Social Media Website
Project Report

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1. Problems Encountered

Upload Post/Image

First problem I encountered was upload of images and posts. I was able to upload images to the server however if two users had the file of the same name, old image would be overwritten and lost. This made me change the it so that image is renamed before storing takes place. Another problem was that some images would not be uploaded as they were either too big.

Friend Requests

I could not send a friend request from a search page. While I was able to display usernames on the page, I could not retain that data for use if user decided to send friend request. I was able to bind username to a button however I could not get that data by clicking on it. It gave me the data of first user in the search when clicked on. This was due to buttons being created dynamically. To access this data I had to use another way to bind button to an action.

Others

While the above-mentioned problems were the biggest, I had many problems that were on a smaller scale. Many of these problems came from my inexperience with JavaScript and Ajax. These problems were mostly either Ajax not receiving or displaying data.

2. What I achieved

During this project, I achieved to build a website that runs on a server and allows users to upload posts and/or images and share it with other users, update their profile info and picture. I achieved to send friend requests and add/delete friends.

I managed to implement a basic chat feature which allows users to communicate with each other on the website.

3. What I did not achieve

I did not achieve to make a feature which would allow multiple users to watch a video either from YouTube or user's computer. This feature would also have a chat in which multiple users could communicate with each other.

With more time, I could have improved the message functionality as it is very basic.

4. What I learned

I learned a lot about web development, especially JavaScript and Ajax. This project gave me a chance to practice how to develop software in an agile manner. It gave me a chance to practice things that I have learned about in class such as how to write a documentation. I also learned how important feedback is. I learned how to manage time efficiently.

5. What I would do differently if starting again

I would try to manage my time more closely and assign priority to certain features. I would also spend more time on overall design of the website. I would spend more time on the documentation and code/file management. I would get the feedback from other people on more regular basis as I found myself going back and changing too many features at once.

I think overall, I did pretty well. I did not have much experience with web development and technologies associated with it. I had to experiment on a smaller scale before putting it into a project.