PES UNIVERSITY, BANGALORE

Department of Computer Science and Engineering

UE20CS352 : OOADJ

Synopsis / Project Proposal

Social Media Web Application

(Facebook Clone)

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Objective: The objective of this project is to develop a basic social media website that allows users to create profiles, connect with friends and family, and share content such as photos, videos, and text.

Features :

1. User profiles: Users can create a profile with a username, profile picture, bio, and other details.
2. Connect with friends and family: Users can connect with friends and family by sending friend requests and accepting requests from others.
3. News feed: Users can view the latest posts from their friends and family in their news feed.
4. Direct messaging: Users can send direct messages to other users.
5. Notifications: Users receive notifications when someone likes or comments on their posts, as well as when someone tags them in a post or mentions them in a comment.
6. Unfriend : allows users to remove a connection with another user, effectively removing them from their list of friends or followers on the social media platform.

Technology Stack:

Programming language: We will use Java for the front-end and back-end development.

Frameworks and libraries: We will use Spring Boot for building the back-end and Thymeleaf for building the front-end.

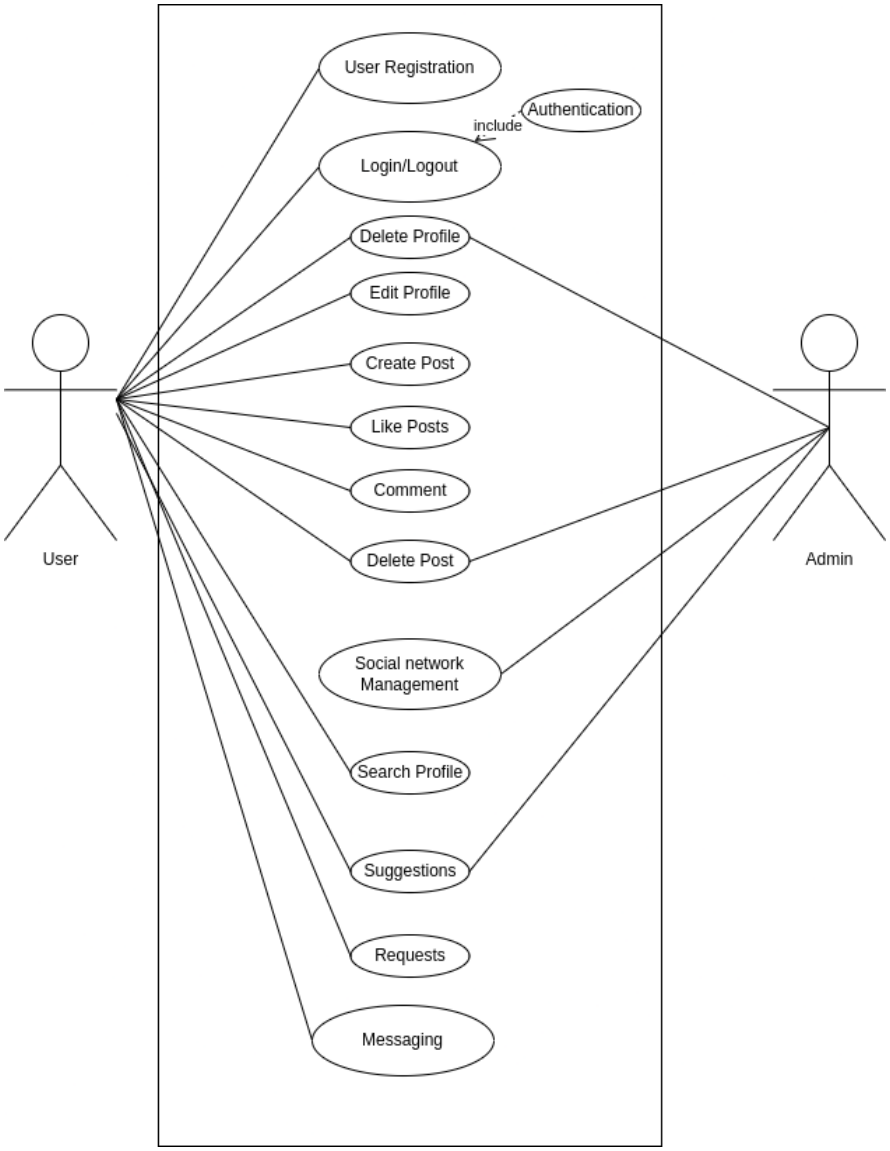
Database: We will use a relational database such as MySQL for storing user data and content.

Authentication: We will use Spring Security for authentication and authorization.

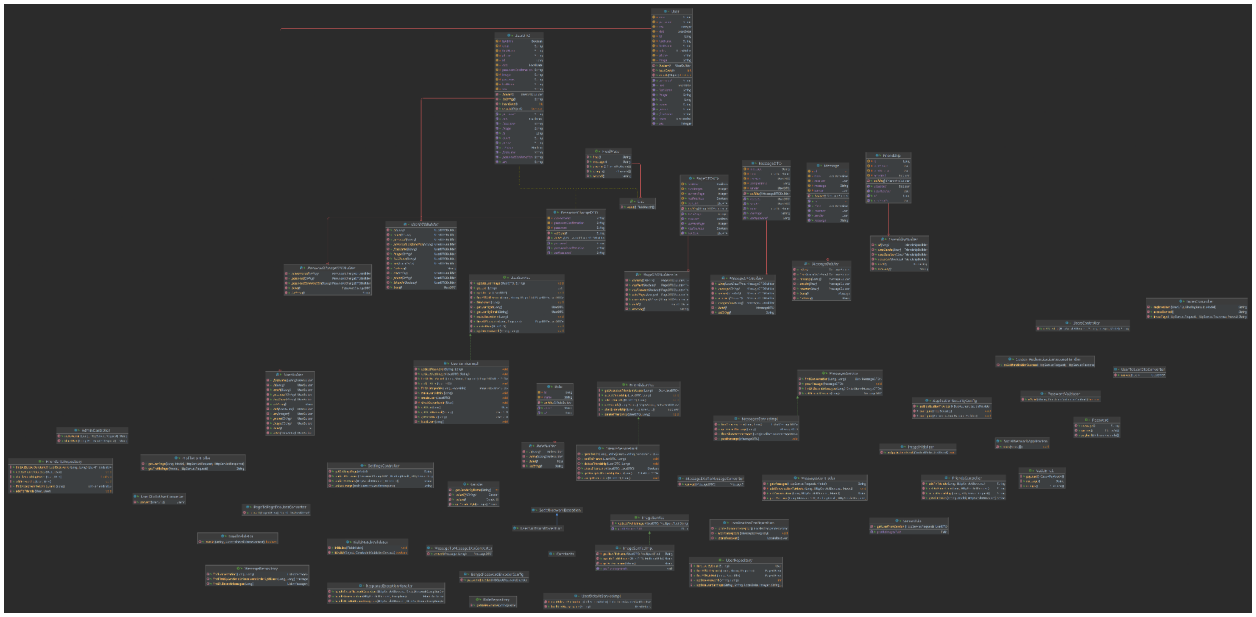
Deployment: We will use a cloud hosting service such as AWS or Heroku for deploying the application.

Conclusion: This basic social media website will provide users with an easy-to-use platform to connect with friends and family, share content, and discover new content. With the right implementation, this application has the potential to be a valuable addition to the social media landscape

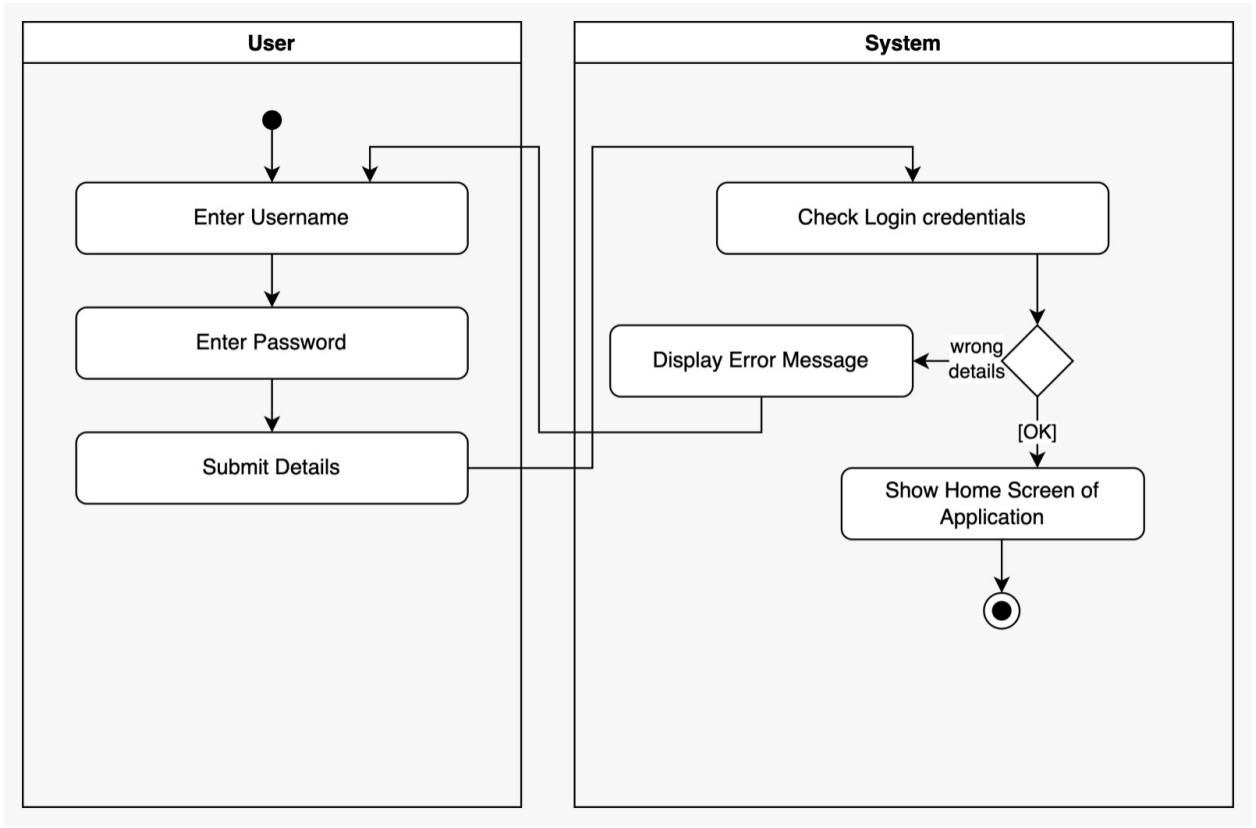
Use Case Diagram :



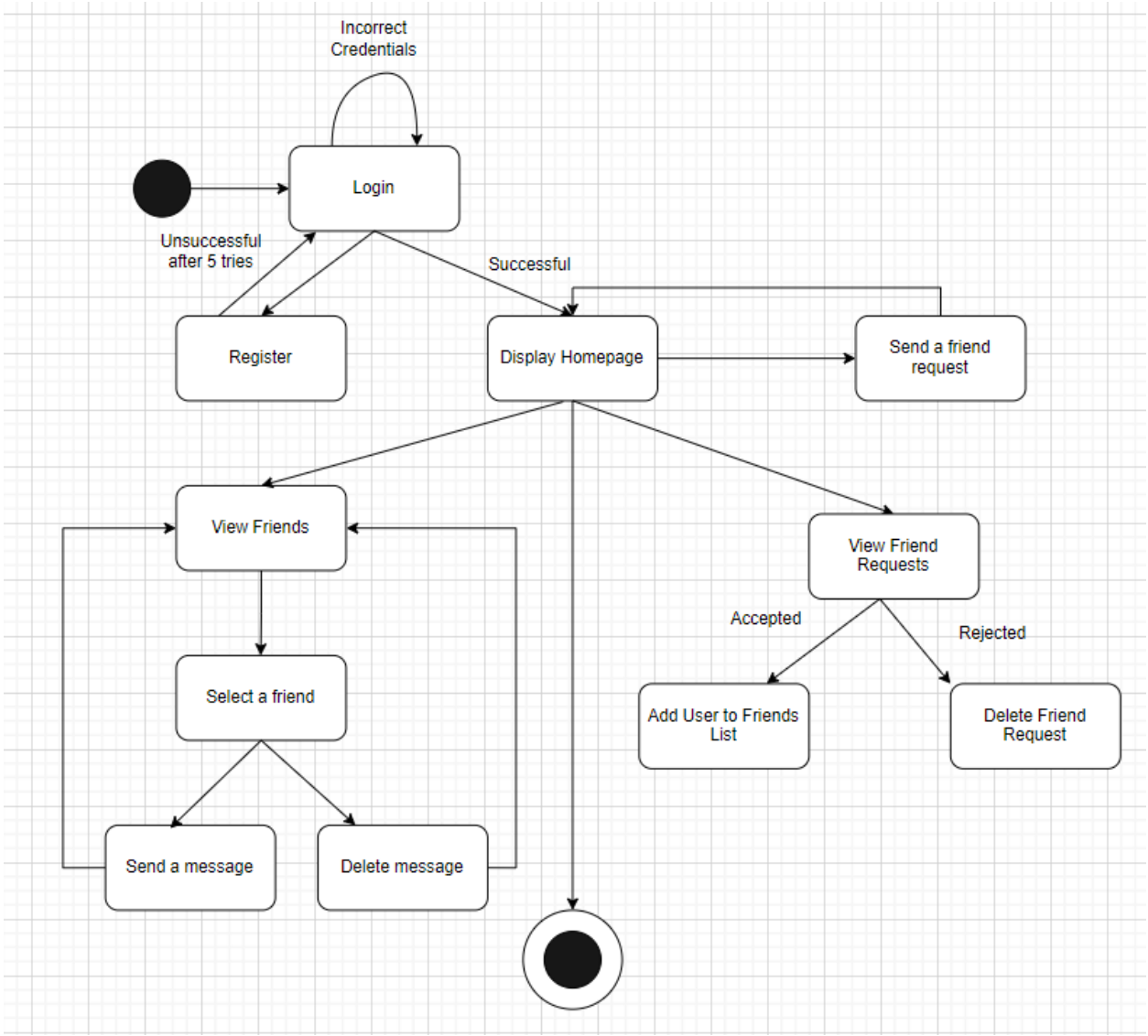
Class Diagram:



Activity Diagram :



State Diagram:



Design Principles:

1. Single Responsibility Principle
2. Open-Close Principle

Design Patterns:

1. Singleton Pattern
2. Builder Pattern - for User entity