**Software Engineering Feasibility Report**

**Computer Science and Engineering Department, TIET Patiala**



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# Overview

In this time of pandemic, the ability of students to interact with each other is hindered. We are looking to provide a way via which students can better interact and share what they are doing in their lives with their peers. This is a website for everything regarding the college. You can share whatever you want the projects you are working on, the different stuff you have learnt it doesn't have to be restricted to studies. You like photography share some the best clicks you have. Want to learn something new, ask your peers to help you. This is how we wish for the students to interact and get to know each other until they get to see them in real life.

We hope our website will bring the students of college together and help them learn new things.

# Objective of Project

Web application intends to provide a well-established web-based Social Network system. This project aims to develop a website which provides communication among students and faculty on network, which works quite similar to Social Media Site. This website also provides the features of writing and posting a post or any event all at one place.

Online Social Networking allows people to interact with common interests to meet, communicate and share ideas and information, through networks like the web. While doing this, participants develop bonds with each other and the community as a whole.

# Need for the Project

The idea here is to provide a platform for interaction among the college students. In these times there is almost no interaction among new students to solve this issue we thought of the Social Networking Website and also to motivate individuals by see their peers working and making project help them think of their own ideas or even start their own project and hence developing a community where they can better interact share their views and help them develop bonds with their mates.

**Feasibility Study**

**● Technical Feasibility**

Social networking web is a web-based application. The technology used here is easily available the main things are

1. Frontend
2. Backend
3. Dbms

We can study about the skills required easily as content for all these are available online. For learning the frontend languages and backend languages for ex HTML, CSS, JavaScript, Node.js and more, courses for these languages are easily available and these can be learnt easily given some time the technology to utilize them is available.

# ● Social Feasibility

Social feasibility is how one interacts with others within the system. The network is restricted to individuals of the college so no social bound are crossed and safety from malicious users is one concern but the safety is used as you can flag a user as malicious and after a check the user could be dismissed or actions can be taken against the user.

# ● Operational Feasibility

The system means to act as a way to form a community among the students which is done using some features. Post about the projects the students are working on or different skills the students learnt. One he field which they are interested in and also updates about the achievements of the college and the society events are also included. These features are interesting and help student learn more and connect with different users which is what the network is built to achieve.

# Risk Assessment

The risk involved here is to not meet up to the features said to present is the network. Fault in the system or failure to attain the required skills in the desired time. Not completing the software in the given time period.