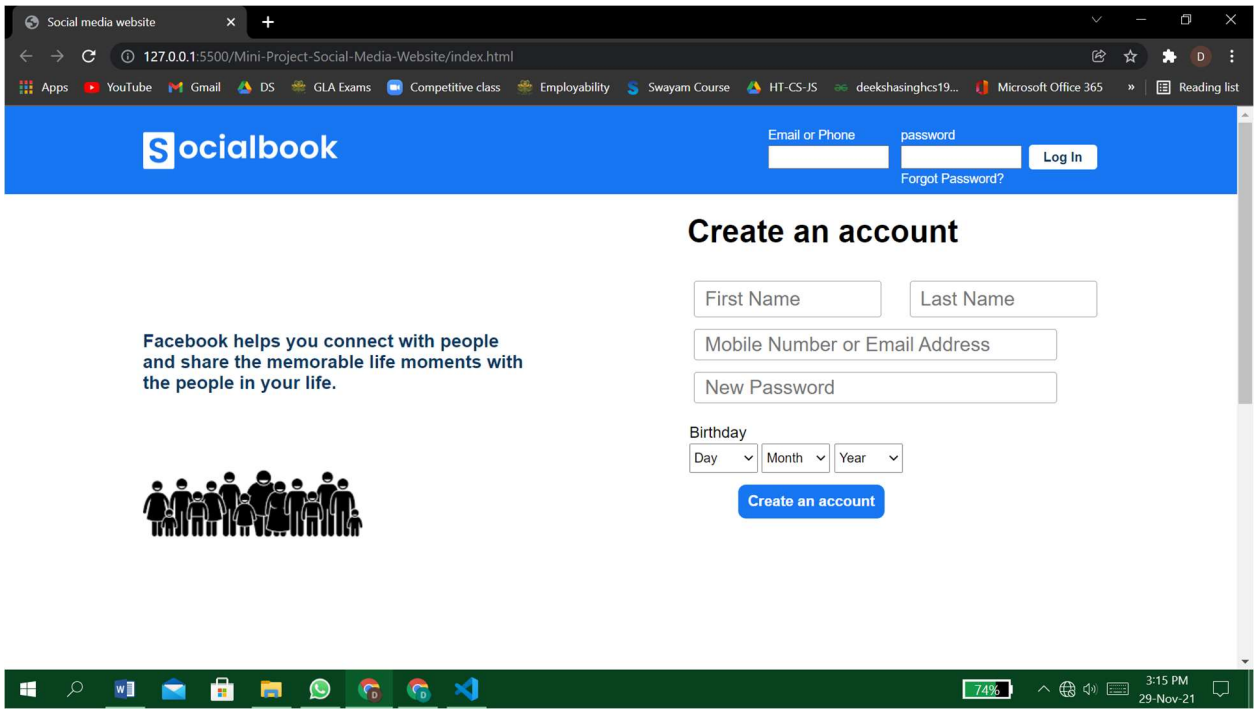
Scripts are provided and executed as plain text .they don't need special preparation or compilation to run.

Javascript was initially created to "make web pages.

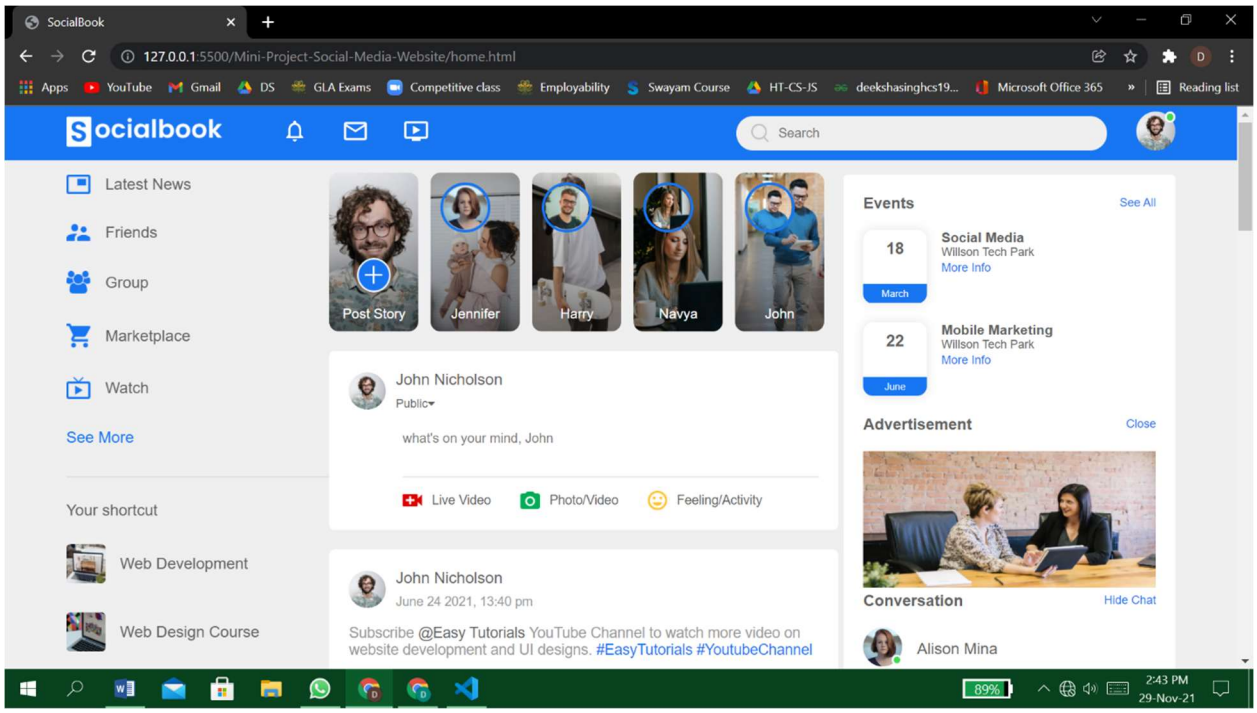
Chapter 3

List of Figures

1.SignUp Page and Login Page:



2. Home Page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what's on your mind, John
Live Video
Photo/Video
Feeling/Activity
John Nicholson
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Subscribe @Easy Tutorials YouTube Channel to watch more video on website development and UI designs. #EasyTutorials #YoutubeChannel
Events
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18
March
Social Media
Willson Tech Park
More Info
22
June
Mobile Marketing
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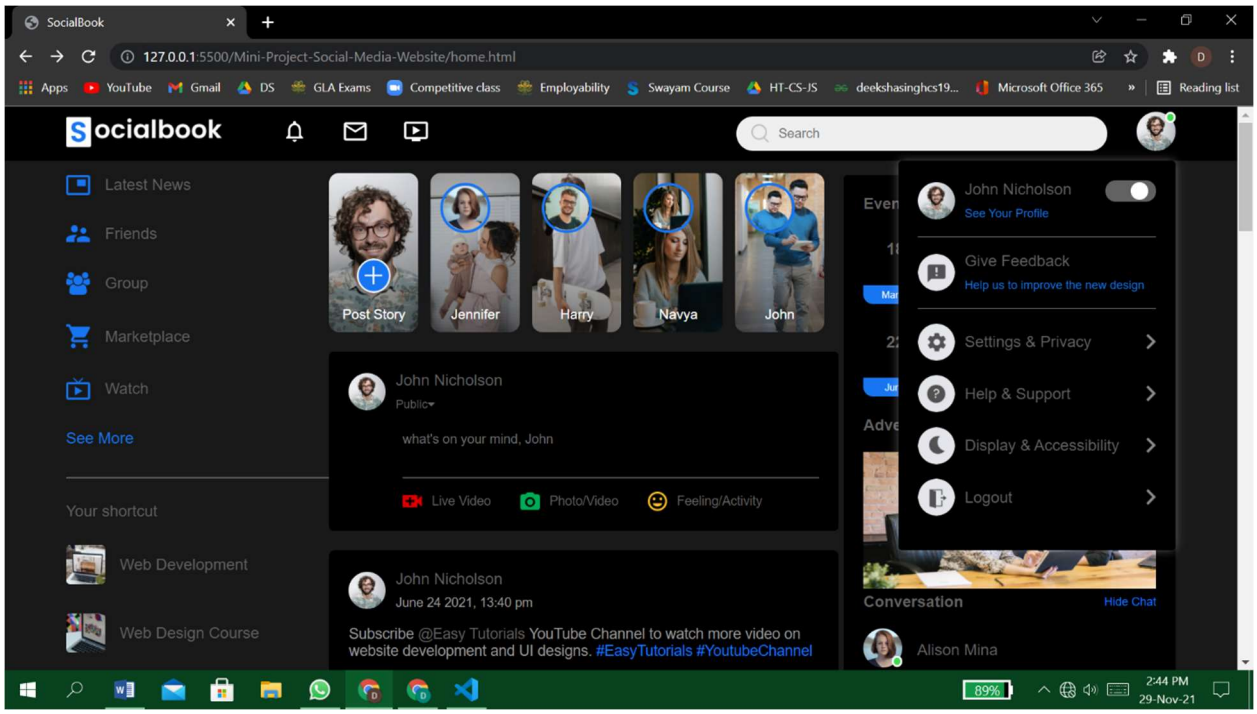
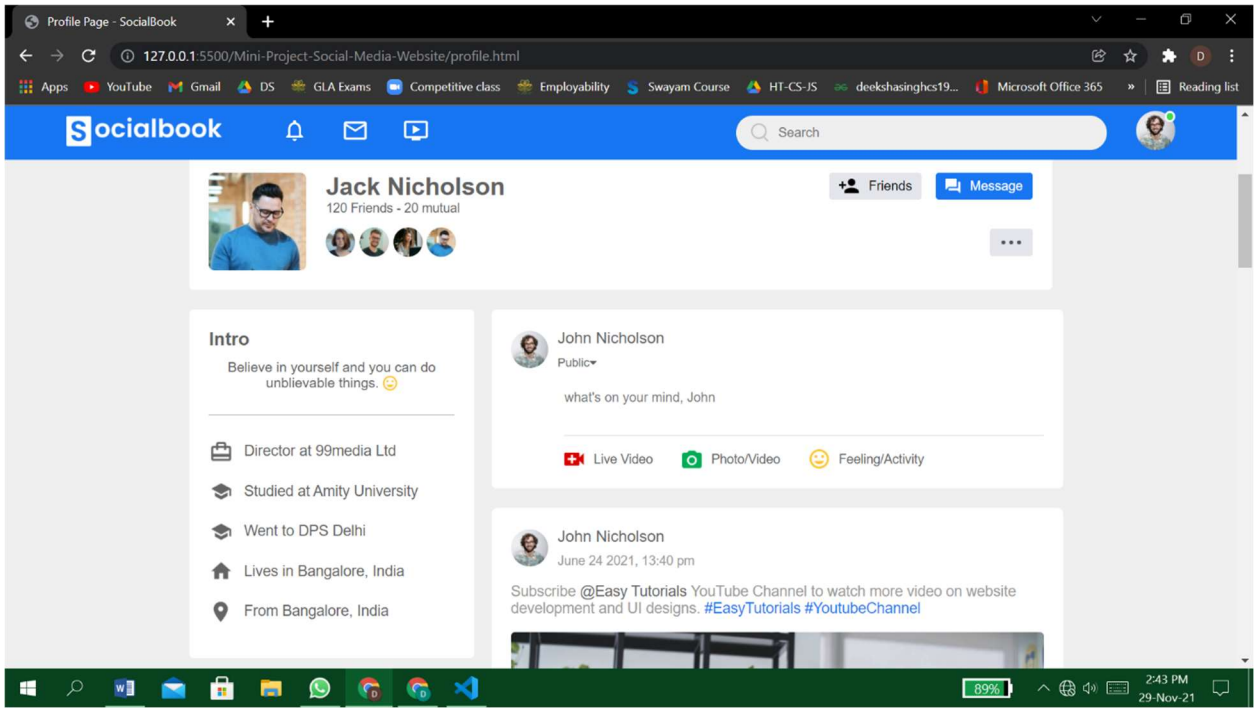
29-Nov-21

3. Home Page in Dark color :



4. Profile Page of user



Chapter 4

Software Testing

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques. System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement, an

architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.

4.1 TERMINOLOGY

Error The term error is used in two ways. It refers to the difference between the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also to used to refer to human action that result in software containing a defect or fault.

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and is synonymous with the commonly used term Bug.

Failure is the inability of a system or component to perform a required function according to its specifications. A software failure occurs if the behavior of the software is the different from the specified behavior. Failure may be caused due to functional or performance reasons.

4.2 TYPES OF TESTING

a. Unit Testing The term unit testing comprises the sets of tests performed by an individual programmer prior to integration of the unit into a larger system. A program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the

unit is integrated into an evolving software product. In the unit testing the programs are tested separately, independent of each other. Since the check is done at the program level, it is also called program teasing.

b. Module Testing A module and encapsulates related component. So can be tested without other system module.

c. Subsystem Testing Subsystem testing may be independently design and implemented common problems are sub-system interface mistake in this checking we concenton it. There are four categories of tests that a programmer will typically perform on a program unit.

i Functional test

ii Performance test

iii Stress test

iv Structure test

Functional Test Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries) and special values.

Performance Test Performance testing determines the amount of execution time spent in various parts of the unit, program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the overall performance of the entire system. Performance testing is most productive at the subsystem and system levels.

Stress Test Stress test are those designed to intentionally break the unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

Structure Test Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as “black box” testing. While structure testing is referred to as “white box” or “glass box” testing. The major activities in structural testing are deciding which path to exercise, deriving test date to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring the test coverage achieved when the test cases are exercised.

Chapter 5

Conclusion

We have completed our project within time limit with the coordination of our team members under the supervision of our mentor Mrs. Harvindar Kaur.

Our project repository is available on github :
https://github.com/1deekshasingh/Mini-Project-Social-Media-Website

Chapter 6

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