

PROJECT REPORT

VISUAL ENTERTAINMENT RECOMMENDING SYSTEM



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WHAT IS SYSTEM ALL ABOUT?

Suppose you want to entertain yourself by watching a movies/web series. But you got confused by so many options of genre and with adding up of more new movies/web series daily in those numbers it may become more confusing.

You might get frustrated killing up your mood for entertainment. But wait!!!!

Here comes our system it will do this tedious task for you. It will provide you with the option of language and genre and based upon your choice it will show you top rated movies/web series of your choice.

So just make an account on our system and get ready with popcorn and cola and refresh yourself with top rated movies/web series.

**ENJOY YOUR
MOVIE/WEBSERIES!!**

PROJECT CATEGORY

Category of this project will be “Object Oriented Programming System”. Object oriented technologies loads to reuse leads to faster software development and higher quality programs.

ADVANTAGES OF SYSTEM

- Less time consuming.
- Searching can be done easily.
- Faster Access of information.

TOOLS/PLATFORMS USED

PLATFORMS:

DRAW.IO – FOR MAKING CLASS AND OTHER DIAGRAMS

MS WORD – DOCUMENTATION

OPERATING SYSTEM:

LINUX UBUNTU

MICROSOFT WINDOWS

PROGRAMMING LANGUAGE:

C++

REASON BEHIND USING C++?

Developments in software technology continue to be dynamic. New tools and techniques are announced in quick succession. This has forced the software engineers and industry to continuously look for new approaches to software design and development, and they are becoming more and more critical in view of the increasing complexity of software systems as well as the highly competitive nature of the industry.

These rapid advances appear to have created a situation of crisis within the industry. The following issues need to be addressed to face this crisis:

- How to represent real-life entities of problems in system design?
- How to design systems with open interfaces?
- How to ensure reusability and extensibility of modules?
- How to develop modules that are tolerant to any changes in future?
- How to improve software productivity and decrease software cost?
- How to improve the quality of service?
- How to manage time schedules?

➤ How to industrialize the software development process?

Many software products are either not finished, or not used, or else are delivered with major errors.

To reduce such errors software technology evolution gradually increases. Since, the invention of the computer, many programming approaches has been tried. These include techniques such as modular programming and structured programming.

Procedure-Oriented Programming

Conventional programming, using high-level languages such as COBOL, FORTRAN and C, is commonly known as procedure-oriented programming (POP).

Problems with POP

- In the procedure-oriented approach, the problem is viewed as a sequence of things to be done such as reading, calculating and printing.
- In a large program it is very difficult to identify what data is used by which function.
- Another serious drawback with the procedural approach is that it does not model real world problems very well. This is because functions are action oriented and do not really corresponds to the elements of the problem

Object–Oriented Programming

The major motivating factor in the invention of object-oriented approach is to remove some of the flaws encountered in the procedural approach. OOP treats data as a critical element in the program development and does not allow it to flow freely around the system. It ties data more closely to the functions that operate on it and protects it from accidental modification from outside functions.

Object – oriented programming is the most recent concept among programming paradigms. We define “object-oriented programming as an approach that provides a way of modularize problems by creating partitioned memory area for both data and functions that can be used as templates for creating copies of such modules on demand.

Characteristics of OOP languages

1. **Object:** Objects are entities, which can exist individually. It has its own properties and methods, where properties define the outlook of the object and methods define their procedures.
2. **Class:** It is a template used to define different objects of same type.

3. **Encapsulation:** The data and the methods, which operate on the data, are combined and placed in a group, this phenomenon is known as encapsulation, and the group is known as the object.
4. **Abstraction:** It means hiding of the data of one object of a class from another object of the same class.
5. **Inheritance:** Inheritance is the property by which an existing class can be used to create new classes, by deriving all the properties and methods of the old class to the new class and also adding new properties /methods in the new class. The old class is known as a base class or super class. The new class is known as derived class or sub class.
6. **Polymorphism:** Polymorphism means “One interface and multiple methods” i.e., one interface can be used to provide different functionalities.

There are two kinds of polymorphism:

- a. **Compile time polymorphism:** It is also known as early binding, as the interfaces are bind with their methods at compile time. It is accomplished using function overloading and operator overloading.

- b. **Run time polymorphism:** It is also known as late binding. In run time polymorphism the interface and its method bind at the time of execution. It is accomplished using virtual function.

7. **Multiple Inheritance:** When two or more classes are used to define a single class, then it is known as multiple inheritance.

Benefits of OOP

Object oriented contributes to solution of many problems associated with the development quality of software products. The new technology promises greater programmer productivity, better quality of software and lesser maintenance cost. The principal advantages are:

- Through inheritance, we can eliminate redundant code and extend the use of existing classes.
- We can build programs from the standard working modules that communicate with one another rather than having to start writing the code from scratch. This leads to saving of development time and higher productivity.
- The principle of data hiding helps the programmer to build secure programs that cannot be invaded by code in other parts of the program

- It is possible to have map objects in the problem domain to those in the program.
- It is easy to partition the work in a project based on objects.
- The data centred design approach enables us to capture more details of a model in implemental form,
- Object-oriented systems can be easily upgraded from small to large systems.
- Message passing techniques for communication between objects make the interface descriptions with external systems much simpler.

Software complexity can be easily managed.

LIMITATIONS/ASSUMPTIONS IN SYSTEM

1. We have assumed that 4 members of the project already have account on the system and any person other than them will require to first sign up and then login.
2. If the user enters any false information, then there is no such guard to encounter this error.
3. The language selection is limited to only hindi and english.
4. New movies/web series cannot be added in the system.

REQUIREMENTS OF SYSTEM AND FUNCTIONS/FEATURES ADDED TO IMPLEMENT THEM

1. The system must ask the user whether he/she has an existing account or not.

For implementing this there is a separate class named as account and it has functions like ask account, login account, sign up and logout which does work as their name suggests.

2. The system must ask whether the user wants to watch movie or web series.

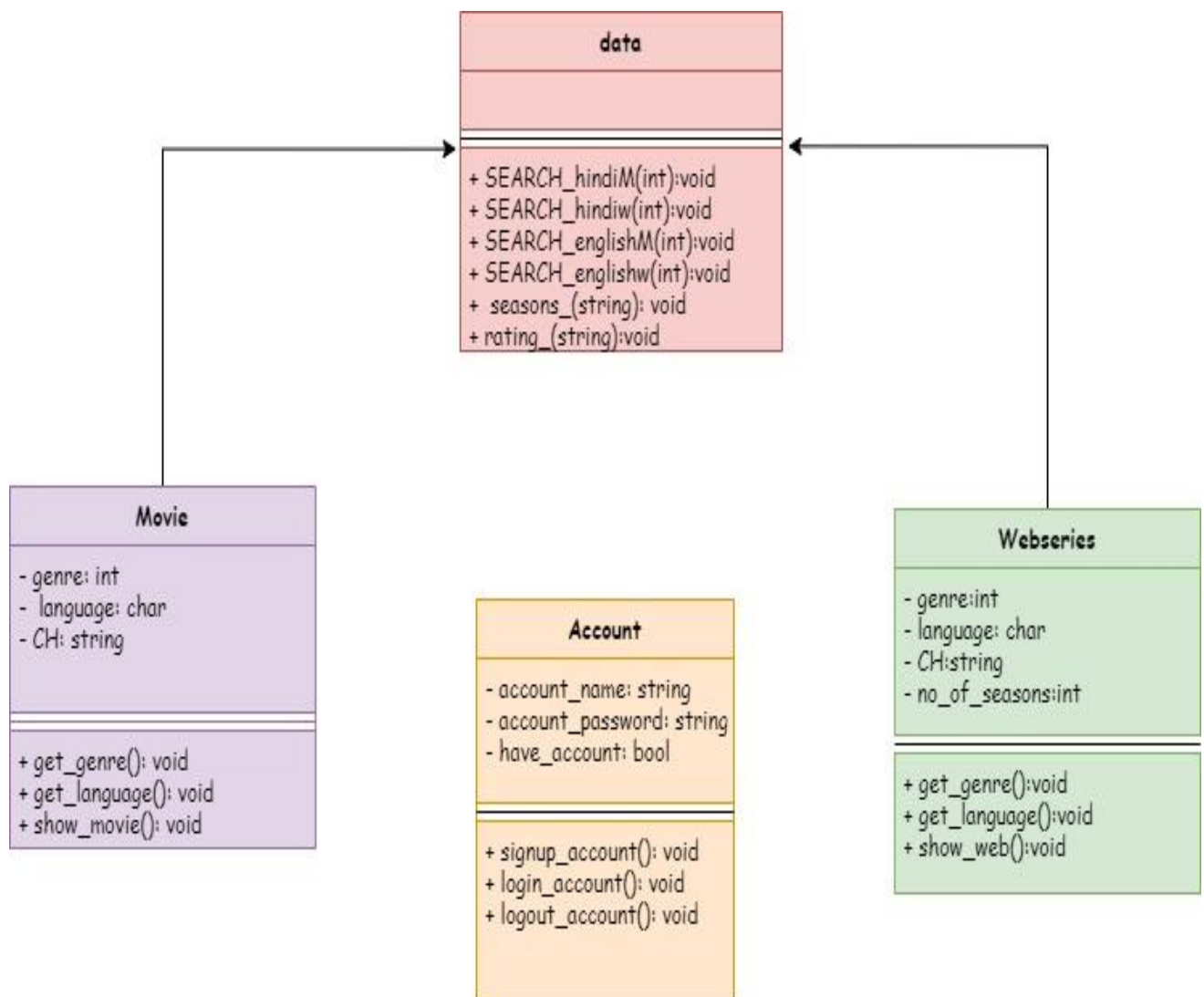
For this there will be a message which asking the same and then object of that class will be called.

3. There must be a way to store data of the web series/movies.

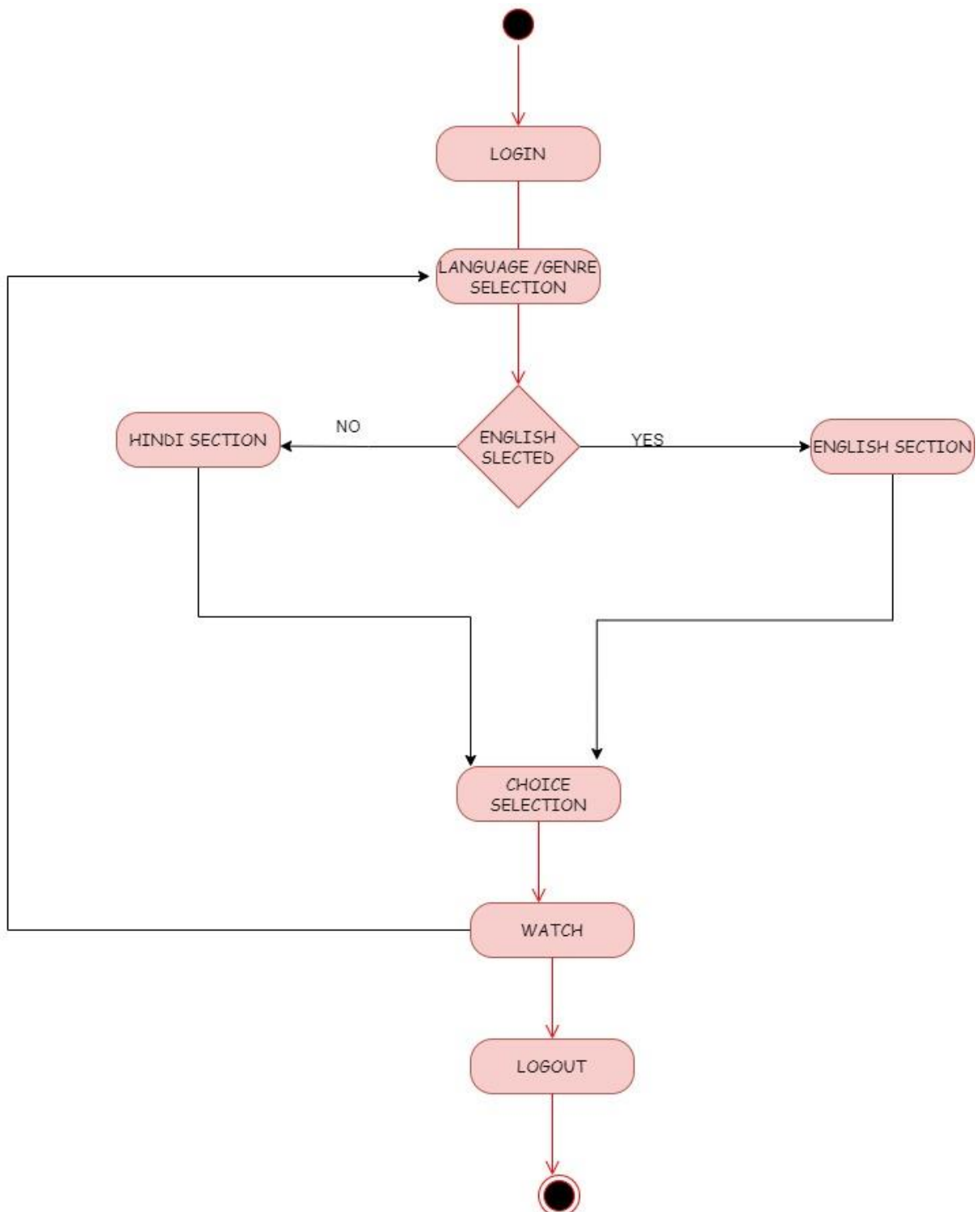
For implementing this we have separate class as data which has data of all web/movie of system.

The data class also have functions which search the particular genre and language movie/web after receiving genre as a parameter.

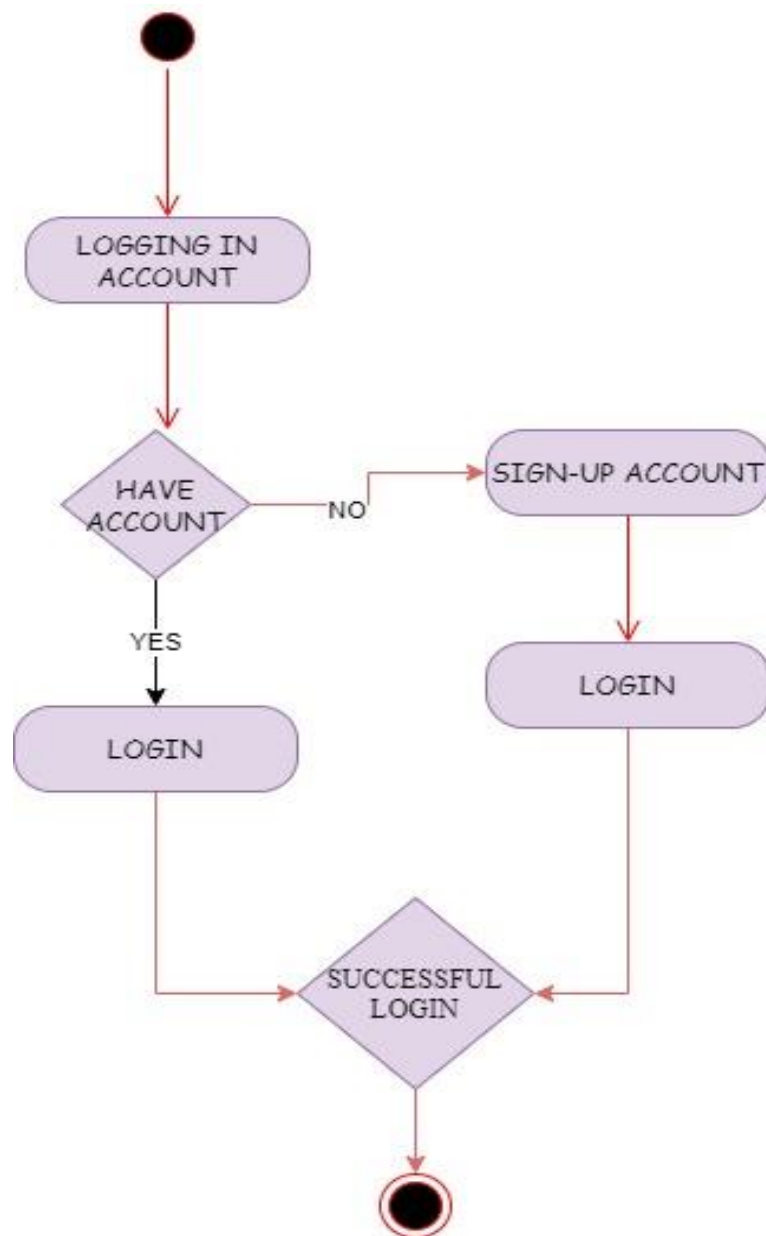
CLASS DIAGRAMS



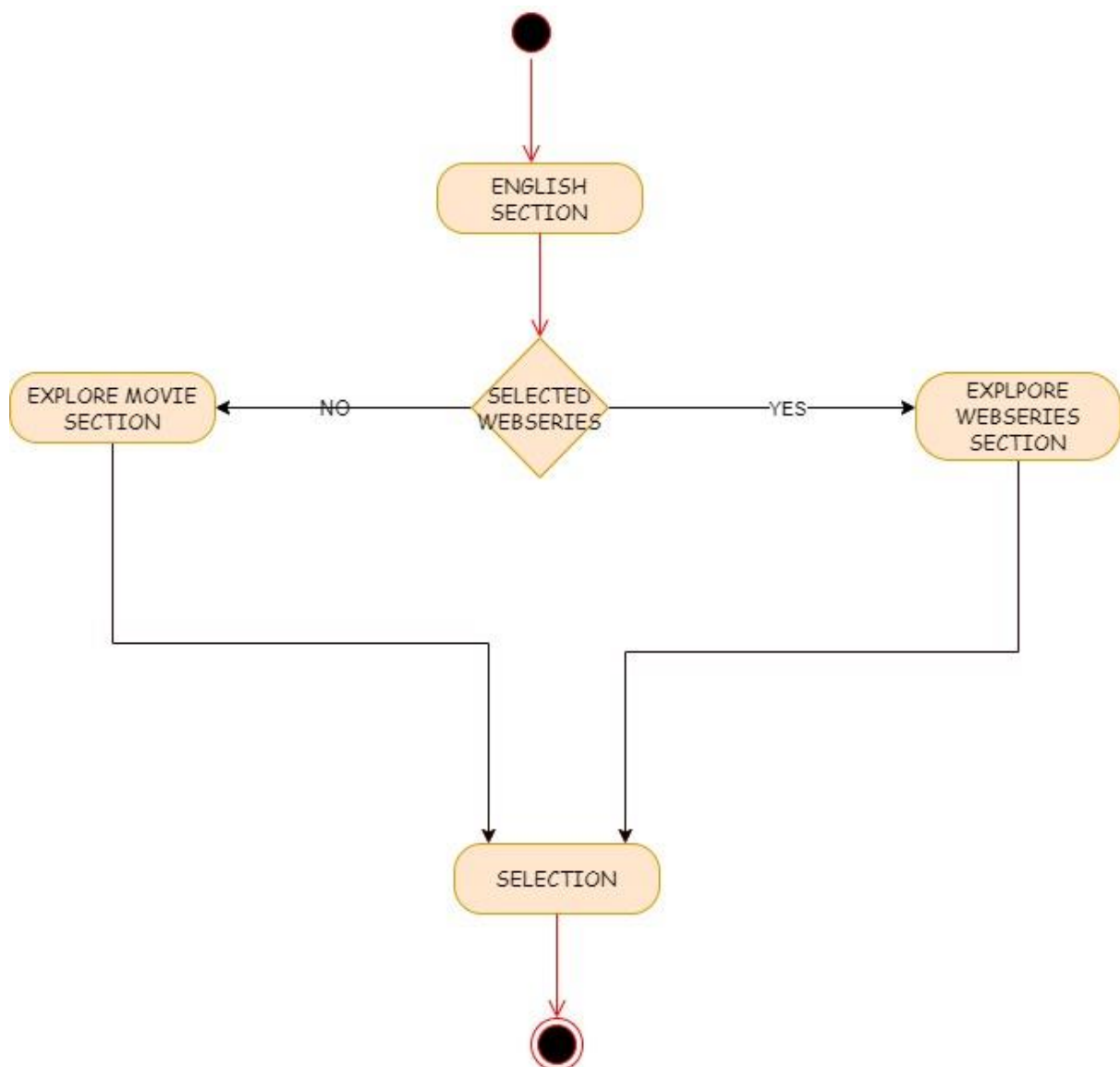
ACTIVITY DIAGRAM AS AN OVERVIEW OF SYSTEM

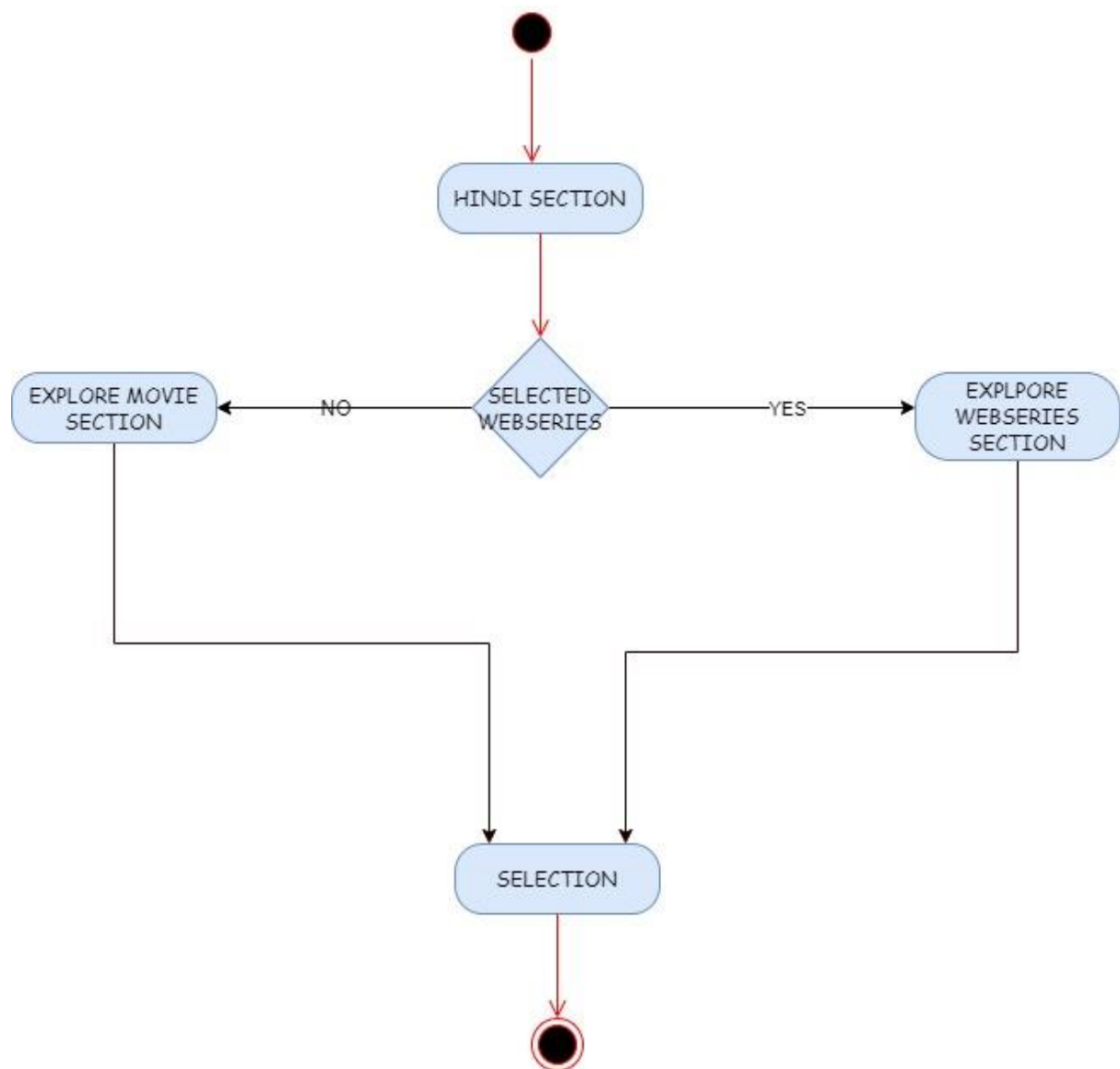


DETAILED DIAGRAM OF LOGIN



DETAILED DIAGRAM OF ENGLISH/HINDI SECTION





OUTPUT SCREENS

➤ Person previously having account logging in

```
coder@coder-VirtualBox:~/Downloads/PROJECT11$ make
make: Nothing to be done for 'all'.
coder@coder-VirtualBox:~/Downloads/PROJECT11$ ./output
```

```
***WELCOME TO VISUAL ENTERTAINMENT RECOMMENDING SYSTEM***

Type 1 if you have an account otherwise Type 0
1
Enter the account name
Vaidic

Enter your password
****

Logging in the account...

What would you like to watch:
# Press 1 for movie
# Press 2 for webseries
1

PRESS 'H' FOR HINDI OR PRESS 'E' FOR ENGLISH
ENTER YOUR CHOICE:
H

CHOOSE THE GENRE(PRESS THE NUMBER)
1.ACTION
2.BIOPIC
3.COMEDY
4.THRILLER
2
```

```
HERE ARE SOME RECOMMENDATIONS FROM OUR SIDE:
M.S. Dhoni - The Untold Story
Bhaag Milkha Bhaag
Paan Singh Tomar
Dangal
The Legend Of Bhagat Singh
Sarbjit

ENTER YOUR CHOICE:
The Legend Of Bhagat Singh
Rating of The Legend Of Bhagat Singh is :8.1
Playing The Legend Of Bhagat Singh...

DO YOU WANT TO SEE ANOTHER MOVIE/WEBSERIES (Y/N)

```

```

What would you like to watch:
# Press 1 for movie
# Press 2 for webseries
2

PRESS 'H' FOR HINDI OR PRESS 'E' FOR ENGLISH
ENTER YOUR CHOICE:
H

CHOOSE THE GENRE(PRESS THE NUMBER)
1.ACTION
3.COMEDY
4.THRILLER
10.CRIME
11.ROMANCE
4

HERE ARE SOME RECOMMENDATIONS FROM OUR SIDE:
The Family Man
Mirzapur
Sacred Games
Asur
Special Ops
Breathe

ENTER YOUR CHOICE:
The Family Man
No of seasons of The Family Man: 2
Rating of The Family Man is :8.8
Playing The Family Man...

```

```

DO YOU WANT TO SEE ANOTHER MOVIE/WEBSERIES (Y/N)
n
Logging out of the account...

Hope you enjoy your movie/webseries...

***THANKS FOR VISITING***

```

➤ 2.Person creating account and logging in

```

coder@coder-VirtualBox:~/Downloads/PROJECT11$ ./output

***WELCOME TO VISUAL ENTERTAINMENT RECOMMENDING SYSTEM***

Type 1 if you have an account otherwise Type 0
0
Creating New Account
Enter name
Random

Enter password for new account
*****

An account has been created with name Random

Enter the account name
Random

Enter your password
*****

Logging in the account....

What would you like to watch:
# Press 1 for movie
# Press 2 for webseries
1

```

PRESS 'H' FOR HINDI OR PRESS 'E' FOR ENGLISH
ENTER YOUR CHOICE:
E

CHOOSE THE GENRE(PRESS THE NUMBER)

1.ACTION
5.FICTION
6.ANIMATED
7.SCI-FI
8.HORROR
7

HERE ARE SOME RECOMMENDATIONS FROM OUR SIDE:

Interstellar
Inception
Matrix
Gravity

ENTER YOUR CHOICE:

Inception
Rating of Inception is :8.8
Playing Inception...

DO YOU WANT TO SEE ANOTHER MOVIE/WEBSERIES (Y/N)

N

DO YOU WANT TO SEE ANOTHER MOVIE/WEBSERIES (Y/N)

Y

What would you like to watch:

Press 1 for movie
Press 2 for webseries
2

PRESS 'H' FOR HINDI OR PRESS 'E' FOR ENGLISH
ENTER YOUR CHOICE:

E

CHOOSE THE GENRE(PRESS THE NUMBER)

1.ACTION
3.COMEDY
4.THRILLER
9.DRAMA
9

HERE ARE SOME RECOMMENDATIONS FROM OUR SIDE:

The Wire
Game Of Thrones
The Wolf
The Island

ENTER YOUR CHOICE:

Game Of Thrones
No of seasons of Game Of Thrones: 8
Rating of Game Of Thrones is :9.2
Playing Game Of Thrones...

BIBLIOGRAPHY

At the end, the following bibliography is in no way complete. However, it is an attempt to list a few numbers of sources and references when we have used for the development & design of the project in this elegant form.

Title of the Book	Author/Publisher
<i>Object-Oriented Programming with C++</i> Lafore/Techmedia	Robert
<i>C++: The Complete Reference</i> McGraw Hill	Herbert Schieldt/Tata
<i>Mastering C++</i> Ravishankar	Venugopal, Rajkumar, /Tata McGraw Hill

CONCLUSION

It was a wonderful and learning experience to use the theory in a real working project. The project took us through various stages and aspects of building and managing a system.

Although we faced a lot of issues and bugs in our system but we tackled them as a team giving us a feel of development industry.

We enjoyed each and every bit of work that we had put into this project.

We would like to thanks our teacher Mr. Saurabh Srivastava for giving us this learning opportunity.

*****THE END*****