EX.NO: 01	DESIGN OWN SOCIAL MEDIA APPLICATION
DATE:	

AIM:

To implement social media application.

ALGORITHM:

STEP 1: Create a new directory for your project. Inside this directory, create the following subdirectories and files.

STEP 2: Open a terminal and navigate to your project directory.

STEP 3: Flask : the web framework used for building the web application. render_template : A function from Flask that renders HTML templates. Graph, Namespace, Literal, URIRef : These are classes from the rdflib library, used for working with RDF (Resource Description Framework). RDF is a framework for representing information about resources on the web.

STEP 4: create an instance of the Flask class, representing the web application

STEP 5: social_graph: An instance of the RDF Graph used to store social data. FOAF: A Namespace object representing the Friend of a Friend (FOAF) vocabulary. FOAF is commonly used for describing people and relationships on the web.

STEP 6: URIRef: Represents a URI reference. Sample user data is added to the RDF graph, including user URIs and their names.

STEP 7: Adds a friendship relationship between user1 and user2 in the RDF graph.

STEP 8: Defines a route for the root URL (/). When a user accesses this URL, the index function is called. The index function retrieves a list of users from the RDF graph and renders the 'index.html' template, passing the users, social graph, and FOAF namespace to the template.

STEP 9: Defines a route for the '/profile/<user_id>' URL pattern. The <user_id> part is a dynamic parameter. The profile function takes the user_id as a parameter, retrieves the user's information from the RDF graph, and renders the 'profile.html' template, passing the user's name, friends, social graph, and FOAF namespace to the template.

STEP 10: Checks if the script is being run directly (not imported as a module). If so, it starts the Flask development server with debugging enabled.

PROGRAM:

index.html:

```
<!-- templates/index.html -->
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Social Media App</title>
    <link rel="stylesheet" href="{{ url_for('static', filename='styles.css') }}">
</head>

<body>
    <div style="text-align: center;">
        <h1>Users</h1>
    </div>
    <hr>
    <div class="image-container">
        {% for user in users %}
        <a href="{{ url_for('profile', user_id=user.split('/')[-1]) }}">
            <img src="https://tse1.mm.bing.net/th?
id=OIP.eoBtu339Epu84pJA0EY_QwAAAA&pid=Api&P=0&h=180"
                alt="User Image" class="avatar">
            <div class="overlay">{{ social_graph.value(user, FOAF.name) }}</div>
        </a>
        {% endfor %}
    </div>
</body>

</html>
```

profile.html:

```
<!-- templates/profile.html -->
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>User Profile</title>
```

```
    <link rel="stylesheet" href="{{ url_for('static', filename='styles.css') }}">
</head>

<body>
    <h1>User Profile</h1>
    <p>Name: {{ user_name }}</p>
    <h2>Friends</h2>
    <ul>
        {% for friend in friends %}
        <li>{{ social_graph.value(friend, FOAF.name) }}</li>
        {% endfor %}
    </ul>
</body>

</html>
```

styles.css:

```
/* static/styles.css */
body {
    font-family: 'Times New Roman', Times, serif;
    margin: 20px;
    background-color: aliceblue;
}

h1, h2 {
    color: #333;
}

ul {
    list-style-type: none;
    padding: 0;
}

li {
    margin-bottom: 10px;
}

/* Define a basic styling for the image container */
.image-container {
    display: flex;
    justify-content: space-evenly;
    max-width: 800px; /* Adjust the max-width based on your design */
    margin: auto; /* Center the container */
```

```
}

/* Style for each individual image container */
.image-container a {
    position: relative;
    text-decoration: none;
    display: inline-block; /* Ensure block-level layout for the anchor */
}

/* Style for each individual image */
.image-container img {
    width: 100%; /* Set the width to 100% to match the container size */
    height: auto; /* Auto-adjust height to maintain the aspect ratio */
    margin-right: 16px; /* Add some spacing between images */
    transition: transform 0.3s; /* Add a smooth transition effect */
    display: block; /* Ensure block-level layout for the image */
}

/* Style for the text overlay */
.image-container .overlay {
    position: absolute;
    top: 0;
    left: 0;
    width: 100%; /* Set the width to 100% to match the container size */
    height: 100%; /* Set the height to 100% to match the container size */
    display: flex;
    align-items: center;
    justify-content: center;
    opacity: 0;
    background: rgba(0, 0, 0, 0.5); /* Semi-transparent background */
    color: #fff; /* Text color */
    transition: opacity 0.3s; /* Add a smooth transition effect */
    pointer-events: none; /* Ensure the overlay doesn't block interactions with the
underlying image */
}

/* Hover effect on images */
.image-container a:hover .overlay {
    opacity: 1;
}

/* Style for the image links */
.image-container a {
    text-decoration: none; /* Remove underlines from links */
```

```
    color: inherit; /* Inherit text color from the parent */
}
```

app.py:

```
from flask import Flask, render_template, request

from rdflib import Graph, Namespace, Literal, URIRef

app = Flask(__name__)

# RDF graph to store social data
social_graph = Graph()

# Define Namespace
FOAF = Namespace("http://xmlns.com/foaf/0.1/")

# Sample user data
user_data = {
    "1": ("Luffy", ["2", "3", "4"]),
    "2": ("Zoro", ["1", "4", "3"]),
    "3": ("Nami", ["1", "4", "2"]),
    "4": ("Usopp", ["1", "3", "2"])
}

# Populate RDF graph with sample data
for user_id, (name, friends) in user_data.items():
    user_uri = URIRef(f"http://example.com/users/{user_id}")
    social_graph.add((user_uri, FOAF.name, Literal(name)))
    for friend_id in friends:
        friend_uri = URIRef(f"http://example.com/users/{friend_id}")
        social_graph.add((user_uri, FOAF.knows, friend_uri))

@app.route('/')
def index():
    # Display a list of users
    users = social_graph.subjects(predicate=FOAF.name)
    return render_template('index.html', users=users, social_graph=social_graph,
FOAF=FOAF)

@app.route('/profile/<user_id>')
def profile(user_id):
    try:
        user = URIRef(f"http://example.com/users/{user_id}")
```

```
        user_name = social_graph.value(user, FOAF.name)
        friends = social_graph.objects(subject=user, predicate=FOAF.knows)
        return render_template('profile.html', user_name=user_name, friends=friends,
                               social_graph=social_graph, FOAF=FOAF)
    except Exception as e:
        return render_template('error.html', error_message=str(e))

if __name__ == '__main__':
    app.run(debug=True)
```

PROJECT STRUCTURE: (Just For Ref.)

```
.
├── app.py
├── static
│   └── styles.css
└── templates
    ├── index.html
    └── profile.html

2 directories, 4 files
```

Execution (Python (Programming Language)):

```
$ pip3 install Flask
$ pip3 install rdflib
$ python3 app.py
```

OUTPUT: (PICTURE)

RESULT:

EX.NO: 02	CREATE A NETWORK MODEL USING NEO4J
DATE:	

AIM:

To create a network model using node4j.

ALGORITHM:

STEP 1: Start.

STEP 2: Download and install neo4j.

STEP 3: Open the Neo4j browser.

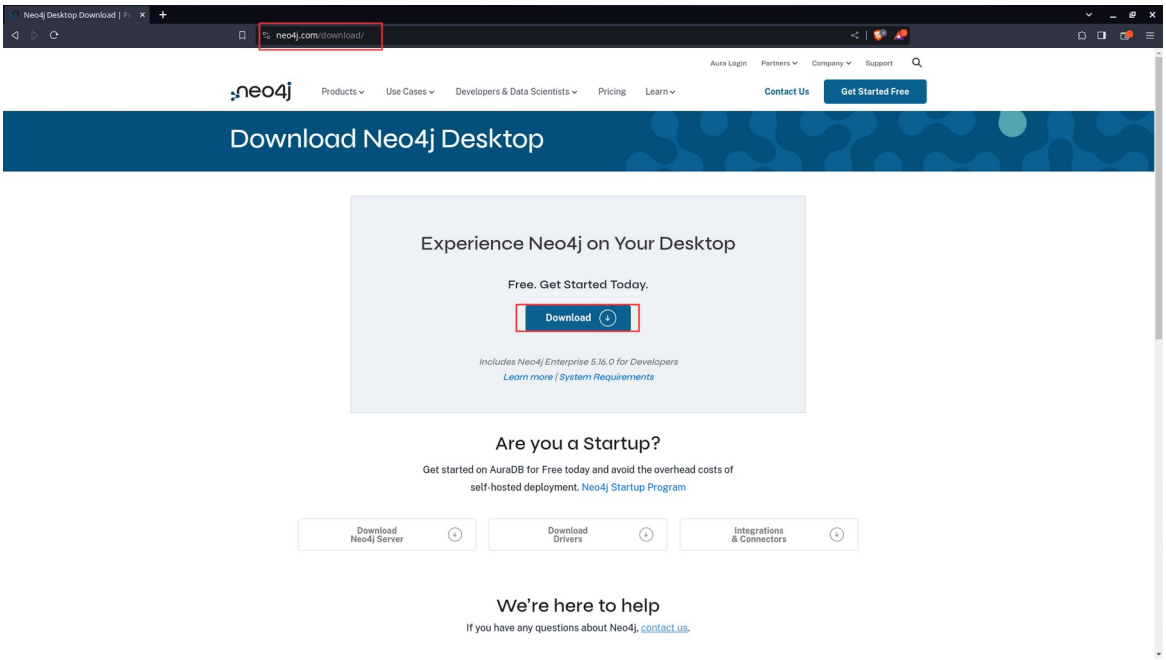
STEP 4: Create a new network model and retrieve the graph.

STEP 5: Stop.

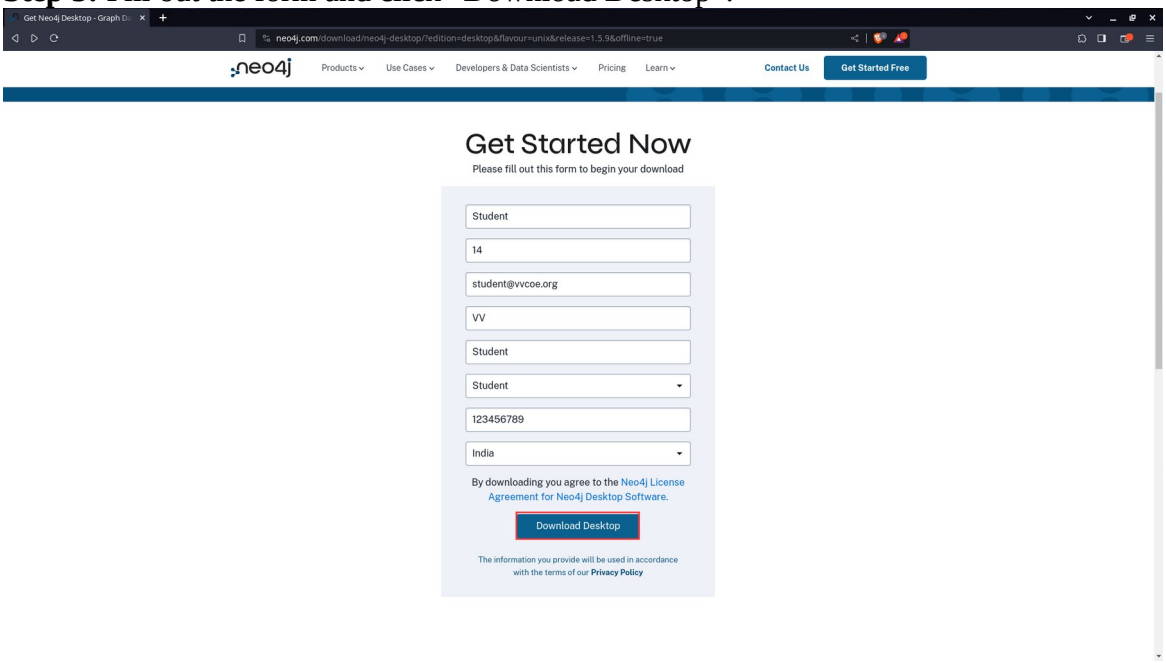
INSTALLATION:

Step 1: Navigate to the Neo4j download page by visiting https://neo4j.com/download/.

Step 2: On the page, locate and click on the 'Download' button."

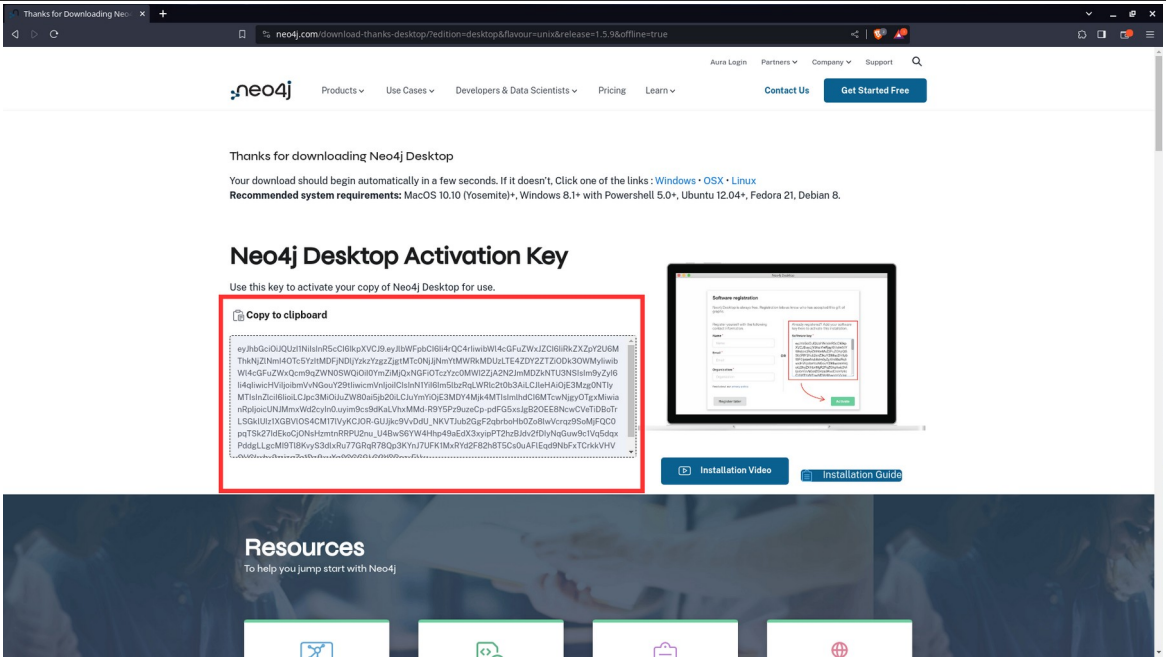


Step 3: Fill out the form and click “Download Desktop”.



(Note: The website automatically detects the desktop using the user-agent, and the suitable AppImage will begin downloading. Do not close the tab!)

Step 4: Copy the “Activation key” to the clipboard and wait for the download to finish.



Step 5: To start Neo4j, verify the downloaded file in the `~/Downloads` directory.

$ ls -al | grep “neo4j”

Change the permissions to make it executable.

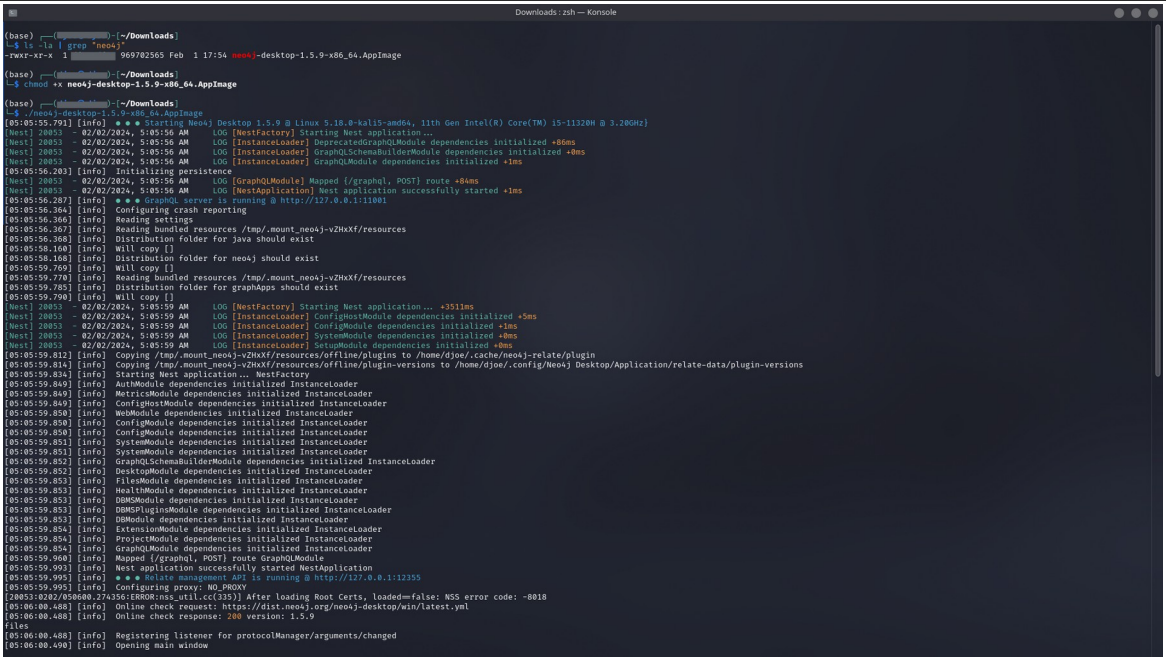
$ chmod +x neo4j-desktop-1.5.9-x86_64.AppImage

(Note: The “neo4j-desktop-1.5.9-x86_64.AppImage” may change according to the version you downloaded. Verify your AppImage name using “ls -al | grep “neo4j”)

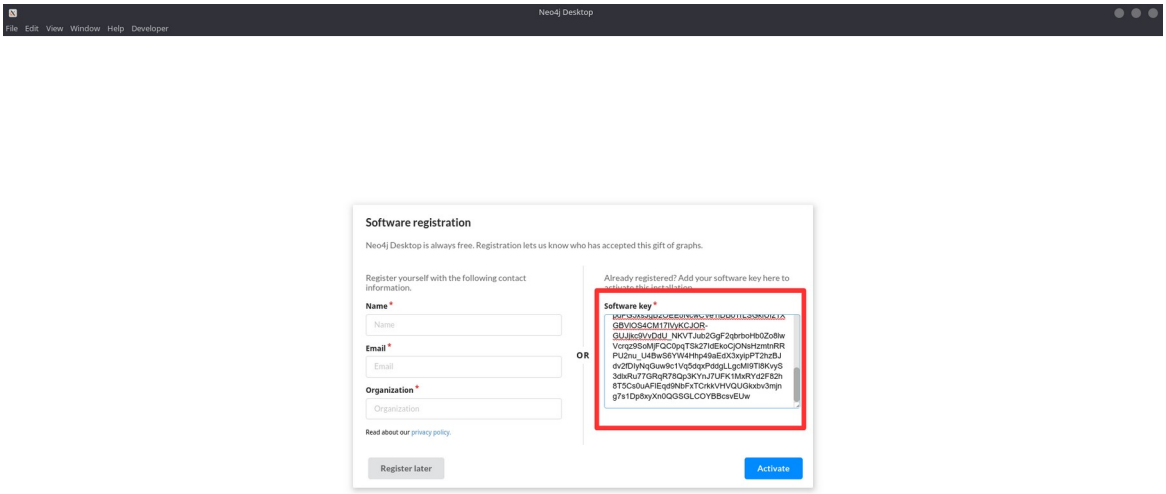
Start the AppImage:

$ ./neo4j-desktop-1.5.9-x86_64.AppImage

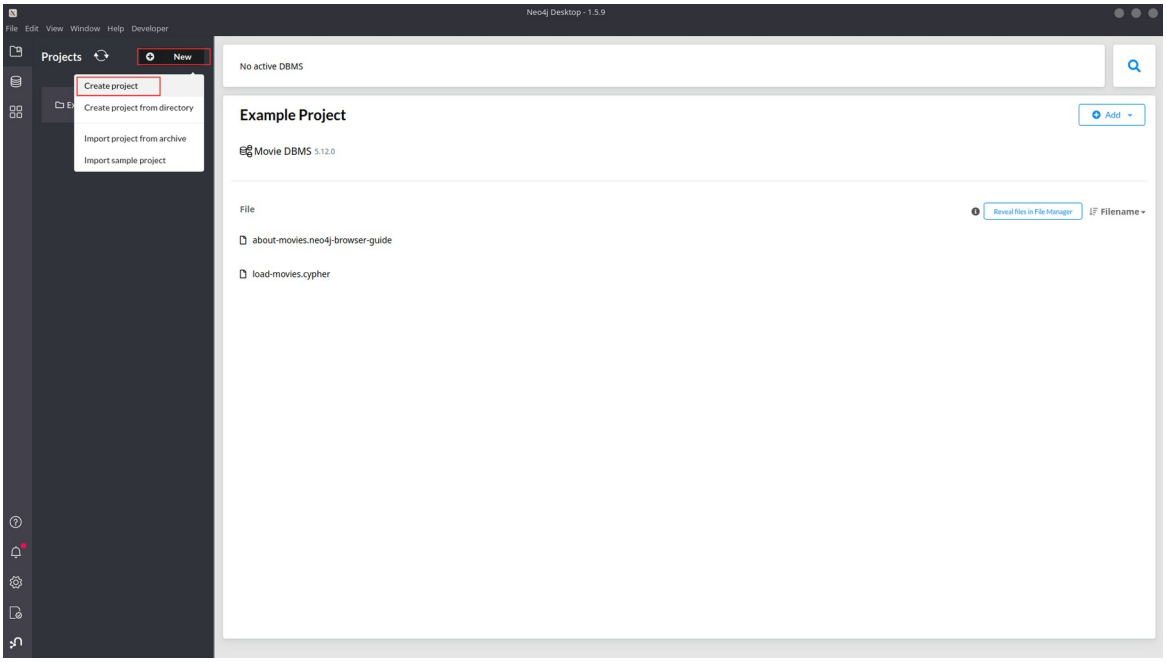
(Note: The “neo4j-desktop-1.5.9-x86_64.AppImage” may change according to the version you downloaded. Verify your AppImage name using “ls -al | grep “neo4j”)



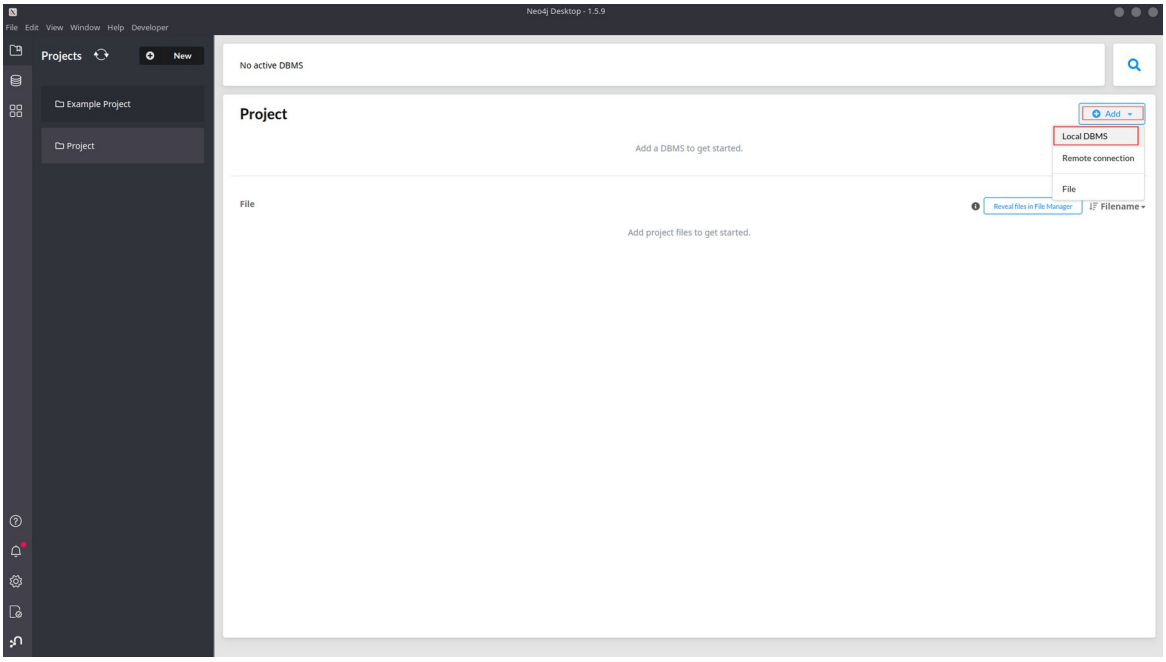
Step 6: After opening Neo4j, navigate to the 'Software Key' section and paste the previously copied 'Activation Key'. Then, click the 'Activate' button to complete the activation process.



Step 7: Within Neo4j, click on the 'New' button to create a new project.



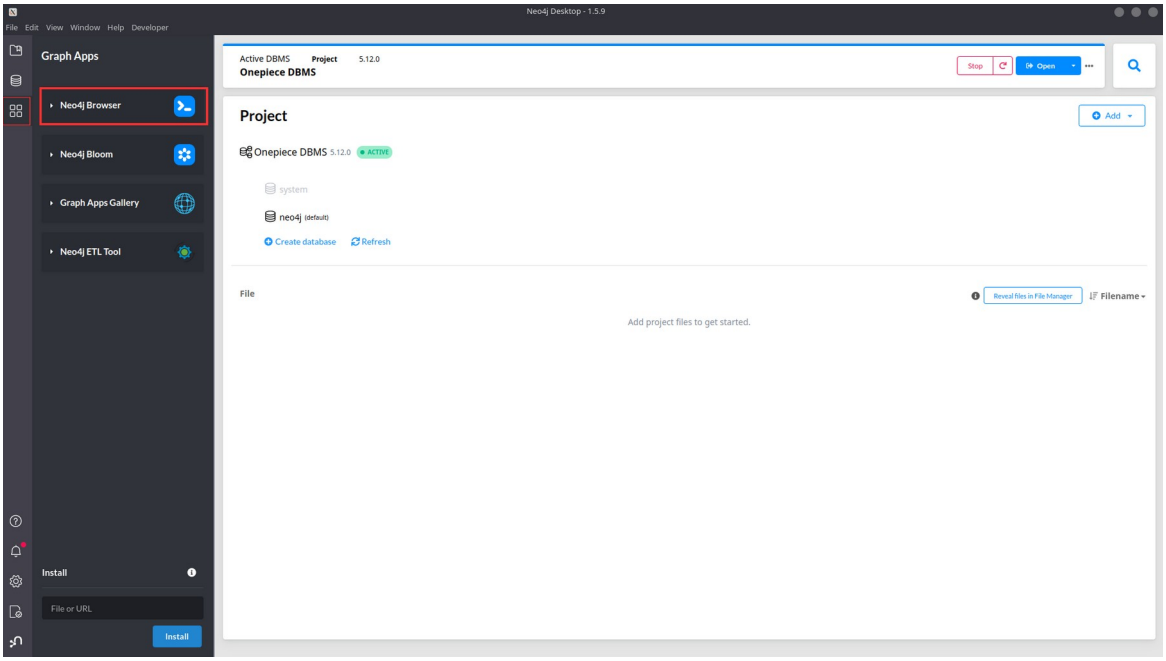
Step 8: Once you have created a new project, click on 'Add' and then select 'Local DBMS' to add a new database to our project.



When prompted, enter any desired DBMS name and password.

Step 9: Click the 'Start' button in the right corner of your newly created database.

Step 10: Once started, open the ‘Neo4j Browser’.



Once the Neo4j Browser has started successfully, this is where you can execute your 'Cypher query'.

PROGRAM:

Creating character nodes:

```
CREATE (:Character {name: 'Monkey D. Luffy', role: 'Main Protagonist'})
CREATE (:Character {name: 'Roronoa Zoro', role: 'Swordsman'})
CREATE (:Character {name: 'Nami', role: 'Navigator'})
CREATE (:Character {name: 'Usopp', role: 'Sniper'})
CREATE (:Character {name: 'Sanji', role: 'Cook'})
```

Creating crew relationship:

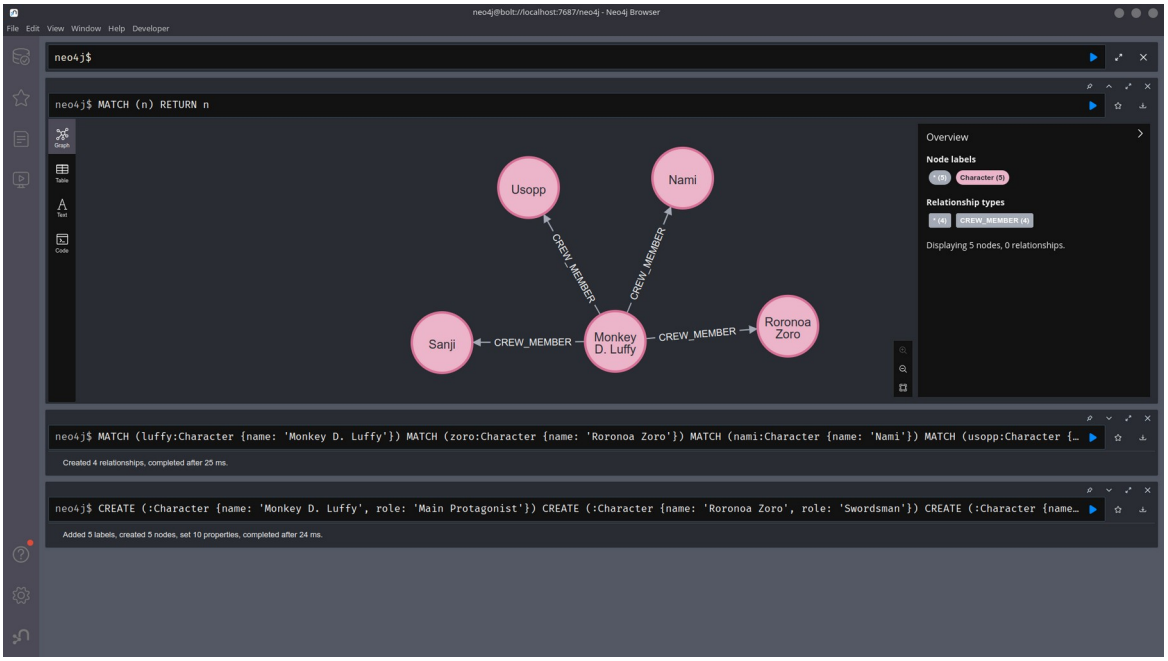
```
MATCH (luffy:Character {name: 'Monkey D. Luffy'})
MATCH (zoro:Character {name: 'Roronoa Zoro'})
MATCH (nami:Character {name: 'Nami'})
MATCH (usopp:Character {name: 'Usopp'})
MATCH (sanji:Character {name: 'Sanji'})

CREATE (luffy)-[:CREW_MEMBER]->(zoro)
CREATE (luffy)-[:CREW_MEMBER]->(nami)
CREATE (luffy)-[:CREW_MEMBER]->(usopp)
CREATE (luffy)-[:CREW_MEMBER]->(sanji)
```

Returning graph:

```
MATCH (n) RETURN n
```

(Interact with graph).

OUTPUT:



RESULT:

EX.NO: 03	READ AND WRITE DATA FROM GRAPH DATABASE
DATE:	

AIM:

To read and write data from graph database.

ALGORITHM:

STEP 1: Start.

STEP 2: Initiate the process by preparing for data management within the Neo4j graph database.

STEP 3: Utilize the `CREATE` command to seamlessly integrate new data into the graph database. This step involves the structured insertion of information, conforming to the predefined data model.

STEP 4: Employ the powerful `MATCH` clause to pinpoint specific data nodes or relationships within the graph. Further enhance the query by using the `RETURN` statement to elegantly present the desired information.

STEP 5: Stop.

PROGRAM:

Write data to graph database:

```
// nodes for characters
CREATE (:Character {name: 'Monkey D. Luffy', position: 'Captain'})
CREATE (:Character {name: 'Roronoa Zoro', position: 'Swordsman'})
CREATE (:Character {name: 'Nami', position: 'Navigator'})

// nodes for islands
CREATE (:Island {name: 'Dressrosa', type: 'Kingdom'})
CREATE (:Island {name: 'Alabasta', type: 'Kingdom'})
WITH 1 as dummy

// relationships between characters and islands
MATCH (luffy:Character {name: 'Monkey D. Luffy'})
MATCH (zoro:Character {name: 'Roronoa Zoro'})
MATCH (nami:Character {name: 'Nami'})
MATCH (dressrosa:Island {name: 'Dressrosa'})
MATCH (alabasta:Island {name: 'Alabasta'})

CREATE (luffy)-[:VISITS]->(dressrosa)
CREATE (zoro)-[:VISITS]->(alabasta)
CREATE (nami)-[:VISITS]->(dressrosa)
```

Reading data from graph database:

```
// Retrieve all characters
MATCH (c:Character)
RETURN c
```

Retrieve characters visiting a specific island:

```
MATCH (character)-[:VISITS]->(island:Island {name: 'Dressrosa'})
RETURN character
```

Updating data:

```
// Update character's position
MATCH (luffy:Character {name: 'Monkey D. Luffy'})
SET luffy.position = 'Pirate King'
RETURN luffy
```

Deleting data:

```
MATCH (character:Character {name: 'Nami'})-[r]-()
DELETE character, r
```

OUTPUT:

RESULT:

EX.NO: 04	FIND “FRIEND OF FRIENDS” USING NEO4J
DATE:	

AIM:

To find “friend of friends” using neo4j.

ALGORITHM:

STEP 1: Start.

STEP 2: Initiate the process by preparing for data management within the Neo4j graph database.

STEP 3: Write and execute Cypher queries to create nodes for characters.

STEP 4: Write and execute Cypher queries to establish friendship relationships between characters.

STEP 5: Write and execute Cypher queries to find "Friend of Friends" for a specific character.

STEP 6: Write and execute Cypher queries to visualize the graph in Neo4j Browser.

STEP 7: Explore the graph.

STEP 8: Stop.

PROGRAM:

Create nodes for characters:

// Create nodes for characters

```
CREATE (luffy:Character {name: 'Monkey D. Luffy'})
CREATE (zoro:Character {name: 'Roronoa Zoro'})
CREATE (nami:Character {name: 'Nami'})
CREATE (usopp:Character {name: 'Usopp'})
CREATE (sanji:Character {name: 'Sanji'})
```

// Create relationship between characters

```
CREATE (luffy)-[:FRIEND_OF]→(zoro)
CREATE (luffy)-[:FRIEND_OF]→(nami)
CREATE (zoro)-[:FRIEND_OF]→(usopp)
CREATE (nami)-[:FRIEND_OF]→(usopp)
CREATE (nami)-[:FRIEND_OF]→(sanji)
WITH 1 as dummy
MATCH (c:Character)-[:FRIEND_OF]-(f:Character)
RETURN c, f;
```

Finding friends of friends

// Find friends of friends for luffy

```
MATCH (start:Character {name: 'Monkey D. Luffy'})-[:FRIEND_OF]→(friend)-
[:FRIEND_OF]→(friendOfFriend)
WHERE friendOfFriend <> start
RETURN DISTINCT friendOfFriend.name
```

OUTPUT:

RESULT: