



# BLOG WEB APPLICATION

Akash Adarkar

Department of IT

Thakur Polytechnic, Mumbai, Maharashtra, India

[Email- akashadarkar1703@gmail.com](mailto:akashadarkar1703@gmail.com)

Vijay Tiwari

Department of IT

Thakur Polytechnic, Mumbai, Maharashtra, India

[Email-vijay.tiwari2110@gmail.com](mailto:Email-vijay.tiwari2110@gmail.com)

Viraj Gavas

Department of IT

Thakur Polytechnic, Mumbai, Maharashtra, India

[Email- gavasviraj@gmail.com](mailto:Email- gavasviraj@gmail.com)

Anurag Pandey

Department of IT

Thakur Polytechnic, Mumbai, Maharashtra, India

[Email- anuragpandey4706@gmail.com](mailto:Email- anuragpandey4706@gmail.com)

**Abstract—**“In Our project of Blog Web App we built a web application in which in one person with knowledge of any specific topic can write an article and post it share it with the people worldwide so that they can use it research purposes , entertainment , education ,business promotions and many others fields .In the Project of Blog Web app We have used Django as a framework of python and other front -end technologies for building this site .This web site has almost all the features that compete with the modern day site and we made responsive so that we can also use it on mobile screens.It also has password change / reset functionality through email (SMTP) if the users forget their passwords “

**Keywords—** *Blog, Web App, Django ,python, SMTP*

## I. INTRODUCTION

Blogging has become such a mania that a new blog is being created every second of every minute of every hour of every day. A blog is your best bet for a voice among the online crowd. Blogs were usually the work of a single individual, occasionally of a small group, and often covered a single subject. More recently, "multi-author blogs" (MABs) have developed, with posts written by large numbers of authors and professionally edited. MABs from newspapers, other media outlets, universities, think tanks, advocacy groups, and similar institutions account for an increasing quantity of blog traffic. The rise of Twitter and other "microblogging" systems helps integrate MABs and single-author blogs into societal new streams. Blog can also be used as a verb, meaning to maintain or add content to a blog. A novel is a long, fictional narrative which describes intimate human experiences. WEBLOG is a combination of both Blog as well as Novels. Blog contain the Information of various things related to Technology, Education, News, International, Business, Sports,

Entertainment and ongoing college activities. The main aim of this project is to provide data to users in only one site. Users can gather the information from one site as well as give their feedback and create their own blog. Users can post their views and thoughts and analyze themselves. Besides all such core functionalities, the application also includes features like FAQ, request, feedback etc. so as to provide a satisfactory user experience..

## II. LITERATURE SURVEY

In this section we presented reviews of all related research papers , previously built projects , project reports , sources of learning technologies etc.

### 1. Google Bloggers :

Google Bloggers is a blog web application by Google which lets users with google account can post articles and do earn from the articles they post this application was the inspirations for us to build a blog application

### 2. Social Networking for Web-Based Communities:

From Social Networking for Web-Based Communities(2013) by Tomayess B.T Issa we learnt about the web application as social networking site

### 3. Social Networking:

From Social Networking (2019) by Matthew N.O Sadiku, Adedamola A.Omotoso, Sarhan M Musa took the plan of building a social media site for sharing content to others



#### **4. The Django Based Educational Resource sharing Website:**

From The django Based Educational Resource sharing Website(2020) by Adamyia Shayam gave us an methodology for uploading media content on website to make our site more functional for the user

#### **5. Web Application Development:**

From Web Application Development by Ashish Arora we learnt about the basic idea for web development for web application and its advantages and disadvantages of web application .

#### **6. Issues and Challenges of using Web Blogs as a Medium for Research Communication:**

From Issues and Challenges of using Web Blogs as a Medium for Research Communication by Zuwati Hasim we gathered information about how users use the blogs for research and resource collection and it gave us an idea for search queries of blogs to show relevant information /results

#### **7. Medium:**

Medium is a blog web application which lets users with a medium account can post articles and earn from the articles they post. This application was the inspiration for us to build a blog application. It is an easy-to-use blogging platform with limited social networking features.

#### **8. Django Crash Course:**

From Django Crash Course by Daniel Roy Greenfeld and Audrey Roy Greenfeld we learnt Django framework about different aspects of django framework about views , URLs ,models ,templates , admin etc.

#### **9. Bootstrap:**

From Bootstrap by Maher Flosa we learnt about the reference file for Bootstrap how to use Bootstrap classes

#### **10. SQLite Database:**

From SQLite Database by Waseem Wsm we learnt about the reference file for Sqlite database which came by default with django framework to store our data

#### **11. Javascript Reference:**

From Javascript Reference b y Majo Flosa we used it as our reference for javascript in front end used in the front of the project

#### **12. Optimizing Front-end Applications and Javascript:**

From Optimizing Front-End Applications and Javascript by V . Myalapalli we used it as our reference for to learn javascript and imply as much as the functionality for project

#### **13. The Definitive Guide to Django Web Development Done Right:**

The Definitive Guide to Django Web Development Done Right by Obak Kando, Adrian Holovaty used it as our reference for the django framework in a more comprehensive way .

#### **14. Photo Blog Web Application using Twitter Bootstrap:**

From Photo Blog Web Application using Twitter Bootstrap(2015) by Daniel J LeBlanc gave us an methodology for uploading media content on website with the use of Bootstrap

#### **15. Django 3 for Beginners:**

From Django3 for Beginners by Wiiliam Vincent we learnt about basic working and terminologies , different approaches of writing django code for blog application we learnt about the admin pages , templates etc.

#### **16. Blog in web application: a software engineering perspective :**

From Blog in web application: a software engineering perspective by Karan Gupta, Anita Goel gave us the importance of blogging in the field of education ,



entertainment , business etc.

### 17. Webblog:

From Webblog by Kritika Chauhan we looked in the report for the blog web application .

### III. METHODOLOGY

The methodology we followed for this project was agile methodology

AGILE methodology is a practice that promotes **continuous iteration** of development and testing throughout the software development life cycle of the project. In the Agile model, both development and testing activities are concurrent, unlike the Waterfall model.



The **Agile software development** methodology is one of the simplest and effective processes to turn a vision for a business need into software solutions. Agile is a term used to describe software development approaches that employ continual planning, learning, improvement, team collaboration, evolutionary development, and early delivery. It encourages flexible responses to change.

Agile methodology helped us to build the web application in small chunks and without messing up the others components and features of the project.

We used this methodology because our aim at first was to implement basic necessary elements for the blog web app then

we would work on additional features which were already discussed but later we would come up with more ideas or modifications with design or templates for front end we change or alter this without causing an error in the currently working other components of the application.

And for our future deployment we had to keep in mind about services which we will be using for databases , DNS , servers etc.

So to implement these extras services which easily done using agile methodology. It would be difficult to implement these features if we used the traditional methodology

So we followed this approach ,initially we built the integral part which was to create articles ,post articles and user authentication i.e. login ,logout functionality

Then we moved to database , admin controls , templates to beautify the site and after that we added features like comments section and profile editing etc.

### Advantages of agile methodology

1. Persistent software delivery
2. Increased stakeholder satisfaction
3. Inspect and Adapt
4. Welcome to changes at any stages
5. Design is important
6. Daily Interaction



#### IV.SYSTEM MODULES

The modules involved in this project are:

1. User
2. Admin

1. User

In this module :

- User can sign up
- User can login
- User can upload multiple images
- User can choose images from database
- User can add information
- User can add comments
- User can search for any blog article

2. Admin

In this module :

- Admin can block user id
- Admin can resume user id
- Admin can see all pages
- Admin can maintain all records of users
- Admin can maintain all site
- Admin can access and process all requests
- Admin can delete/update/selected users
- Admin can provide all information related to any topic

Inputs Requirements of the System:

- User Information
- Login information
- Comment information
- Search Query information
- Recent Post Information
- Registered Information
- Topic Information

Outputs Requirements of the System

- Blog Information
- Assigned information of the user
- Search information

Maintenance : the system allows following Maintenance process

- Manage Blogs
- Manage Blogs Comments
- Manage Recent Posts
- Manage users
- Manage Images

Change account Information :

Update Account information like Name ,Email-address and their details

Search Reference Case:-

System will provide an interface for Administrator & Subordinate searching comprehensively the reference information from the blogs of application on the basis of various parameters, like Title of blogs e.g. health



### **Software Requirements**

- ❖ Python
  - python interpreter 3.9.\*
- ❖ Web Server
  - Django Default Server
- ❖ Web Scripting Language
- ❖ Framework
  - Django 2.2.\*
- ❖ Database:
  - Sqlite
- ❖ Editors:
  - Vscod/Vim
- ❖ Supported Operating Systems
  - Windows
    - 2000/XP/2003/Vista/ Windows 7/  
Windows 8/ XP64 / Vista64 /  
Windows 10
  - Linux
    - Arch Based distributions (Manjaro)  
/Ubuntu Based Distributions(Mint)

### **Hardware Requirements**

- ❖ Minimum Hardware Configurations
  - Processor: 800MHz Intel Pentium III or equivalent
  - Memory: 512 MB
  - Disk space: 750 MB of free disk space
  - Screen resolution is 1024x768 pixels.
- ❖ Recommended Hardware Configurations
  - Processor: Intel Core i5 or equivalent
  - Memory: 2 GB (32-bit), 4 GB (64-bit)
  - Disk space: 1.5 GB of free disk space
  - Screen resolution is 1024x768 pixels

### **V. FUTURE SCOPE**

In a nutshell ,it can be summarized that the future scope of the project circles around maintaining information regarding

- add more functionality to profile page of user
- Add more models for fields in user and post
- deploy the website online so that people can access it
- make more appealing templates for the users
- add like functionality for posts
- add page to show the list of post and update and deletion options on that page
- add themes for user comfort.
- add tags
- add more media content functionality i.e videos , gifs etc
- add replies to comments
- add chat options so that users and talk to the author directly

The above mentioned points are the enhancements which can be done to increase the applicability and usage of this project .Here we can maintain the records of Blogs and Comments Also ,as it can be seen that now-a-days the players are versatile i.e so there is a scope for introducing a method to maintain the Online Blog app Enhancements can be done to maintain all the blogs, Comments,New category ,New Blog Technology Blog.

We have left all the options open so that if there is any other future requirement in the system by the user for the



enhancement of the system then it is possible to implement them. In the last we would like to thank all the persons involved in the development of the system directly or indirectly. We hope that the project will serve its purpose for which it is developed there by underlying success of process.

#### VI. CONCLUSION

Our project is only a humble venture to satisfy the needs to manage their project work. Several user-friendly coding have also been adopted. This package shall prove to be a powerful package satisfying all the requirements of the school. The objective of software planning is to provide a framework that enables the user to make reasonable estimates made within a limited time frame at the beginning of the software project should be updated regularly project progresses.

**At the end it is concluded that we have made effort on following points**

A description of the background and context of the project and its relation to work already done in the area.

Made a statement of the aims and objectives of the project.

The description of Purpose, Scope and applicability we define the problem on which we are working in the project.

We describe the requirement Specifications of the system and the actions that can be done on these things.

We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.

We included features and operations in details including screen layouts. We designed user interface and security issues related to system.

Finally the system is implemented and tested according to test cases.

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