

A PROJECT REPORT ON

# **SOCIAL MEDIA WEBSITE**

SUBMITTED IN PARTIAL FOR AWARD DEGREE OF  
BACHELOR OF TECHNOLOGY

IN  
COMPUTER SCIENCE AND ENGINEERING

BY

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**TECHNOLOGY , MALOUT 2019-2023**

## **DECLARATION**

I here by declare that the project entitled “**SOCIAL MEDIA WEBSITE – FACEBOOK CLONE**” submitted for the B.Tech. CSE 8<sup>th</sup> is my original work and the project has not formed the basis for the award of any degree, associateship, fellowship or any other similar titles.

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Date- 01-05-2023

## **PROVISIONAL CERTIFICATE**

This is to certify that Mr. Abhishake Bharti S/o Mr. Ajay Kumar has completed the 6 Months Internship during the period from January 2023 to July 2023 in our Organization. He took Training under our Technical Team in “**Full Stack Development**”. He is working on a project namely “**Facebook clone**”.

*Wishing you all the best for your bright career.*

**KATINA SKILLS PVT. LTD.**

Thanks and Regards  
Team Hoping Minds  
Anita Sharma (AVP-Training)

Auth. Signatory

## **Abstract**

The purpose of this project is to design and develop a social media website that fosters connections and engagement among individuals in the digital age. With the increasing reliance on social media platforms for communication and interaction, there is a need for a user-centric platform that prioritizes meaningful connections, privacy, and a positive user experience. The social media website aims to provide users with a seamless and intuitive interface, allowing them to create profiles, connect with friends and family, and discover new communities of shared interests. The platform will incorporate features such as user authentication, news feed, messaging, content sharing, and interactive engagement tools to facilitate dynamic interactions and encourage user-generated content. Privacy and security are of paramount importance in the design of the website. Robust privacy settings will empower users to control their personal information and choose the level of visibility they are comfortable with. Stringent data protection measures, including encryption and secure storage, will be implemented to safeguard user data and ensure confidentiality. Additionally, the project will focus on implementing algorithms and machine learning techniques to personalize the user experience. By analyzing user preferences, behavior, and social connections, the website will provide tailored recommendations, relevant content, and targeted advertisements, enhancing user satisfaction and engagement. The development process will involve front-end and back-end technologies, such as HTML, CSS, JavaScript, and a scalable and efficient server-side framework. Usability testing and feedback collection will be conducted to refine the website's design and functionality, ensuring a user-friendly experience across different devices and platforms. By creating a social media website that prioritizes user satisfaction, privacy, and security, this project aims to provide a platform that enriches social connections, facilitates meaningful interactions, and contributes to the digital well-being of its users in today's interconnected world.

## **ACKNOWLEDGEMENT**

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Introduction**

Currently Social networking website allows registered users to form profiles, upload photos and video, send messages and connect with friends, family and colleagues. The most well-known social network platforms are Facebook, Twitter, Instagram and LinkedIn. Social media websites aren't mandatorily about meeting new people virtually, although this does happen. Instead, first and foremost about connecting with friends, family and connections you've already got.

We have designed a website like facebook called sociama Which would have following features:

1. Groups - allows members who have regular interests to find each other and interact.
2. Events-allows members to publicize an occasion, invite guests and track who plans to attend.
3. Pages - allows members to make and promote a public page built around a selected topic.
4. Presence technology – allows members to ascertain which contacts are online and chat.

### **1.2 Objective**

- I. To give people the facility to create community and convey the planet closer together.
- II. Our project helps the users to interact with their friends and also to get feel like alumni portal facilities.
- III. Our project can limit from college to college where we think the alumni portal of college should replace with these social media where users (student) can interact in such a way that they can share the projects, ideas, notes when needed and jobs referral too.
- IV. As these social media limits only to college, teachers and faculties can do their announcement of the various function to be held in the college itself.

Facebook is an American online social media and social networking service owned by Meta Platforms. Founded in 2004 by Mark Zuckerberg with fellow Harvard College students and roommates Eduardo Saverin, Andrew McCollum, Dustin Moskovitz, and Chris Hughes, its name comes from the face book directories often given to American university students.

Membership was initially limited to Harvard students, gradually expanding to other North American universities and, since 2006, anyone over 13 years old. As of 2020, Facebook claimed 2.8 billion monthly active users, and ranked fourth in global internet usage. It was the most downloaded mobile app of the 2010s.

Users can also communicate directly with each other with Facebook Messenger, join common-interest groups, and receive notifications on the activities of their Facebook friends and the pages they follow.

The subject of numerous controversies, Facebook has often been criticized over issues such as user privacy (as with the Cambridge Analytica data scandal), political manipulation (as with the 2016 U.S. elections) and mass surveillance. Posts originating from the Facebook page of Breitbart News, a media organization previously affiliated with Cambridge Analytica, are currently among the most widely shared political content on Facebook. Facebook has also been subject to criticism over psychological effects such as addiction and low self-esteem, and various controversies over content such as fake news, conspiracy theories, copyright infringement, and hate speech. Commentators have accused Facebook of willingly facilitating the spread of such content, as well as exaggerating its number of users to appeal to advertise.

### **1.3 History of Facebook**

Facebook is a social networking service originally launched as Face Mash on October 28, 2003, before changing its name to The Facebook on February 4, 2004. It was founded by Mark Zuckerberg and college roommates and fellow Harvard University students, in particular Eduardo Saverin, Andrew McCollum, Dustin Moskovitz and Chris Hughes .The website's membership was initially limited by the founders to Harvard students, but was expanded to other colleges in the Boston area, the Ivy League, and gradually most universities in the United States and Canada, corporations , and by September 2006, to everyone with a valid email address along with an age requirement of being 13and being older.

### **1.4 Advantages of Facebook**

Useful for Education – Facebook is an excellent tool for education. Professors can share lectures and other course materials with the class, and students can even interact with each other to have debates about the course material. Teachers are able to connect with their students, and parents are able to get updates on a student’s progress at school. The site also has a forum that teachers can use when they need help with questions from their students.



Stay connected – As much as we like to think that the Internet is a great place for connecting with other people, Facebook has made it even easier. You can message your friends and family, or you can keep up with what they're doing on Facebook. You can also create groups where you share information and updates about a certain topic.

Helps find people with similar interests and preferences – Facebook provides us with new opportunities to meet people who share similar interests or goals. We can find others who have gone through the same struggles, and support each other as we work on overcoming them together.

Useful for marketing – Facebook has been an effective marketing tool for a few reasons. First, it's the most popular social media platform with over 1.86 billion monthly active users as of June 2017. Second, many people use Facebook's ad targeting to reach potential customers in specific demographics and geographic areas at a low cost. Third, Facebook pages are highly customizable and easy to create which allows businesses to easily promote their products and services.

Beneficial for business – Facebook is the best social media platform for businesses because it's one of the world's largest social networks. It also has a lot of features that make it easy for business owners to reach their desired audiences and increase sales by using them. Facebook allows businesses to create Facebook Pages, which are a more personalised way of connecting with people on customer service and marketing.

Businesses can reach large audiences and target the right people based on age, location, interests, and other factors.

### **1.5 Disadvantage of Facebook**

Can cause addiction – Facebook can be distracting, rather than being helpful. Instead of checking your Facebook feed and addressing the tasks that need to be done, it can take over your life. It has been proven that Facebook can also have a negative impact on someone's lifestyle habits. The addiction to Facebook is so severe that some people find themselves logging in as soon as their phone wakes up in the morning, checking for notifications before anything else.

Can disrupt sleep – It is well known that Facebook can be addicting. It also disrupts sleep patterns. One study found that the blue light from smartphones, laptops and other devices that emit this type of light can suppress the production of melatonin. This means people are not getting enough sleep or the deep, beneficial sleep that they need to function well and

stay healthy.

Risk of cyber bullying – One of the most dangerous things that can happen on Facebook is cyber bullying, which is when someone uses the internet to threaten or bully another person. This abuse can be done by known followers, anonymously or under a fake profile and it often starts by pestering the victim with mentally disturbing messages, posts, or images.

Can lead to insecurity and feelings of jealousy – Too many Facebook users report that the social media platform has adversely impacted their relationships. They feel like they can't be themselves and are constantly updating their Facebook status to seem more interesting than they are. It's also very easy for people to get caught up in comparing themselves to others which leads to feelings of inadequacy and jealousy.

Risk of identity theft – If a person's personal information is stolen, they can be subject to identity theft. There are many ways in which someone's data can be stolen. For example, if someone reveals their email on a public post, their email address could end up in the hands of a spammer or a hacker. If someone takes a picture of you and posts it on the internet, then your personal information is available for any one to see.

## **1.6 Initial motivations to join Facebook**



Sledgianowski and Kulviwat (2009) were among the first to investigate why individuals wanted to join Facebook. Their convenience sample of 289 students from one American university indicated that the perceived playfulness and the critical mass of the site were the main drivers of intentions to join, besides normative pressure, trust, usefulness, and ease of use. Later research would confirm the importance of pressure. Cheung and Lee (2010), for example, studied a convenience sample of 389 students and marked the importance of social

identity (being aware of group membership and attaching emotional significance to it) and subjective norms (compliance). Kwon and Wen's (2010) research on a sample of 229 Korean respondents linked these two studies by showing a positive correlation between perceived usefulness and social identity. Pressure appears to remain important also after joining the SNS, as Skageby's (2009) document analysis showed that users are unhappy with pressure to accept friend requests from coworkers and employer.

Based on the research available today, it thus appears Facebook was right to focus on facilitating the process by which new users find friends (obtaining critical mass), by for example offering the friend finder application, by allowing newcomers to go through the friends list of new friends (snowball effect), and by offering the option for users to suggest friends to the newcomer. Once the critical mass was installed, group pressure appears to have done the rest. Due to the short time span in which the above studies were performed it is not possible to analyze changes in motives to join. As it is nearly impossible to assess experienced users' initial motivations to join, future research should focus on the motives to join today (preferably in multiple countries) and compare them with current research. This may offer valuable contributions to our understanding, as the motives from early adopters may differ from those of the early or late majority. Also, the pressure to respond to friend requests from coworkers may, for example, be even stronger today than five years ago, as more individuals use the SNS. It would also be interesting to compare current motives of users to join between countries and between various demographic groups; European users may join for different reasons than, for example, Asian users, and the pressure to join may be more important to youngsters than to adults. This may be especially interesting based on findings from the large-scale Facebook (2012a) research on 721 million Facebook users, showing that users' friends were most likely of a similar age and resided in the same country. This suggests heterogeneous groups may indeed exist. Finally, accounting for the current brand awareness of the SNS, our understanding would benefit from a study focusing on the motives of individuals not to join Facebook.

## **1.7 Characteristics of facebook**

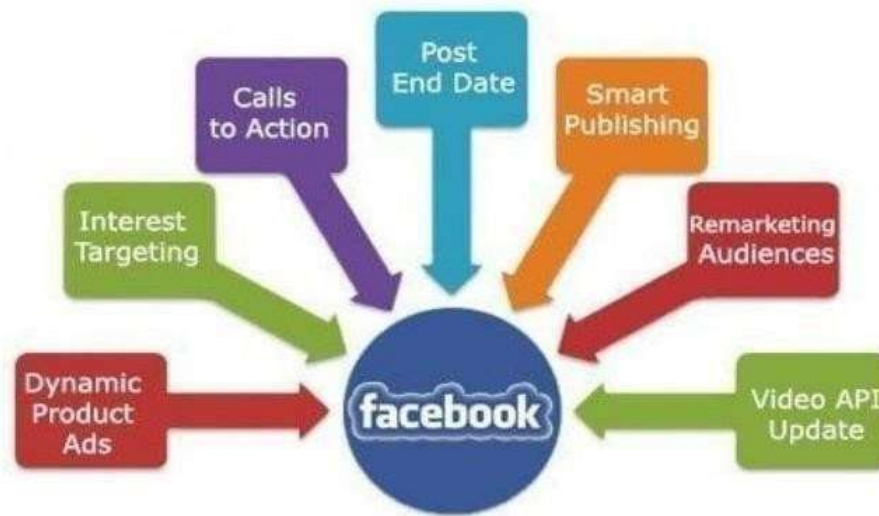


Figure (1.5) :- Characteristics of facebook.

### **1.7.1 Dynamic Product Ads:**

Around a month ago, Facebook rolled out their long-awaited advertising unit, called Dynamic Product Ads, to let marketers dynamically promote their most relevant products or even entire product catalog to buyers on any device. With the new advertising unit, marketers can advertise their products either in a single ad unit containing only one product, or in a multi-product ad unit featuring a dynamic carousel with a set of three or five products.

### **1.7.2 Interest Targeting:**

To help marketers reach the right people more precisely, Facebook now allows for defining target audience on the basis of their listed interests, activities, hobbies, Pages they like and groups they belong to. For instance, if a marketer is posting a story about a social media event, he could target people who have keen interest in social media news and events.

### **1.7.3 Calls to Action for Business Pages:**

Facebook has introduced several calls to action for marketers to help them drive business objectives via their business pages. Using this great feature, Page Admins will now have the ability to add call-toaction buttons – like Sign Up or Contact Us – to the top of their business pages.

#### **1.7.4 Post End Date:**

The Post End Date feature allows Page Admins to set an end date for a post. You can specify a day and time to prevent a post from showing in News Feed. People will not be able to see an outdated post in News Feed, but it will continuously be visible on your Page.

#### **1.7.5 Smart Publishing:**

With this new optional tool, you now can foresee which content resonates with your target audience. Once enabled, links having a large number of shares would appear in News Feed of your audience on Facebook. Currently, Smart Publishing feature is available to a limited number of publishers in the “Publisher Tools” under Page “settings”.

#### **1.7.6 Video API Updates:**

Facebook announced several updates to its Video API to help marketers better reach their audiences by giving them more control over videos and customizations. Not only can you now add a featured video to your business page to grab and hold visitors’ attention but also create video playlists to encourage users to share more content. Other things that you can do with videos are adding custom thumbnails, setting an expiration date, using various restrictions to limit the audience etc.

## CHAPTER 2

### TECHNOLOGY USED

#### 2.1(HTML)

HTML stands for **Hyper Text Markup Language**. It is used to design web pages using the markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between the web pages and markup language defines the text document within the tag that define the structure of web pages.

HTML is used to create the structure of web pages that are displayed on the World Wide Web (www). It contains Tags and Attributes that are used to design the web pages. Also, we can link multiple pages using Hyperlinks.

##### **2.1.1 HTML Basic Page Structure:**

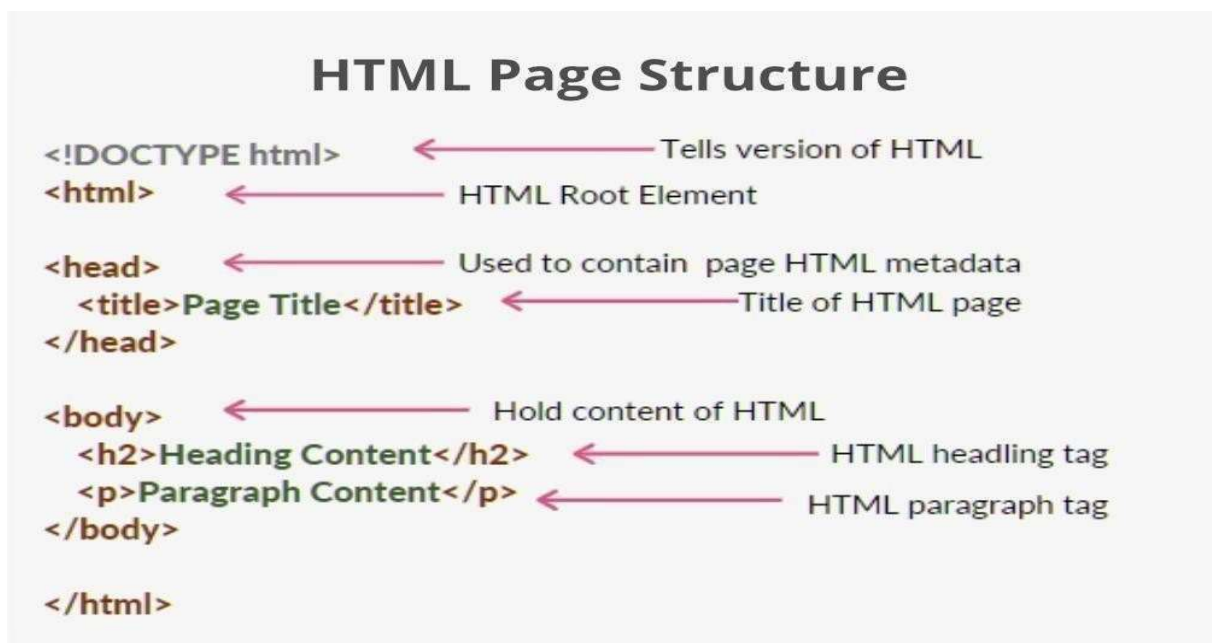


Figure (2.2.1) :- HTML Page Structure.

- **<DOCTYPE! html>** – A doctype or document type declaration is an instruction that tells the web browser about the markup language in which the current page is written. It is not an element or tag. The doctype declaration is not case-sensitive.
- **<html>** - This tag is used to define the root element of HTML document. This tag tells the browser that it is an HTML document. It is the second outer container element that contains all other elements with init.
- **<head>** - This tag is used to define the head portion of the HTML document that contains information related to the document. Elements within the head tag are not visible on the front- end of a webpage.
- **<body>** - The body tag is used to enclose all the visible content of a webpage. In other words, the body content is what the browser will show on the front end.

### **2.1.3 HTML ELEMENTS**

The HTML **element** is everything from the start tag to the end tag:

**<tagname>Content goes here...</tagname>**

### **2.1.4 HTML ATTRIBUTE**

- All HTML elements can have **attributes**
- Attributes provide **additional information** about elements
- Attributes are always specified in **the start tag**
- Attributes usually come in name/value pairs like: **name="value"**.

### **2.1.5 HTML HEADING**

HTML headings are titles or subtitles that you want to display on a webpage.Heading 1

Heading 2

Heading 3

*Heading 4*

Heading 5

Heading 6

### **2.1.6 HTML Paragraphs**

The HTML <p> element defines a paragraph.

A paragraph always starts on a new line, and browsers automatically add some white space (a margin) before and after a paragraph.

### 2.5 HTML Style

The HTML style attribute is used to add styles to an element, such as color, font, size, and more.



## 2.2 (CSS)

Cascading Style Sheets, fondly referred to as **CSS**, is a simply designed language intended to simplify the process of making web pages presentable. CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independently of the HTML that makes up each web page. It describes how a webpage should look: it prescribes colors, fonts, spacing, and much more. In short, you can make your website look however you want. CSS lets developers and designers define how it behaves, including how elements are positioned in the browser.

- **content:** This contains the actual data in the form of text, images, or other media forms and it can be sized using the width & height property.
- **padding:** This property is used to create space around the element, inside any defined border.
- **border:** This property is used to cover the content & any padding, & also allows setting the style, color, and width of the border.
- **margin:** This property is used to create space around the element i.e., around the border area.

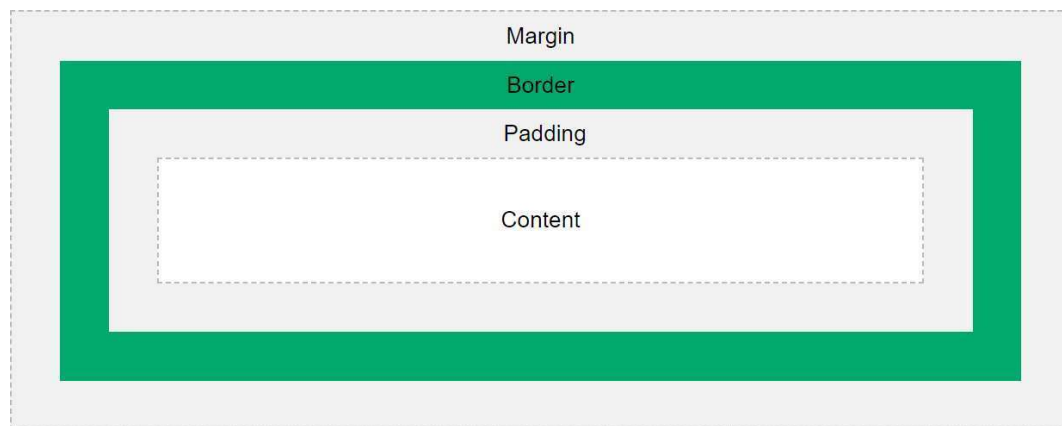


Figure (3.4) :- CSS Box Model.

- **Content Area:** This area consists of content like text, images, or other media content. It is bounded by the content edge and its dimensions are given by content-box width and height.
- **Padding Area:** It includes the element's padding. This area is actually the space around the content area and within the border-box. Its dimensions are

given by the width of the padding-box and the height of the padding-box.

## 2.3 (JavaScript)

JavaScript is a lightweight, cross-platform, single-threaded, and interpreted *compiled* programming language which is also known as the scripting language for webpages. It is well-known for the development of web pages, and many non-browser environments also

use it. JavaScript is a weaklytyped language(dynamically typed). JavaScript can be used for Client-side developments as well as Server-side developments.

JavaScript is both an imperative and declarative type of language. JavaScript contains a standard library of objects, like Array, Date, and Math, and a core set of language elements like operators, control structures, and statements.

- **Client-side:** It supplies objects to control a browser and its Document Object Model (DOM). Like if client-side extensions allow an application to place elements on an HTML form and respond to user events such as mouse clicks, form input, and page navigation. Useful libraries for the client side are AngularJS, ReactJS, VueJS, and so many others.
- **Server-side:** It supplies objects relevant to running JavaScript on a server. For if the server- side extensions allow an application to communicate with a database, and provide continuity of information from one invocation to another of the application, or perform file manipulations on a server. The useful framework which is the most famous these days is node.js.
- **Imperative language** – In this type of language we are mostly concerned about how it is to be done. It simply controls the flow of computation. The procedural programming approach, object, oriented approach comes under this as async await we are thinking about what is to be done further after the async call.
- **Internal JS:** We can add JavaScript directly to our HTML file by writing the code inside the <script> tag. The <script> tag can either be placed inside the <head> or the <body> tag according to the requirement.
- **External JS:** We can write JavaScript code in another files having an extension.js and then link this file inside the <head> tag of the HTML file in which we want

add this file in the html tag element using script tag and we can use in the html page.

## **2.4 (React Js)**

ReactJS is an open-source JavaScript library that is used for building user interfaces in a declarative and efficient way. It is a component-based front-end library responsible only for the view layer of an MVC (Model View Controller) architecture. React is used to create modular user interfaces and it promotes the development of reusable UI components that display dynamic data.

ReactJS uses a declarative paradigm which makes it possible for applications to be both effective and flexible. It creates simple views for each state in your application and efficiently updates and renders just the right component when your data changes. The declarative view makes your code more predictable and easier to debug. Each component in a React application is responsible for rendering a separate, reusable piece of HTML code. The ability to nest components within other components allows for the building of complex applications from simple building blocks. A component may also keep track of its internal state, for example, a TabList component may keep a variable for the open tab in memory.

### **2.4.1 How does it work.**

While building client-side apps, a team of Facebook developers realized that the DOM is slow (The Document Object Model (DOM) is an application programming interface (API) for HTML and XML documents. It defines the logical structure of documents and the way a document is accessed and manipulated.). So, to make it faster, React implements a virtual DOM that is basically a DOM tree representation in JavaScript. So when it needs to read or write to the DOM, it will use the virtual representation of it. Then the virtual DOM will try to find the most efficient way to update the browser's DOM.

Unlike browser DOM elements, React elements are plain objects and are cheap to create. React DOM takes care of updating the DOM to match the React elements. The reason for this is that JavaScript is very fast and it's worth keeping a DOM tree in it to speed up its manipulation.

### **2.4.2 React Components:**

A Component is one of the core building blocks of React. In other words, we can say that every application you will develop in React will be made up of pieces

called components. Components make the task of building UIs much easier. You can see a UI broken down into multiple individual pieces called components and work on them independently and merge them all in a parent component which will be your final UI.



Figure (2.4.2) :- React Components Example.

## 2.4.3 React Lifecycle of Components:

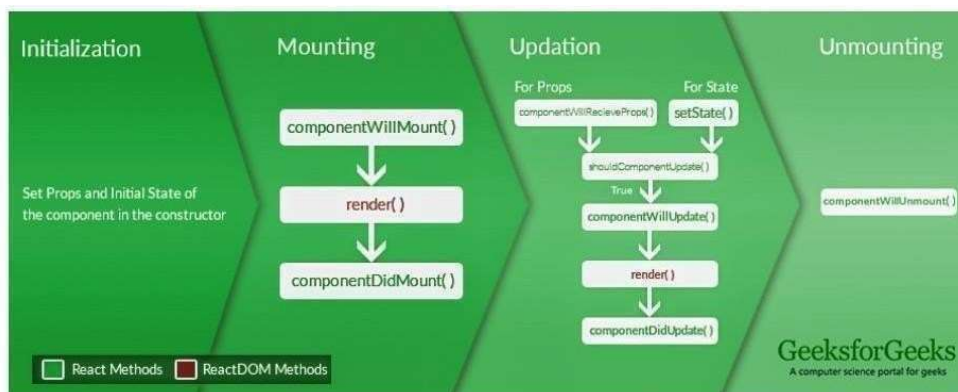


Figure (2.4.3) :- Lifecycle event of React Components.

We have seen so far that React web apps are actually a collection of independent components that run according to the interactions made with them. Every React Component has a lifecycle of its own, lifecycle of a component can be defined as the series of methods that are invoked in different stages of the component's existence. The definition is pretty straightforward but what do we mean by different stages? A React Component can go through four stages of its life as follows.

- **Initialization:** This is the stage where the component is constructed with the given Props and default state. This is done in the constructor of a Component Class.
- **Mounting:** Mounting is the stage of rendering the JSX returned by the render method itself.
- **Updating:** Updating is the stage when the state of a component is updated and the application is repainted.
- **Unmounting:** As the name suggests Unmounting is the final step of the

component lifecycle where the component is removed from the page.

#### **2.4.4 React Hooks:**

Hooks are a new addition in React 16.8. They let developers use state and other React important to note that hooks are not used inside the classes. Why the need for Hooks? There are multiple reasons responsible for the introduction of the Hooks which may vary depending upon the experience of developers in developing React product. Some of them are as follows: features without writing a class For example- State of a component It is

#### **2.4.5 useState Hook:**

useState Hook allows one to declare a state variable inside a function. It should be noted that one use of useState() can only be used to declare one state variable.

#### **2.4.6 useEffect Hook:**

useEffect Hook hook, which allows functional components to manipulate DOM elements before each render (almost like one gets to do it in lifecycle functions).

#### **2.4.7 React Router:**

React Router is a standard library for routing in React. It enables the navigation among views of various components in a React Application, allows changing the browser URL, and keeps the UI in sync with the URL.

Let us create a simple application to React to understand how the React Router works. The application will contain three components: home component, about a component, and contact component. We will use React Router to navigate between these components.



## 2.5 (Node.js)

Node.js is an open-source and cross-platform runtime environment for executing JavaScript code outside a browser. You need to remember that NodeJS is not a framework and it's not a programming language. Most people are confused and understand it's a framework or a programming language. We often use Node.js for building back-end services like APIs like Web App or Mobile App. It's used in production by large companies such as Paypal, Uber, Netflix, Walmart, and so on.

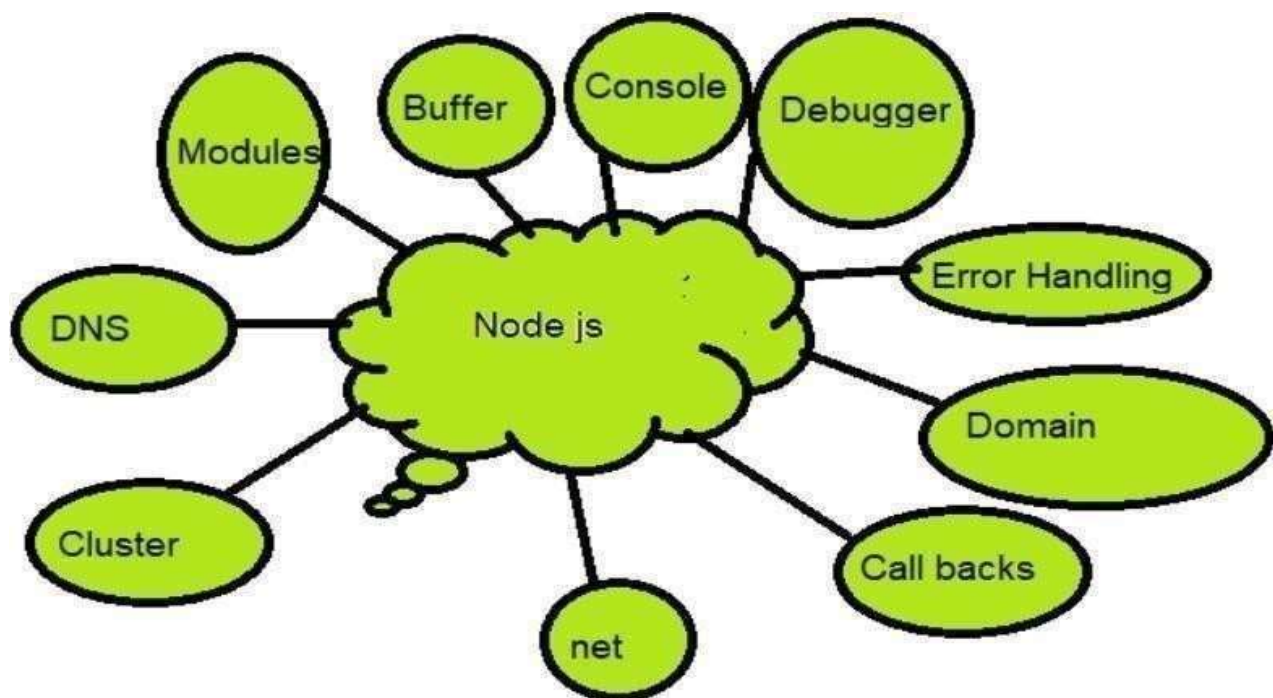


Figure (2.5) :- understanding NodeJS using flow chart diagram.

### 2.5.1 REPL:

Node.js is an open source server-side Javascript run-time environment built on Chrome's JavaScript Engine(V8). Node.js is used for building fast and scalable applications and is an event driven, non- blocking I/O model.

REPL (READ, EVAL, PRINT, LOOP) is a computer environment similar to Shell (Unix/Linux) and command prompt. Node comes with the REPL environment when it is installed. System interacts with the user through outputs of commands/expressions used. It is useful in writing and debugging the codes. The work of REPL can be understood from its

full form:

**Read** : It reads the inputs from users and parses it into JavaScript data structure. It is then stored to memory.

**Eval** : The parsed JavaScript data structure is evaluated for the results.

**Print** : The result is printed after the evaluation.

**Loop** : Loops the input command. To come out of NODE REPL, press ctrl+c twice  
Getting Started with REPL:

To start working with REPL environment of NODE; open up the terminal (in case of UNIX/LINUX) or the Command prompt (in case of Window **Print** : The result is printed after the evaluation.

**Loop** : Loops the input command. To come out of NODE REPL, press ctrl+C.

## **CHAPTER 3**

### **LITERATURE REVIEW**

#### **3.1 Literatures review on facebook**

Most research to date has focused on the use of Facebook to initiate and maintain relationships. In a study involving 364 university students, Golder et al. (2007) found that one of the users' most frequent activities on Facebook is writing messages. In order to communicate, Facebook users can write to each other through private messages, chat, comments, and wall posts – messages that publicly appear on a user's personal page. Research has shown that Facebook is employed mostly to keep in touch with people and to know them better (Joinson, 2008; Golder et al., 2007; Sheldon, 2008; Wiese and Farrugia, 2009). Stern and Taylor (2007) carried out a survey among 364 university students and found that only a small number of users try to meet new people or try to initiate a relationship via Facebook and that most of them use it to maintain already existing relationships. Facebook was also found to be frequently used to maintain distant relationships, as it allows for immediate communication between users who are geographically far (Golder et al., 2007; Sheldon, 2008; Dong, 2008). Bryant and Marmo (2009) observed the types of relationships that a sample of college students had with their Facebook friends, their behaviours adopted for relational maintenance, and how these strategies changed according to the type of relationship. They found that relationship maintenance on Facebook usually occurs for casual relationships or acquaintances and that close friends and couples tend to use other media to maintain their relationships. According to them, Facebook does not allow enough intimacy for maintaining close relationships and users expect more effort from their partners. Although private messages allow users to share information confidentially, communication over Facebook seems to be seen as 'cheap' and loweffort, therefore not adequate enough to maintain serious relationships with people unless geographically distant. Stern and Taylor have also found similar results: students mostly use Facebook to keep in touch and develop relationships but do not use it for romantic relationship development. As an interpretation of this finding, they state that "students do not want their dating attempts to be public" (Stern and Taylor, 2007, p.17). This interpretation, however, is restrictive, as it does not take into consideration the use of private messages. Most research to date has focused on the use of Facebook to initiate and maintain relationships. In a study involving 364 university students, Golder et al. (2007) found that one of the users' most frequent activities on Facebook is writing messages. In order to communicate, Facebook users can write to each other through

private messages, chat, comments, and wall posts – messages that publicly appear on a user’s personal page. Research has shown that Facebook is employed mostly to keep in touch with people and to know them better (Joinson, 2008; Golder et al., 2007; Sheldon, 2008; Wiese and Farrugia, 2009). Stern and Taylor (2007) carried out a survey among 364 university students and found that only a small number of users try to meet new people or try to initiate a relationship via Facebook and that most of them use it to maintain already existing relationships. Facebook was also found to be frequently used to maintain distant relationships, as it allows for immediate communication between users who are geographically far (Golder et al., 2007; Sheldon, 2008; Dong, 2008). Bryant and Marmo (2009) observed the types of relationships that a sample of college students had with their Facebook friends, their behaviours adopted for relational maintenance, and how these strategies changed according to the type of relationship. They found that relationship maintenance on Facebook usually occurs for casual relationships or acquaintances and that close friends and couples tend to use other media to maintain their relationships. According to them, Facebook does not allow enough intimacy for maintaining close relationships and users expect more effort from their partners. Although private messages allow users to share information confidentially, communication over Facebook seems to be seen as ‘cheap’ and low effort, therefore not adequate enough to maintain serious relationships with people unless geographically distant. Stern and Taylor have also found similar results: students mostly use Facebook to keep in touch and develop relationships but do not use it for romantic relationship development. As an interpretation of this finding, they state that “students do not want their dating attempts.

Sr. no	Site Name	Language	Limitation
[1]	Twitter	Rubyon,Rails, Scala, Java, C,Python	The limit for messages are 1000 per day.2400 tweets per day
[2]	WhatsApp	HTML5,C,C++,Java, PhP, Erlang ,Mnesia DB,SQLite database	You need to share your number in case you want to add someone and communicate.
[3]	Instagram	HTML,JQuery,Python, Django,ReactNative	The daily limit is 200 a day. 10 follows and unfollows per hour would keep your account safe and saves your account from being suspended.
[4]	Telegram	C++,C#,Swift, Java, NodeJS, AngularJS,	You can't make video calls on Telegram. You are limited to 50 channels maximum.
[5]	Facebook	Hack, PHP (HHVM), Python, C++, Java, Erlang, D, XHP, Haskell, MariaDB, MySQL, HBase, Cassandra.	Limit the number of ads a page can run at once; privacy risk- often data breach frequently; Promotional way of advertising is best: the usual banner ads and pop-up ads make the users to ignore them.

Figure (3.1) :- Literature Survey.

## **CHAPTER 4**

### **ARCHITECTURE- FLOW CHART, PROPOSED SYSTEM)**

#### **4.1Proposed System**

Our system has the following features:

##### **A. New Feed:**

The news feed is that the primary system through which users are familiar to content which were posted on the network. Sociama selects a couple of few updates to actually show users whenever they visit their feed, out of a mean of 1500 updates they go to potentially receive.

##### **B. Friends:**

The "Friending" someone is that performs of sending another user a "friend request" on Sociama. The two people are Sociama friends once the receiving side accepts the friend request. In addition to accepting the request, the user has the choice of declining the friend request or hiding it using the "Not Now" or "Later" feature. Deleting or removing a request removes the request, but does allow the sender to resend it in the future. The "Not Now" or "Later" feature conceals the request but doesn't delete it, permitting the receiver to reconsider the request later.

##### **C. Timeline:**

Intended to update users' profiles in order to show content based on year, month, and date as well. "Cover" photos were come into the scenario, taking up a significant portion of the top of pages, and an altered display of personal information such as friends, likes, and photos appeared on the left-hand side, although story posts appeared on the right.

##### **D. Likes:**

Enables users to easily socialize with status updates, comments, photos, links shared by their friends, videos, and advertisements as well. Once clicked by a user, the designated content appears in the News Feeds of that user's friends and

the button also displays the number of other users who have "liked" the content, including lists of those users.

### **E. Comments:**

The feature allowing the users to add GIFs to comments for a better user experience.

### **F. Notifications:**

Notifications tell the user that something has been added or mentioned with respect to their profile. Examples such as a message being shared on the user's profile wall or a discussion of a picture of the user or on a picture that the user has previously commented (speak about) on.

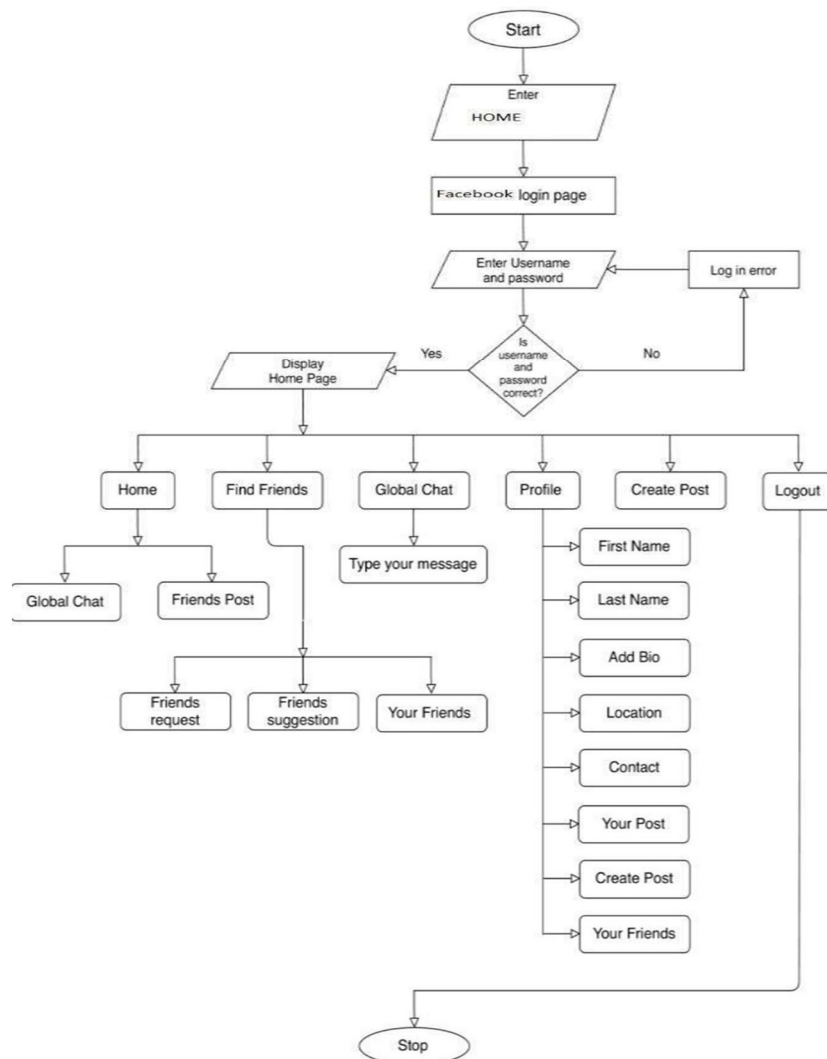


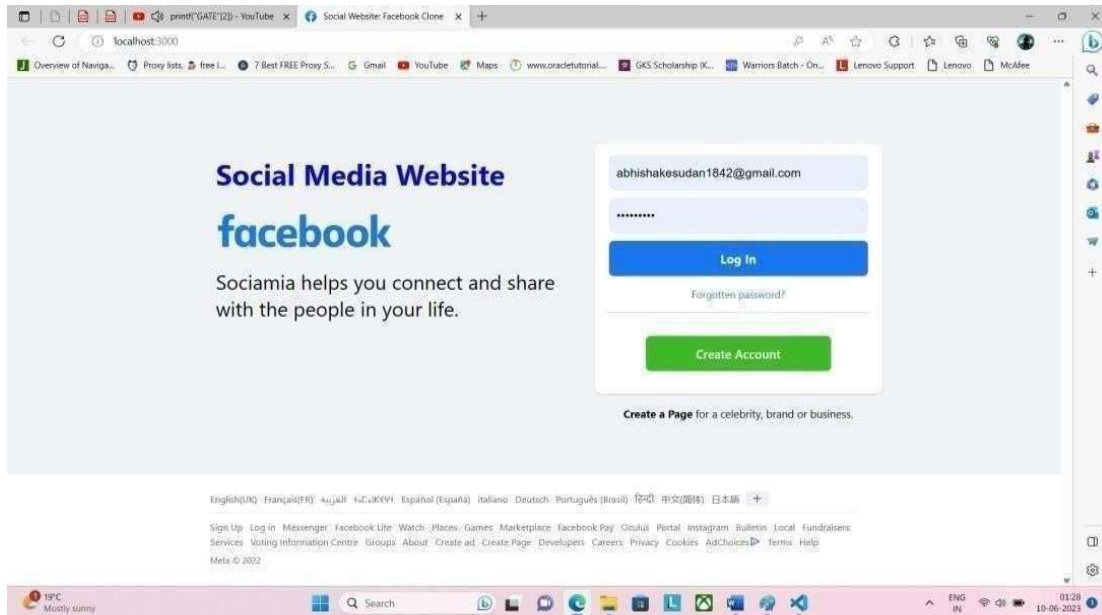
Figure (4.4) :- Data Flow Diagram of facebook clone.



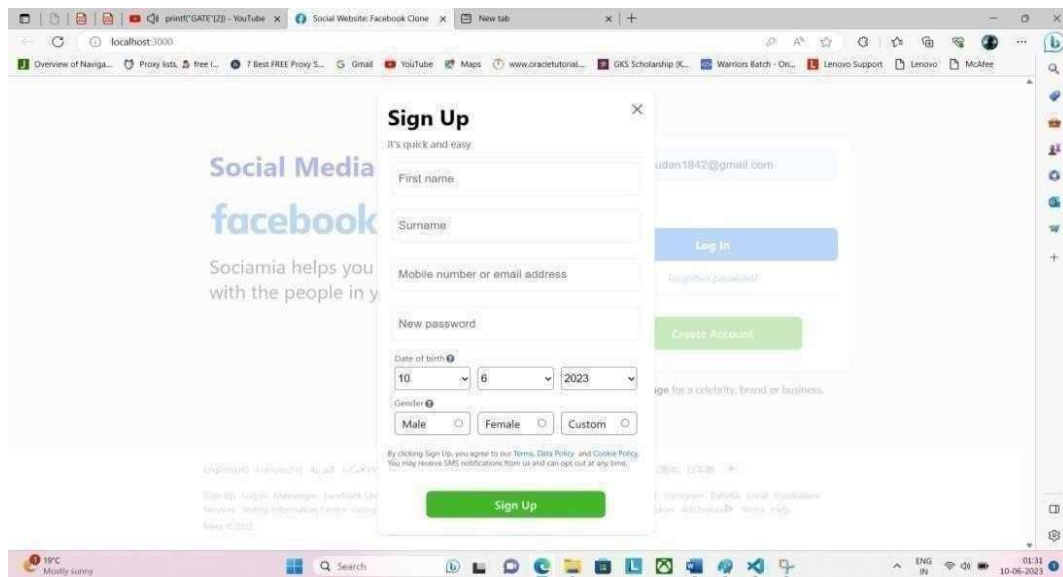
## CHAPTER 5

### IMPLEMENTATION

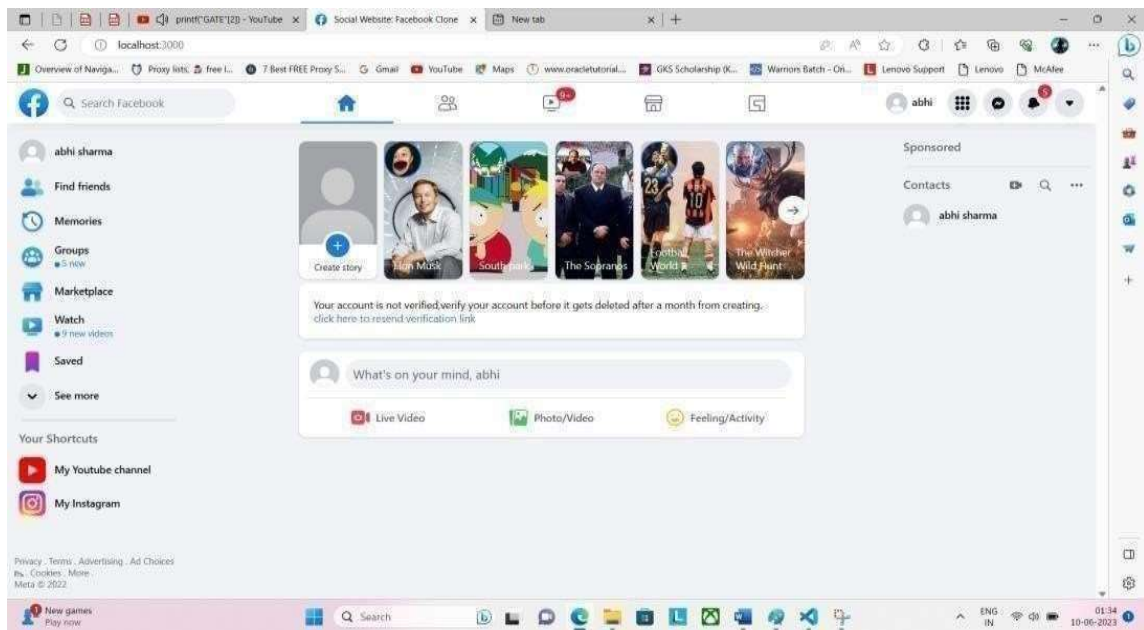
#### 5.1 Login Page:



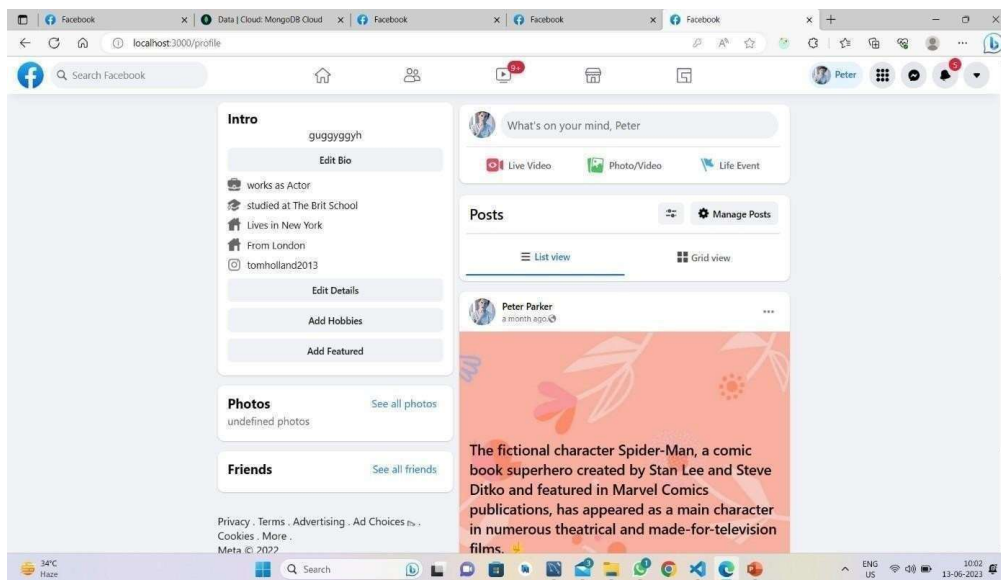
#### 5.2 Sign Up Page:



## 5.3 Home Page:



## 5.4 Profile Page:



## **CHAPTER 6**

### **HARDWARE AND SOFTWARE REQUIREMENTS**

#### **6.1 Hardware Requirement:**

- Processor: Minimum 1 GHz; Recommended 2GHz or more
- Ethernet connection (LAN) OR a wireless adapter(Wi-Fi)
- Hard Drive: Minimum 32 GB; Recommended 64 GB or more
- Memory : Minimum 1 GB; Recommended 4 GB or above

#### **6.2 Software Requirement:**

- Operating system: Windows Server 2012 R2 or above
- Microsoft .Net Framework v4.6.1(or higher): The HelpMaster Web Portal has been written to use Microsoft IIS ASP.NET technology and as such requires the machine that IIS is running on to have the Microsoft .NET v4.6.1 (or higher) Framework installed as well as the ASP.Net 4.5 and .NET Extensibility 4.5 features enabled.

#### **6.3 Browser Compatibility:**

- Microsoft Internet Explorer IS NOT supported
- Microsoft Edge
- Mozilla Firefox
- Google Chrome
- Safari

#### **6.4 Frontend:**

HTML5/ CSS3, JavaScript, jQuery, Bootstrap 4.5.2, React, DOM.

#### **6.5 Backend:**

Node.js, Express.js, JavaScript

#### **6.6 DATABASE:**

MongoDB., Cloudinary.

#### **6.7 Testing Tools:**

Postman., MongoDB Compass.

## **CONCLUSION AND FUTURE SCOPE**

### **Conclusion:**

Facebook plays many vital roles in order to connect people in the world without boundary because almost every people these days are familiar with Facebook .This gives us the opportunity to know more about their culture, values, custom and tradition. Facebook's mission is to give people the power to share and make the world more open. People use Facebook to stay connected with friends and family, to discover what's going on in the world, and to share and express what matters to them. User can share their feelings and what's happening around in our daily life through Facebook. They also can get feedback from their friends about their reaction toward user's feeling. It is the best medium to share feelings and thoughts with others. User can share their achievements to get some appreciation, or can share their sorrows to get support from the generous friends.

### **Future Scope:**

Create a platform where users can search for people according to their interests and can create an online network of friends/study groups. No longer using one to one interaction to facilitate communication. We can also engage students in college to attend the lecture in social manner.

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