A

Synopsis Report on

PRAVAH STREAMING WEBSITE

For the course of INTERNET PROGRAMMING in SEM-5

INFORMATION TECHNOLOGY

\mathbf{BY}

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This is to certify that the Mini Project report on **PRAVAH STREAMING WEBSITE** has been submitted by **AVINASH ANDHALE** (20104138), **PRATHAMESH NAIK** (20104061), **VISHNUKANT MULE** (20104065), who are a Bonafede students of A.P. Shah Institute of Technology, Thane, Mumbai, as a part fulfilment of the requirement for the degree in Information Technology, during the academic year 2022-2023 in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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CHAPTER 1:

INTODUCTION:

- > Streaming: The technology of transmitting audio and video files in a continuous flow over a wired or wireless internet connection.
- ➤ It refers to any media content-live or recorded delivered to computer and mobile device via internet and played back in real-time.
- ➤ Podcasts, webcasts, movies, TV shows and music videos are common forms of streaming contents.
- ➤ Music, video and other types of media files are prearranged and transmitted in sequential packets of data so they can be streamed instantaneously
- Social media platforms and others broadcast everything from celebrity events, promotions and life streaming to streaming between users. You can live stream on any compatible smartphone, tablet, TV, computer or gaming console with a relatively fast internet connection

OBJECTIVE:

- ➤ To build a User-friendly online streaming website.
- ➤ To provide entertainment platform for source TV shows, movies, serials, and etc.
- ➤ Providing a streaming website which totally free of cost which has free subscription.
- > To save money of the user from purchasing cables monthly fees and extra subscription charges
- > To provide a Parent-child restriction lock
- > Provides on demand interesting category wise content search and notation
- ➤ User will get recommendations & suggestion about movies or content as per fletched information according to interest.
- > The user can post grievance report
- > To build to a system to save data + device storage of users from downloading movies and video's medias to watch
- ➤ The user can register & create a account through Email and can login through the credential's
- ➤ To let the user, have a login user id and password to secure their account.

PURPOSE:

- A video streaming service is an on demand online entertainment source for TV shows, movies and other streaming media.
- > Provides an Alternative to cable and satellite on demand service
- ➤ Lower cost
- Faster access
- ➤ Let's you consume TV shows, movies, podcasts and more online without downloading files

SCOPE:

- ➤ The Software Requirements Specification captures all the requirements in a single document. The website title is Live video Streaming currently under beta version. The website has a very attractive and simple graphical user interface. The System is supposed to have the following features:
- > It supports multiple login system.
- > Streaming video is content sent in compressed form over the Internet and displayed by the viewer in real time.
- > It allows subscribed Web site visitors to download video files.
- ➤ Through our Online Live Video streaming website, the company can broadcast TV channels through online.
- ➤ Registered user can broadcast live events, watch movies, series, cartoons etc through online. Even it has option to upload and download videos in the Video manager.
- ➤ The registered user subscription charge to stream videos if totally free of cost.

CHAPTER 2:

PROBLEM STATEMENT:

- Nowadays streaming platforms is been widely popular among people. But subscribing to every service could be very stressful, and a waste of money.
- ➤ But what to do when you want to catch all the latest and trending shows which are available on the different streaming platforms.
- ➤ Don't have money to subscribe to each service. Here my platform Stream comes into, here you can watch all the trending tv shows and movies from almost all the streaming services out there with free of cost

CHAPTER 3:

PROPOSED SYSTEM:

Context Flow Diagram

The Context Flow Diagram (CFD) describes the external entities acting on the system. The environment in which the system is used is depicted in the figure.



4.4 Data Flow Diagram

The DFD uses four symbols, and are explained below:

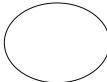
* A **SQUARE**, which defines the source or destination of system data also called an external entity, is not responsible for any task performed by the system.



* An **ARROW** represents data flow. It represents the path over which data travels in the system. A data flow can move between processes, flow into or out of data stores to and from external entities. It must be must be given a name the arrow head showing the direction of flow.



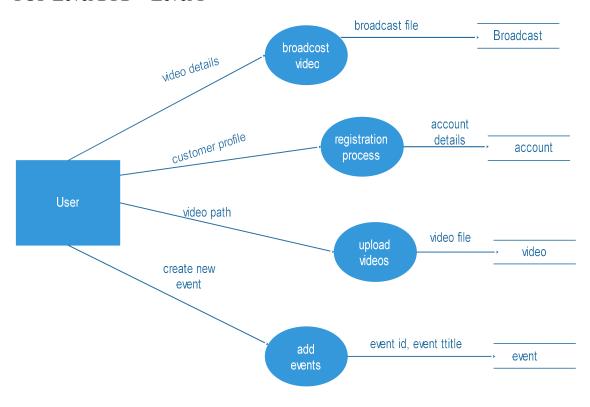
* A **CIRCLE** or **BUBBLE** represents a process that transforms data from one to another by performing some tasks with the data. The process name must be given a general idea of its function.



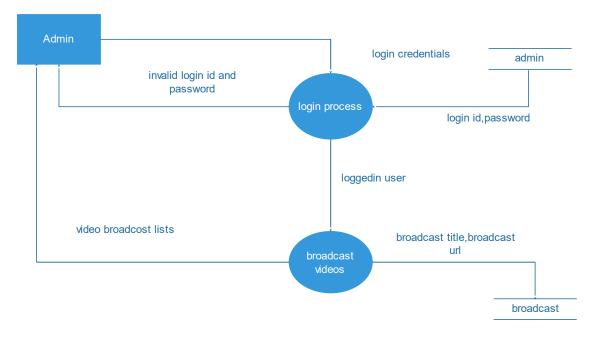
* Two **HORIZONTAL PARALLEL LINES** represents data store, a data store is a place where data is held temporarily from one transaction to the next or is stored permanently.

Data flow diagram describes what data flow (logical) rather than how they are processed, so it does not depend on hardware, Software, data structure or file organization.

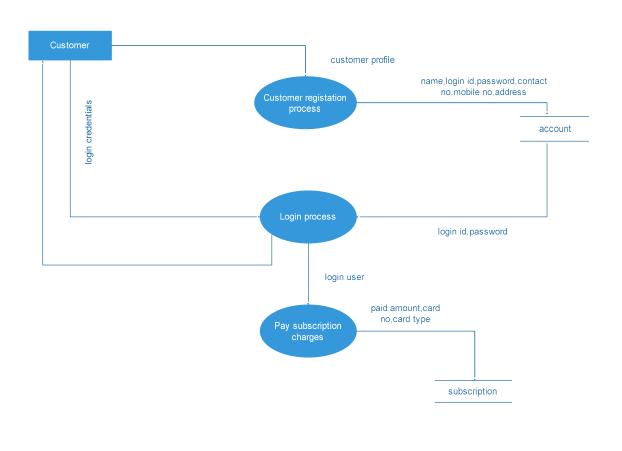
TOP Level DFD – Level 1



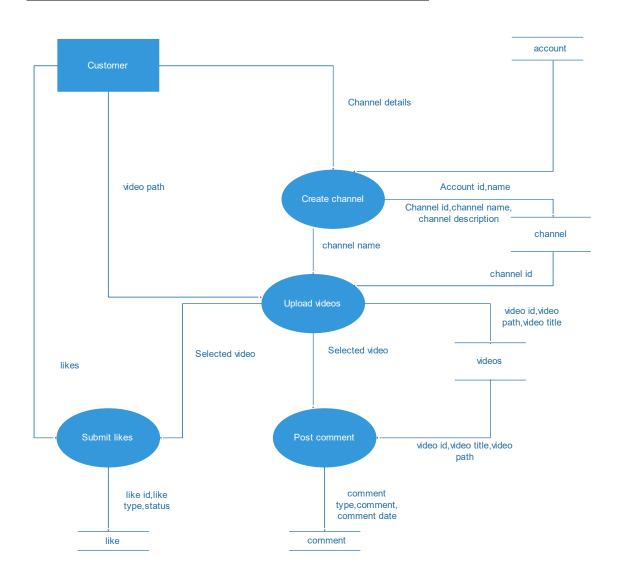
DFD – Level 2: Broadcasting videos



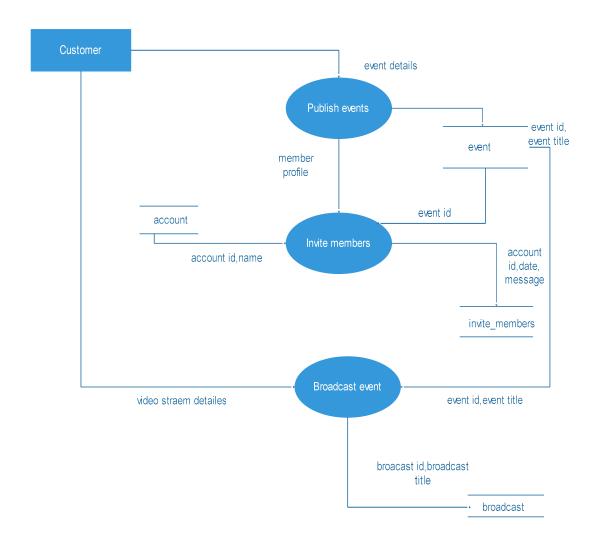
<u>DFD Level 3: Login process and subscription charge payment (free Subscription)</u>



DFD Level 4: Uploading videos and sending comment



<u>DFD Level 5:</u> Publishing events and broadcasting events



CHAPTER 4:

FEATURES AND FUNCTIONALITY:

- ➤ Accounts: The account type in this system is totally Free. In this module user can register by entering their profile information. After registration user can access accounts page by entering login id and password.
- ➤ Video manager: This module allows subscriber to access videos contents.
- ➤ My Channel: In this module the visitor will have their own profile created by getting register them and can also analyse their profile.
- ➤ Live broadcasting module: Capturing a TV broadcast requires a TV tuner or an appropriate video embedded link. This module is for administrator where administrator can stream live TV channels by entering embedded link. In this module, user can record or download programs.
- ➤ Subscription: In this module user can subscribe for live broadcasting by making payment. After confirmation of the payment the user can watch and record videos. The subscribed member can download the videos by clicking download button.
- > Comments and likes: The registered user can post their comments and like the uploaded videos.

Security:

All authorized users can access the features of this website. The user has to enter valid login id and password to access their account.

Maintainability:

There will be no maintenance required for this web application. The database is provided by the end-user and therefore is maintained by this user.

PROJECT OUTCOMES:

- ➤ User can register and login themselves
- > The user can watch the movies and content media as per interest
- ➤ Media contains the varieties of movies, devotional, cartoons, series, inspirational video
- ➤ The user will have recommendation updates as per their interest according to their watch history
- > Watch movies, and media contents
- ➤ The User can also submit their grievance and feedbacks

CHAPTER 5:

SOFTWARE REQUIREMENTS:

NODE JS	
JAVASCRIPT	Scripting language
PHP	PHP: Hypertext pre-processor
HTML/CSS	Hyper Text Markup Language
REACT	

CHAPTER 6:

PROJECT DESIGN:

The new video streaming system will have all the functionalities to broadcast events and watch movies online. The corporate can just login to our website and register for a new account which confirmation mail will be sent. The corporate can then forward the invitation to all the participants from their registered ID.

Accounts: In this module user can register by entering their profile information. After registration user can access accounts page by entering login id and password.

Video manager: This module allows user to upload videos and they can edit uploaded video description and its contents.

My Channel: In this module the visitors can add or subscribe users' channel by entering their Email ID. Whenever the user uploads new video it sends mail notification to the visitor.

Events broadcasting: This module can be used to broadcast a live event. The Live module home page contains list of events and Completed Events sections. The user needs to enter event name, event date, event time, etc.

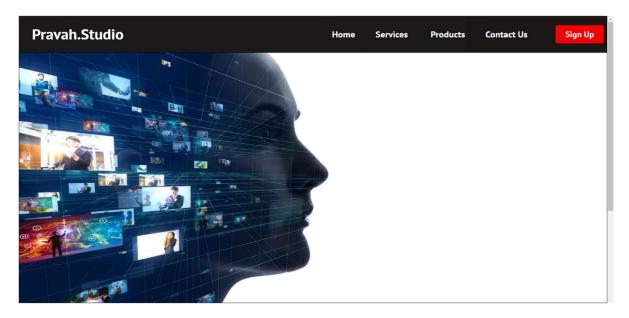
Dashboard module: There are two types of users in this module. They are administrator and employees.

Live broadcasting: This module is for administrator where administrator can stream TV channels by entering embedded link.

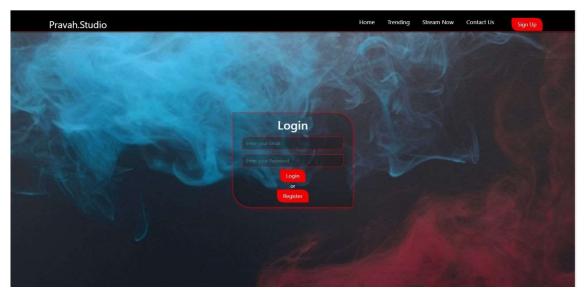
Comments and likes: The registered user can post their comments and like the uploaded videos

User Analysis: The user dashboard will contain the data analysis of their daily Activities.

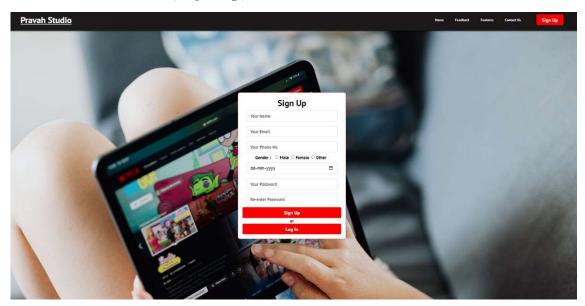
Main Dashboard:



Login Page:



New User Account (Sign Up):



Confirmation Mail sent to User:



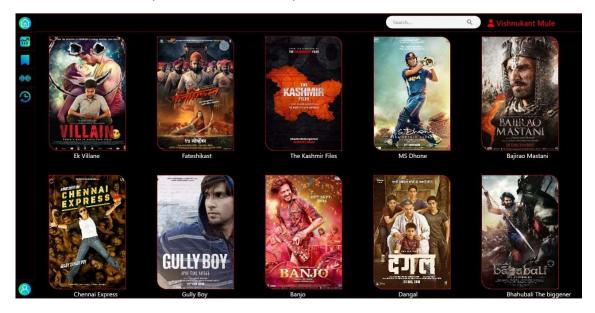
User Account Details:



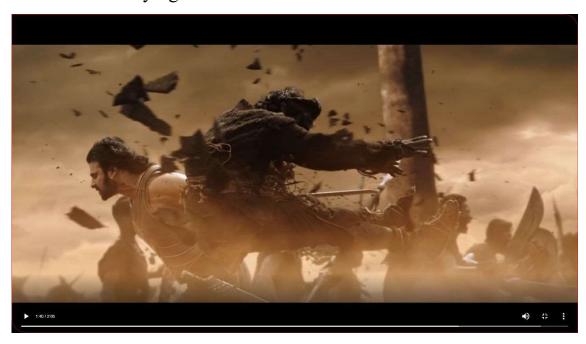
Browsing page:



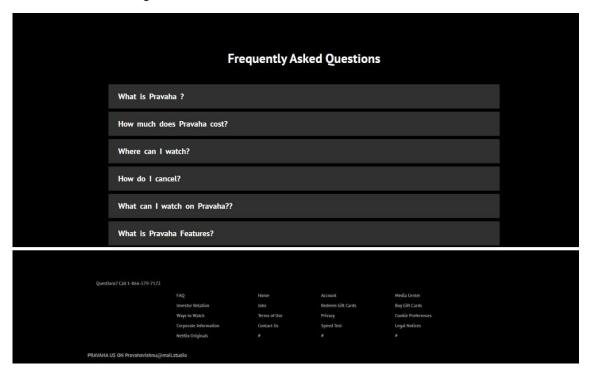
Media Contents (Films, Series, etc)

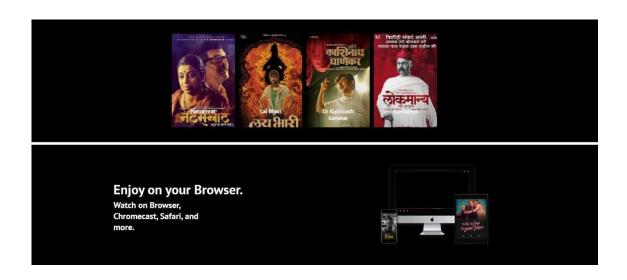


Movie/ Film Playing:



Feedback & Help desk:





CHAPTER 7

PROJECT SCHEDULING:

SR no.	Group Member	Time Duration	Work Done
1.	AVINASH ANDHALE	1st week of	Created front-end, Home-page, Registration-page, Login-page.
2.	VISHNUKANT MULE	2 nd week of	Done with Categories, Search Bar, Like and Comments, Play- Video Etc.
3.	PRATHAMESH NAIK	3 rd week of	Worked with Backend And done Data-Analysis With the Data. Lastly Deploy the Project.

CHAPTER 8:

CONCLUSION:

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

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2. A literature review of the YouTube phenomenon

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4. Reference websites: Netflix, Hotstar and YouTube.