A

Project Report

On

" Social Networking Website "

HD Faceback

Submitted In Fulfillment for

The Bachelor Of Computer Application

(BCA)

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CERTIFICATE

This is to certify that the project work carried out at the **CASPS, Chikhli** and recorded in this report is the bonafide work of **Baghel Rohitsinh F., Prajapati Jivraj M.** Roll No. 55, 88 **Examination No: 633, 704** of Bachelor Of Computer Application Semester VI, and has been successfully carried out by her/him as partial fulfillment towards the degree of B.C.A., under our guidance during the academic year 2013-2014.

He/She was involved in the project for about eight weeks and was responsible for the design and development of **Social Networking Website.**

Internal Proj. Guide

PROJECT REPORT
YEAR : 20____/20__

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CERTIFICATE

This is to certify that the project work carried out by the **Baghel Rohitsinh F., Prajapati Jivraj M.** successfully completed their project work on **Social Networking Website.** They worked here on this project for eight weeks.

We wish them every success in all their future endeavors.

PROJECT REPORT
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Baghel Rohitsinh F.
Prajapati Jivraj M.

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HD faceback

1. INTRODUCTION

Project Title:

"HD Faceback (Highly Direct Friends face back) the Online Chetting & Share Moments of life"

Project Definition:

A Web site that provides a venue for people to share their activities with family, friends and colleagues or to share their interest in a particular topic. Our web site enables you to share your thoughts as well as picture as well as music & videos. You can connect with your friends and relatives using our **"HD Faceback"**. You can easily search your friends and relatives and connect with them in easy way.

One can easily registered and collaborate with others, find the codes even novice can also get the benefits from this site. User can post question, reply answers, private messaging, attaching codes, images and scripts and more interesting stuff chatting also available. One can get the features of social networking with combination of forum is key feature of this project.

Social Networking:-

It's the way the 21st century communicates now. Social networking is the grouping of individuals into specific groups, like small rural communities or a neighborhood subdivision. Although social networking is possible in person, especially in the workplace, universities, and high schools, it is most popular online. This is because unlike most high schools, colleges, or workplaces, the internet is filled with millions of individuals who are looking to meet other people.

Social network is the mapping and measuring of relationships and flows between people, groups, organizations, computers, URLs, and other connected information/knowledge entities. The nodes in the network are the people and groups while the links show relationships or flows between the nodes. Social network provides both a visual and a mathematical analysis of human relationships.

Social Networking Website project itself is a huge project comprising various features like profile updating, friend's list organization and various other application to enhance the overall look and feel of the website. However, in this project I am basically working on two essential feature or module (PROFILE MANAGEMENT & FRIENDS ORGANIZATION).

PROFILE MANAGEMENT module maintain the profile of a user like name, like, dislikes, hobbies, status etc.

FRIENDS ORGANIZATION module maintains the friend list, handles request and sends request to the other user.

Profiles and Friends lists are two key features on social network sites. The third is a public commenting feature ('Testimonials', 'Comments', 'The Wall'). This feature allows individuals to comment on their Friends' profiles. These comments are displayed prominently and visible for anyone who has access to that profile.

Problem Statement:

We define social network sites as web-based services that allow individuals to construct a public or semi-public profile within a bounded system, articulate a list of other users with whom they share a connection, and view and traverse their list of connections and those made by others within the system. The nature and nomenclature of these connections may vary from site to site.

Since their introduction, social network sites (SNSs) such as MySpace, Facebook, Cyworld and Hi5 have attracted millions of users, many of whom have integrated these sites into their daily practices. As of this writing, there are hundreds of SNSs, with various technological affordances, supporting a wide range of interests and practices. While their key technological features are fairly consistent, the cultures that emerge around SNSs are varied. Most sites support the maintenance of pre- existing social networks, but others help strangers connect based on shared interests, political views, or activities. Some sites cater to diverse audiences, while others attract people based on common language or shared racial, sexual, religious, or nationality- based identities. Sites also vary in the extent to which they incorporate new information and communication tools, such as mobile connectivity, blogging, and photo/ video-sharing.

Social networking sites are not only for you to communicate or interact with other people globally but, this is also one effective way for business promotion. A lot of business minded people these days are now doing business online and use these social networking sites to respond to customer queries. It isn't just a social media site used to socialize with your friends but also, represents a huge pool of information from day to day living.

A social networking service is an online service, platform, or site that focuses on facilitating the building of social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections. A social network service consists of a representation of each user (often a profile), his/her social links, and a variety of additional services. Most social network services are web-

based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Online community services are sometimes considered as a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, activities, events, and interests within their individual networks.

Domain Study:

As of May 2013, almost three quarters (72%) of online U.S. adults use social networking sites, up from 67% in late 2012. When we first started asking about social networking sites in February 2005, just 8% of online adults said they used social networking sites.

Today, social networking site use is a major activity for internet users from a wide range of demographic groups. Younger adults are especially avid adopters, but social networking continues to grow in popularity for older adults as well. Six out of ten internet users ages 50-64 are social networking site users, as are 43% of those ages 65 and older. Although online seniors are less likely than other age groups to use social networking sites, adoption rates for those 65 and older have tripled in the last four years (from 13% in the spring of 2009 to 43% now).

The main types of social networking services are those that contain category places (such as former school year or classmates), means to connect with friends (usually with self-description pages), and a recommendation system linked to trust. Popular methods now combine many of Facebook, Google+, YouTube, LinkedIn, Instagram, Pinterest, Tumblr and Twitter widely used worldwide; Nexopia in Canada; Badoo, Bebo, VKontakte (Russia), Delphi (also called Delphi Forums), Draugiem.lv (mostly in Latvia), Hi5 (Europe), Hyves (mostly in The Netherlands), iWiW (mostly in Hungary), Nasza-Klasa, Soup (mostly in Poland), Glocals in Switzerland, Skyrock, The

Sphere, StudiVZ (mostly in Germany), Tagged, Tuenti(mostly in Spain), and XING in parts of Europe; Hi5 and Orkut in South America and Central America; Mxit in Africa; and Cyworld, Mixi, Orkut, renren, weibo and Wretch in Asia and the Pacific Islands.

Many of these early communities focused on bringing people together to interact with each other through chat rooms, and encouraged users to share personal information and ideas via personal web pages by providing easy-to-use publishing tools and free or inexpensive web space. Some communities - such as Classmates.com - took a different approach by simply having people link to each other via email addresses. In the late 1990s, user profiles became a central feature of social networking sites, allowing users to compile lists of "friends" and search for other users with similar interests. New social networking methods were developed by the end of the 1990s, and many sites began to develop more advanced features for users to find and manage friends. This newer generation of social networking sites began to flourish with the emergence of SixDegrees.com in 1997 followed by Makeoutclub in 2000, HubCulture and Friendster in 2002 and soon became part of the Internet mainstream. Friendster was followed by MySpace and LinkedIn a year later, and eventually Bebo. Friendster became very popular in the Pacific Island.Orkut became the first social networking in Brazil and than also grow fast in India (Madhavan, 2007). Attesting to the rapid increase in social networking sites' popularity, by 2005, it was reported that MySpace was getting more page views than Google. Facebook, launched in 2004, became the largest social networking site in the world in early 2009. Facebook was first introduced (in 2004) as a Harvard social networking (Cassidy, 2006).

Existing Systems:

According to the definition above, the first recognizable social network site launched in 1997. SixDegrees.com allowed users to create profiles, list their Friends and, beginning in 1998, surf the Friends lists. Each of these features existed in some form before SixDegrees, of course. Profiles existed on most major dating sites and many community

sites. AIM and ICQ buddy lists supported lists of Friends, although those Friends were not visible to others.

SixDegrees was the first to combine these features. SixDegrees promoted itself as a tool to help people connect with and send messages to others. While SixDegrees attracted millions of users, it failed to become a sustainable business and, in 2000, the service closed. Looking back, its founder believes that SixDegrees was simply ahead of its time (A.Weinreich, personal communication, July 11, 2007). While people were already flocking to the Internet, most did not have extended networks of friends who were online. Early adopters.com explained that there was little to do after accepting Friend requests, and most users were not interested in meeting strangers.

Classmates.com allowed people to affiliate with their high school or college and surf the network for others who were also affiliated, but users could not create profiles or list Friends until years later.

From 1997 to 2001, a number of community tools began supporting various combinations of profiles and publicly articulated Friends. AsianAvenue, BlackPlanet, and MiGente allowed users to create personal, professional, and dating profiles— users could identify Friends on their personal profiles without seeking approval for those connections (O. Wasow, personal communication, August 16, 2007). Likewise, shortly after its launch in 1999, LiveJournal listed one-directional connections on user pages. LiveJournal's creator suspects that he fashioned these Friends after instant messaging buddy lists (B. Fitzpatrick, personal communication, June 15, 2007)—on LiveJournal, people mark others as Friends to follow their journals and manage privacy settings. The Korean virtual worlds site Cyworld was started in 1999 and added SNS features in 2001, independent of these other sites (see Kim & Yun, this issue). Likewise, when the Swedish web community LunarStorm refashioned itself as an SNS in 2000, it contained Friends lists, guestbooks, and diary pages (D. Skog, personal communication, September 24, 2007).

Project Scope:

- This system provides users to register their various types of profile like social, personal, general, professional.
- This system provides users to send a scrap message, images, and data files to their friends. User can maintain the scrap book whatever scraps he has send to users.
- The system provides user to upload the photos so that user can maintain own album.
- This system provides user to join the communities according to their scenario.
- This system provides the user to maintain their friend list and user can update their friend list.
- This system provides user to send invitation to another friend and can add to their friend list for future.

Organization Profile:

Incorporated in 2004, as JAVASTREAM Technologies and later got registered as SYSINNOVA *InfoTech Pvt. Ltd., it's an ISO 9001:2000 certified organization that* operate through well-defined systems and procedures. They have been relentlessly endeavoring to provide end to end solutions to the Information Technology Industry. With our expertise developed through the profound experience we continue contributing in Technology Consulting, Software Development, Training & Talent Management Consulting and Software Development Services to the clients globally. With their headquarters in Bangalore, the IT silicon valley of India, their activities are spread over many locations in Karnataka and other states in India .A formidable manpower of over 58 qualified professionals and strong associations with Global Technology Leaders such as Oracle & SAP are undoubtedly their core strengths. SYSINNOVA InfoTech is an offshore software services and IT consulting company based in Bangalore, India. As a committed outsourcing partner and an IT vendor, our goal is to ensure cost effective, technical excellence and on-time deliveries. While they take care of their end-to-end programming and consulting needs, their clients focus on core business activities which

correlate directly to their revenues and profitability. Strategic partnership with them gives their clients the access to latest technology, skilled manpower and scalable team which ultimately results in lower risk and higher ROI. Our core competency lies in web technologies, be it Java-J2EE, Spring, Hibernate, Oracle-XML Publisher, DBA tuning, Oracle Application implementation, PHP and the associated frameworks and CMSs like Joomla, Drupal, SharePoint (MOSS).

For over 7 years, they have been working with their clients to bring their creative ideas onto the web. Our typical engagement with our clients is that of an offshore IT vendor. Today, more than 50 mid sized enterprises and media agencies across the world rely on them to save their invaluable time, resources and money. Their specialized technical and domain expertise can be hired for building modern web sites, web applications and complex enterprise applications.

HD faceback

2. SYSTEM REQUIREMENTS

Literature Survey:

The Web-based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders. Through e-mail and instant messaging, online communities are created where a gift economy and reciprocal altruism are encouraged through cooperation. Information is suited to a gift economy, as information is a non rival good and can be gifted at practically no cost.

Facebook and other social networking tools are increasingly the object of scholarly research. Scholars in many fields have begun to investigate the impact of social-networking sites, investigating how such sites may play into issues of identity, privacy, social capital, youth culture, and education.

Several websites are beginning to tap into the power of the social networking model for philanthropy. Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users. Social networks are providing a different way for individuals to communicate digitally. These communities of hypertexts allow for the sharing of information and ideas, an old concept placed in a digital environment.

In 2011, HCL Technologies conducted research that showed that 50% of British employers had banned the use of social networking sites/services during office hours.

Functional Specifications

- Server Object

The Server class acts as a wrapper for all server functions for our social networking site. It essentially act as a link between all of the information such as accounts, account details, pages, notes, etc to our database. When any other model object such as a page is pulled from the server, a temporary copy is made. If that temporary copy is changed in any way. The new version must be sent to the server in order to update the permanent copy. The reason behind local copies is that all the necessary information for the object is sent over in one easy-to-use package. Then the update to the database can be done all at once by sending back that single object. There is no need for multiple functions or a function that takes a large number of parameters.

- Account Object

Each user who wants to use the site must create an account. This is the head class that all other objects use to determine what a user does and when the user did it. The account's information has four purposes: hold the login information, hold friend information, hold profile information, and hold privacy information with such a large amount of information to keep track of, the Account class would be very large and difficult to work with. Therefore to ease the load, the Account class was broken up into three different classes. There is the actual account class which keeps track of login information and friend information. It also holds the other two classes within it. Profile information was outsourced to the Account Details class, and privacy settings were outsourced to the Privacy Settings class. The only time the Account class needs to be updated is when the user changes his/her username and/or password. All other settings are handled by the Account Details and Privacy Settings classes.

- Account Details Object

An Account Details object is a helper class created whenever a new Account object is created. The object contains all the information that shows up in the user's profile. The

user can edit this by modifying his/her profile. Overall, this class has no other purpose but to be a helper class to its account object.

- Privacy Settings Object

A Privacy Settings object is the other helper class created whenever a new Account object is created. This object contains all the privacy settings that a user has, such as who can view his/her media or custom pages. This class is called any time a user visits a profile or content created by another user. However, it does not directly interact with the other model classes, only the view.

- Chat Session Object, Event Object, Link Object, Note Object and Page Object

These objects contain unique information for a particular type of action a user performs. All of these contain a reference to the account that owns them. Each object is a "working-copy" of an object in the Server. Anytime one of these objects is created on the Server, an entry of its creation is added to the news feed database.

- Message Object

A Message object is created when a user composes a new message to be sent to a friend. After it is confirmed that the friend is located in the database, the Message object adds its information to the database. When a user checks his or her inbox, a list of messages that were sent to the user will be shown in descending order of when they were received.

- Wall Post Object

A Wall Post object works very similar to a Message object. The only difference is that the Wall Post objects are viewable to all friends of the user. Another difference is that a Wall Post object can hold comments. If a user adds a wall post to his or her own account, their status will change to the new wall post.

- Friends

The most important feature is being able to add and remove friends. In our Social Networking site, making friends is a fairly straightforward process. Users can type in the name of a friend in the search bar at the top of their home page. The database is queried for an account that has the search term contained in the full name, any media files with the search terms in the description, any pages with the search terms in the titles, any links with the search terms

in the titles, and any notes with the search terms in the title. For example, User A could search for User B in the search bar. After clicking on User B's profile, User A will see a button that says Send Friend Request. Clicking on it will send an alert to User B that User A wants to be a friend. The friend request will now be in the friends list of User B, where he/she can either accept it or ignore it, letting it sit there indefinitely. If user B accepts the request, User A will be added to User B's friends list and vice versa. Being friends has its advantages. For example, only friends can chat to each other. Also, friends can view any part of a profile that is marked as friends only. Finally, for a user to view his/her friends and incoming friend requests, he/she just clicks on the friends tab which brings up a frame.

- Account Creation

When a user accesses the site for the first time, he/she must create an account before using any of the site features. The account creation process is broken into three sections. The first section deals with the login information and is required for the user to fill out. This includes the email, password, and password confirmation. The purpose behind the password confirmation is to ensure that the user didn't accidentally mistype when creating a password. The second section deals with information about who you are such as name, location, and gender. Most of these fields are optional except for your name and gender. It wouldn't be much of a social network if everyone was named anonymous. The final section deals with information about the users likes and dislikes, such as interests and activities. Unlike the other two sections, this section is completely optional. Once the

user clicks create account, a new account, account details, and privacy settings are added to the server, and the user is brought back to the login page

- Privacy Options

Privacy is very important feature for some people, and social networking is no exception to this. Our system provides three levels of privacy: open, friends only, and closed. A feature with an open privacy level is public and may be viewed by anyone. By contrast, a feature with a closed privacy level is completely private and can only be viewed by the account owner. A feature with a friends only privacy level is fairly self explanatory. By default, al privacy levels are set to open when a new account is created. To change privacy levels, the user can click on the options tab on the top menu bar. The current features with privacy levels are media share, account wall, user pages, notes, and the overall profile privacy.

The implementation of privacy is a fairly straightforward process. When the user makes changes to the privacy level, the Privacy Settings object in the account is updated with the new privacy settings. That working copy is then passed into the update method of the server, and that queries the database to set the record for that privacy settings object to the new values. When a user visits another profile, the profile owner is pulled from the database. A function called can view page() is and is passed the profile owner, the viewer profile and the page type. In the function the privacy settings object is pulled from the viewer profile and the page type determines which privacy setting is pulled from the object. If the setting is open, the function automatically returns true. If the setting is friends only, the function only returns true if the viewer profile is a friend of the page owner or if the viewer profile and the page owner are the same. Finally, if the setting is closed, the function only returns true if the viewer profile is the page owner. Once the function returns its answer the page will either do one of to things. If the function returns true, the viewer is allowed to view this page, and it will load normally. If the function returns false, the viewer is not supposed to view the page, and it will redirect to an error page.

- Chatting

One of the advantages of having friends is the ability to have live communications with them via chat. When a friend is online, he/she will appear in the chat tab as an available friend to chat with. To start a chat session, simply click on the name of the friend which will begin a new chat session. The little bar at the bottom will change from chat disabled to chatting with friend name as seen in the figure below. Also, the friend receiving the chat will get a notification that a new chat session has started. Then the two friends can chat with each other until one or both log out.

The chat feature is a little more complex than others as it requires a combination of JavaScript and JQuery to work. When a user clicks on a friend name to begin a chat, a chat request is sent to the database. On every page there is a JQuery function that queries the server for any new chat requests once a second. It needs to be JQuery, so the client can request for the server to run a check and return any relevant information. If it was pure PHP, the page would never load completely, because the page cannot finish loading until the server is done all preprocessing. The JavaScript portion of JQuery allows the client to ask the server to do more processing after the page has been loaded.[3] If there is a new chat request, a pop under is generated, notifying the receiver of the new chat that is starting or a new pending chat if the user is in another chat. When a user send a message, another JQuery function is called, to alert the server that it needs to update the chat session with a new message. At the same time, another JQuery function is running to ask the server once a second if the chat session has been updated. Overall, it is a lot of the client asking the server to send over any changes that exist.

- Messaging

Unlike with chatting, users can send a message to any other user. For user A to send a message to user B, he/she simply goes to the message center tab and clicks compose message. He then fills out the form as shown in the figure below with the email of the recipient, the message title, and the message content. The new message will then be in User B's inbox in the message center.

Messaging is implemented by storing a record of the message in the server. First a message object is constructed that takes in the to and from accounts, the message body, and the date it was sent. The message body is retrieved from a user submitted form, the from account is retrieved from the user session, and the receiver account is retrieved from the recipient email address. The receiver account is validated, to ensure the sender didn't try to send a message to a non-existent receiver. Finally, the new message is stored in the server. Retrieving messages sent to the user is a simple method of querying the server for any messages that have been sent to the user, and this is done by checking the receiver id of each message against the account id of the user. Any matches are returned to the inbox of the user as shown in the figure below.

- Events

In addition to messaging your friends, social networking sites are a great place to alert your friends of important upcoming events. For example, if a user is throwing a birthday party, he/she could create an event an invite friends he/she wants to attend or simply make it a public for anyone. The process of creating an event is as simple as filling out a form which looks like this.

After filling out the form, the user will be brought to the standard confirmation page. He/she can then view the new event by clicking on the Events tab and clicking on the new event. If the user wishes to edit some information about the event, he/she can click on the edit link next to the event where a similar form to creating an event will be displayed with all the fields populated with the current event information.

Storing the event is a fairly straightforward process. Once the form data is submitted, a new Event object is created storing the Account that created the event as well as all the information sent along with the form. That new event is then sent to the server, which creates a database query and stores the fields of the event object into equivalent fields of the event database table. Retrieving events is also a fairly straightforward process. A MySQL query is called to pull the contents of the event into an array, and that array is used to instantiate a new working copy of the event in an Event object.

- Media Uploading

As people use their social networking account, they will want to be able to upload funny or interesting images, video, music, etc., to share with their friends. The media upload section will be located at the media tab, where users are able to specify a file to upload as well as provide a short description of the file to be uploaded. In order to prevent users from uploading potentially malicious files such as executables, only certain file extensions are supported. These allowed extensions cover popular image extensions such as png, jpg, gif, and bitmap, video extensions wmv and avi, audio extensions mp3, wma, and wav, and some document files including txt, rtf, doc, and pdf.

The inner workings of this uploading process are surprisingly simple, since the HTTP server takes care of requesting the file from the client automatically. After the user clicks upload, the file is sent to the server and stored in a temporary location. Through PHP all information about these temporary files can be accessed through the $ FILES variable. The temporary location is stored in that variable and can be used to pull the file name and file extension.[1] That extension is then checked against an array of allowed extensions. If the extension is in the list, the file is then moved to a permanent location in the media folder under a subfolder for the user's account. If the extension is not on the list, it is left in the temporary folder where it will be automatically deleted by the server once the php script completes.

- Other features

All the other features, such as the wall pages, and notes are fairly similar. Their main purpose is to add additional places to have places for additional content. All are created using similar methods, and are stored similarly but are used for different purposes.

1. Wall

The wall is a place where the account owner can express his current feeling or thoughts with a wall status. Other users can add their thoughts by creating wall posts that show up below the status. It is basically a way for many users to communicate publicly or simply leave their thoughts about each other

2. Notes

Notes are very similar to wall posts with one major exception. Unlike wall posts which can be created by anyone, only the account owner can create notes. It's main purpose if for the account owner to create reminders for him/herself, or create announcements for any other users to see.

Non-Functional Specification

- Secure access of confidential data by user name and password. This application is secure for every kind of its users, because if any user logout from any session then nobody will be able to access his profile without knowing his confidential password.
- 24 X 7 availability
- Better component design to get better performance at peak time.
- The database used here is robust, reliable & fast. So users will have to wait for the output very short time.
- This application can be accessed from any type of platform.
- There is no case of redundancy in the database so it will not take extra memory space.
- Username & password are sent to the users via email after registration.
- Password recovery system is also provided in case of forgetting the password.

Software Tools Specification

- ## MySQL

MySQL is a popular choice of database for use in web applications, and is a central component of the widely used WAMP open source web application software stack (and other 'AMP' stacks). WAMP is an acronym for "Linux, Apache, MySQL, Perl/PHP/Python." Free-software-open source projects that require a full-featured database management system often use MySQL.

MySQL can be built and installed manually from source code, but this can be tedious so it is more commonly installed from a binary package unless special customizations are required. On most Linux distributions the package management system can download and install MySQL with minimal effort, though further configuration is often required to adjust security and optimization settings.

Though MySQL began as a low-end alternative to more powerful proprietary databases, it has gradually evolved to support higher-scale needs as well. It is still most commonly used in small to medium scale single-server deployments, either as a component in a WAMP-based web application or as a standalone database server. Much of MySQL's appeal originates in its relative simplicity and ease of use, which is enabled by an ecosystem of open source tools such as phpMyAdmin. In the medium range, MySQL can be scaled by deploying it on more powerful hardware, such as a multi-processor server with gigabytes of memory.

There are however limits to how far performance can scale on a single server ('scaling up'), so on larger scales, multi-server MySQL ('scaling out') deployments are required to provide improved performance and reliability. A typical high-end configuration can include a powerful master database which handles data write operations and is replicated to multiple slaves that handle all read operations. The master server synchronizes continually with its slaves so in the event of failure a slave can be promoted

to become the new master, minimizing downtime. Further improvements in performance can be achieved by caching the results from database queries in memory using memcached, or breaking down a database into smaller chunks called shards which can be spread across a number of distributed server clusters.

- **Language: PHP**

PHP is a scripting language designed to fill the gap between SSI (Server Side Includes) and Perl, intended for the web environment. Its principal application is the implementation of web pages having dynamic content. PHP has gained quite a following in recent times, and it is one of the frontrunners in the Open Source software movement. Its popularity derives from its C-like syntax, and its simplicity. PHP is currently divided into two major versions: PHP 4 and PHP 5, although PHP 4 is deprecated and is no longer developed or supplied with critical bug fixes. PHP 6 is currently under development. PHP was designed by Rasmus Lerdorf to display his resume online and to collect data from his visitors.

PHP allows a static webpage to become dynamic. "PHP" is an acronym that stands for "PHP: Hypertext Preprocessor". The word "Preprocessor" means that PHP makes changes before the HTML page is created. This enables developers to create powerful applications which can publish a blog, remotely control hardware, or run a powerful website such as Wikipedia or Wikibooks. Of course, to accomplish something such as this, you need a database application such as MySQL.

PHP code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a interface capability and can be used in standalone graphical applications.

The PHP language was originally implemented as an interpreter, and this is still the most popular implementation. Several compilers have been developed which decouple the PHP language from the interpreter. Advantages of compilation include better execution speed, static analysis, and improved interoperability with code written in other languages.

PHP includes free and open source libraries with the core build. PHP is a fundamentally Internet-aware system with modules built in for accessing File Transfer Protocol (FTP) servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL, Microsoft SQL Server and SQLite, LDAP servers, and others. Many functions familiar to C programmers such as those in the studio family are available in the standard PHP build.

Why PHP?

PHP is very easy to learn, compare to the other ways to achieve similar functionality. It comprises of syntax of c, c++, java and Perl script which are easily adaptable. Unlike, JSP or C based CGI; PHP doesn't require gaining deep understanding of a major programming language.

PHP has a syntax that is quite easy to parse and human friendly.

Over the past years, the internet has gone from the preserve of academics to the cutting edge of business. A large part of this has been driven the growth of the web, with its graphical browser and high media profile. The change from static HTML pages to dynamic, user interactive presentations has been achieved largely by the introduction of scripting technologies.

Working with the usual markup language of a web page, scripting language enable clients to demand specific information from their servers, in turn to receive important user input in order to process and display data on demand.

In the forefront of this advancement has been the open source community, dedicated in providing web based solutions purely for the love of the technology itself. Open source is not about free software, but it is about, as the name suggest, being open about the source of the code.

Having free access to the source means that authors are forced to keep to standards. If these are not maintained, deviation is labeled a bug, and if the author doesn't fix it, someone else will. Large numbers of independent programmers being able to understand what a program does, and ensuring that standards are maintained, prevents the author from being able to exploit the user, as happens in the commercial software world.

The World Wide Web has changed very fast in so many ways. It was wondrous to read some text wherever in the world with just a simple program and what is more information in the document could magically transport you to another one with related information.

A modern website is not just a web server, it is also includes a way of storing data querying a way of processing the requests from the user and creating documents with the appropriate information. Many are the options open to the web developer, but not all of them as open and general as others. We should not only consider the immediate task at hand of crating a site dynamic content, we need to be sure that we can still be provided the said content independently of the changes in hardware or software technology

- ## Back End: PHP MyAdmin

PHPMyAdmin is a free software tool written in PHP, intended to handle the administration of MySQL over the Web. PhpMyAdmin supports a wide range of operations on MySQL, Maria DB and Drizzle. Frequently used operations (managing databases, tables, columns, relations, indexes, users, permissions, etc.) can be performed via the user interface, while you still have the ability to directly execute any SQL statement.

Features provided by the program include:

1. Web interface
2. MySQL database management
3. Import data from CSV and SQL

4. Export data to various formats: CSV, SQL, XML, PDF (via the TCPDF library), ISO/IEC 26300 - Open Document Text and Spreadsheet, Word, Excel, LaTeX and others
5. Administering multiple servers
6. Creating PDF graphics of the database layout
7. Creating complex queries using Query-by-Example (QBE)
8. Searching globally in a database or a subset of it
9. Transforming stored data into any format using a set of predefined functions, like displaying BLOB-data as image or download-link
10. Live charts to monitor MySQL server activity like connections, processes, CPU/Memory usage, etc.

About AJAX

- ## What is AJAX?

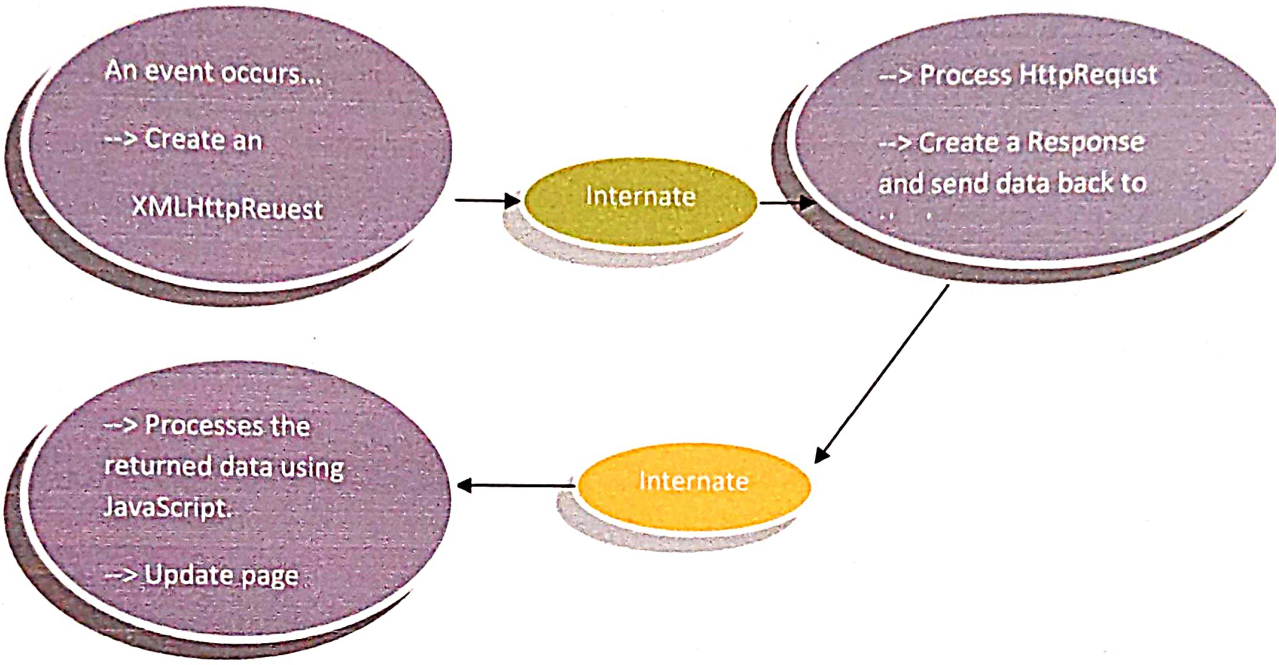
AJAX stands for Asynchronous JavaScript and XML.

AJAX is a technique for creating fast and dynamic pages that are flicker-free (doesn't require the whole page refreshing)

AJAX allows web pages to be updated asynchronously by exchanging small amounts of data with the server behind the scenes. This means that it is possible to update parts of a web page, without reloading the whole page.

Examples of application using AJAX: Google Maps, Gmail, YouTube and most familiar Facebook also.

- **How AJAX works?**



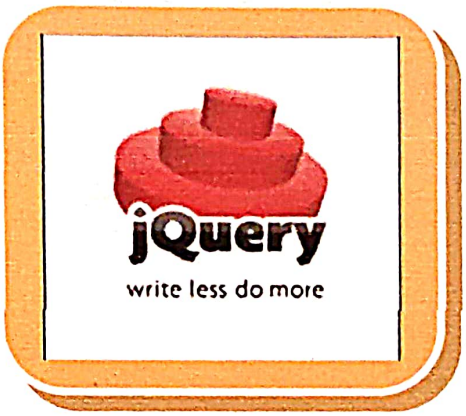
- **AJAX is based on Internate Standards**

AJAX is based on internet standards, and uses combinations of :

- XMLHttpReuest object (to exchange data asynchronously with a server)
- JavaScript/DOM (to display/interact with the information)
- CSS (to style the data)
- XML (often used as the format for transferring data)
- AJAX applications are browsers and platform-independent.

2.5 About jQuery

JQuery is a relatively small library that is based on a few very simple and intuitive principles. This library strikes the right balance between size, feature set and ease of use.



- **How jQuery Works?**

```
<head>
<script type="text/javascript" src="jquery.js"></script>

<script type="text/javascript">
$(document).ready(function(){

    $(".button").click(function(){
        $("#panel").slideDown("slow");
    });

});
</script>
</head>
```

Include the jquery file

The "ready event" (Binds a function to be executed whenever the DOM is ready)

This part can be written in an external .js file.

Where do you want to bind the function?
It can be CSS class, ID, Selectors (ie. DIV, H1, A, P, LI...)

This function will be triggered when an element with class="button" is clicked

What would like to do with #panel?
In this case, slide it down with "slow" speed.

Where do you want to apply this function?
In this case, it is the element with id="panel"

$("#panel") The quotation marks can be either single or double.
ie. ('.class') or ('.class')

• Key features of jQuery

jQuery is a tool worth checking out. There's quite a bit of functionality provided in jQuery but here's is a list of what we think are the key features:

➢ DOM Element Selectors

JQuery selectors allow you to select DOM elements so that you can apply functionality with that particular element. It can be either ID or Class of an element. JQuery uses CSS 3.0 syntax to select single or multiple elements in a document.

➢ The JQuery Object: The Wrapped Set

Selectors result in a jQuery object that is known as Wrapped set, which is an array like structure that contains each of the selected DOM elements. You can iterate over the wrapped set like an array or access individual elements via the indexer ($(selector). More importantly though you can also apply JQuery functions against all the selected elements.

2.7 Hardware Requirements

Processor	:	Intel Pentium IV 2.0 GHz and above
RAM	:	512 MB and above
Hard disk	:	80GB and above
Monitor	:	CRT or LCD monitor
Keyboard	:	Normal or Multimedia
Mouse	:	Compatible mouse

2.8 Software Requirements

Front End	:	WAMP
Language	:	PHP
Back End	:	PHP MyAdmin
Operation System	:	Windows XP or above
Browser	:	Mozilla Firefox ,chrome ,Opera

HD faceback

3 Design Specifications

3.1 Modular Design

The application comprises the following major modules:

Register to be a member Module

This module provides functionalities for those people who wants to open an account. Applicants can post their views with personal and professional details. They can also update the profile as frequently as required. The member can also browse through the friends profile available. Members can also get message alerts when their friends message them.

Profile Module

This module provides functionalities related to members profile. Logged users can see their details and if they wish to change any of their information they can edit it.

Admin Module

This module provides administrator related functionalities. Administrator manages entire application and maintains the profiles of all the registered users and their activities and View Repots.

3.2 System Design

3.2.1 Waterfall Model

We have followed the waterfall model for our system, which have a series of phase each of which itself contained 'mini' project with defined and products.

The waterfall model, sometimes called the classic life. It suggests a systematic, sequential approach to software development that begins with customer specification or requirements and progress to planning, modeling, construction and deployment of completed software.

Different Phases of it are:

1. Requirement Analysis: -

The requirement gathering process is mainly focused on software to understand the nature of the program to be built. The software engineer or analyst must understand the information domain for the software as well as required function behavior and performance as well as interface for the software requirement for both the system and the software are documented and review with the customer.

2. Design: -

Software design is actually a multi step process that focuses on four distinct attributes of a program i.e. data structure, software architecture, information representation of the software that can be for quality before coding begins like requirements. The design is documented and becomes part of the software configurations.

3. Coding: -

In coding actually we are generating the code. In this face the design must be translated into a machine readable form. In coding face we are generating a program code from design document. If design face is perform in a detail manner then a code generation can be easily made.

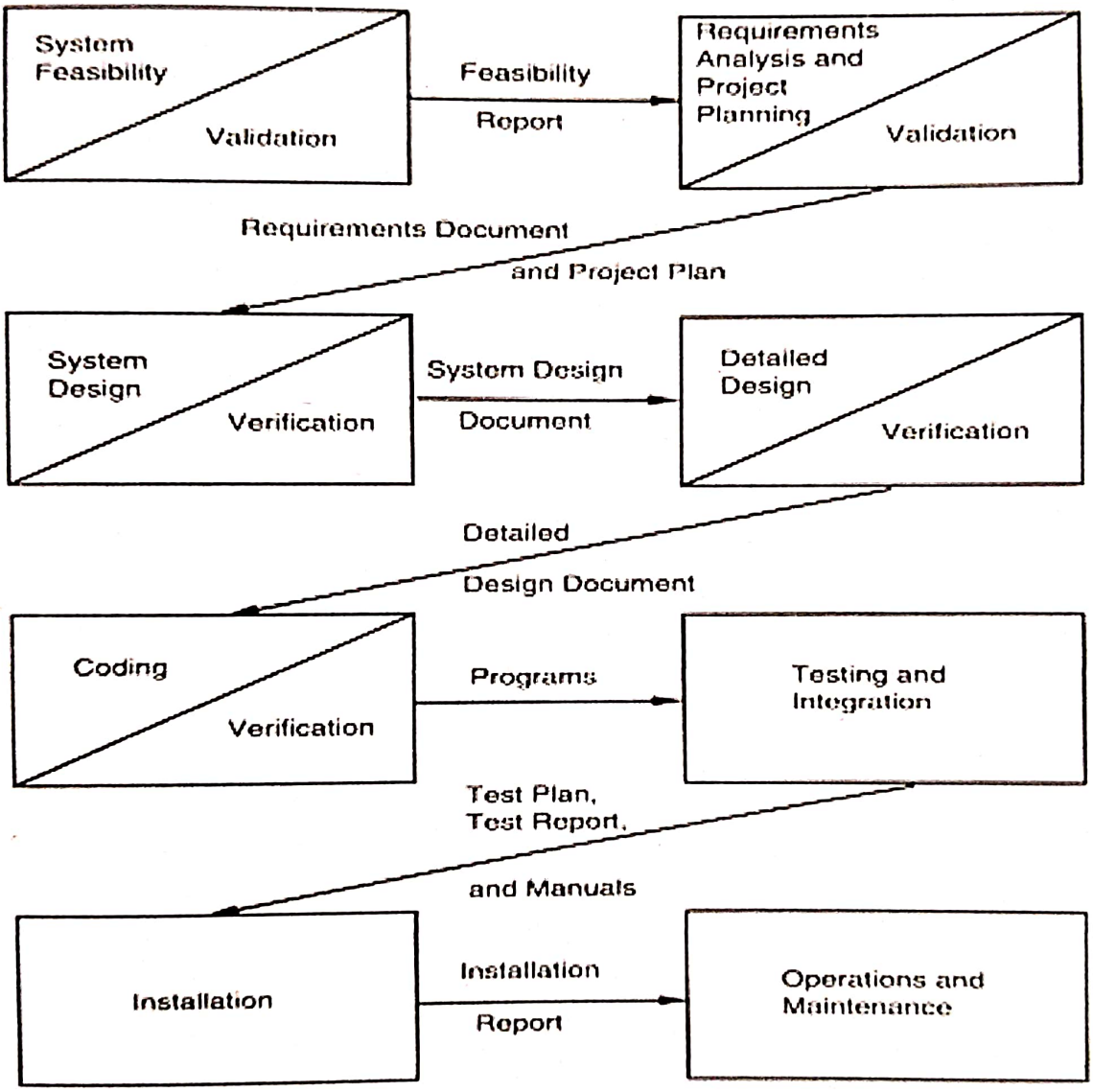
4. Testing: -

Ones program code has been generated program testing begins the testing process focuses on the logical internals of the software. This ensure that all statements have been tested and on the functional externals means conducting test to uncover error and ensure that define input will produce actual results that agree with required result.

5. Support: -

After delivering software to the customer changes may be possible if some errors encounters or any changes in operating system or any external environment.

- **Waterfall Model Diagram**



3.2.1 Data Flow Diagrams

Data flow diagrams model the flow of data into, through, and out of an information system:

• show the processes that change or transform data

• show the movement of data between processes

• represent a system as a network of processes which transform data flowing between them

The user screen flow shows what a user of the community will see. After successfully logging on, the user will be given various links (such as search users, search boards, view mail, etc.), and be able to select options from there, or go back to their home.

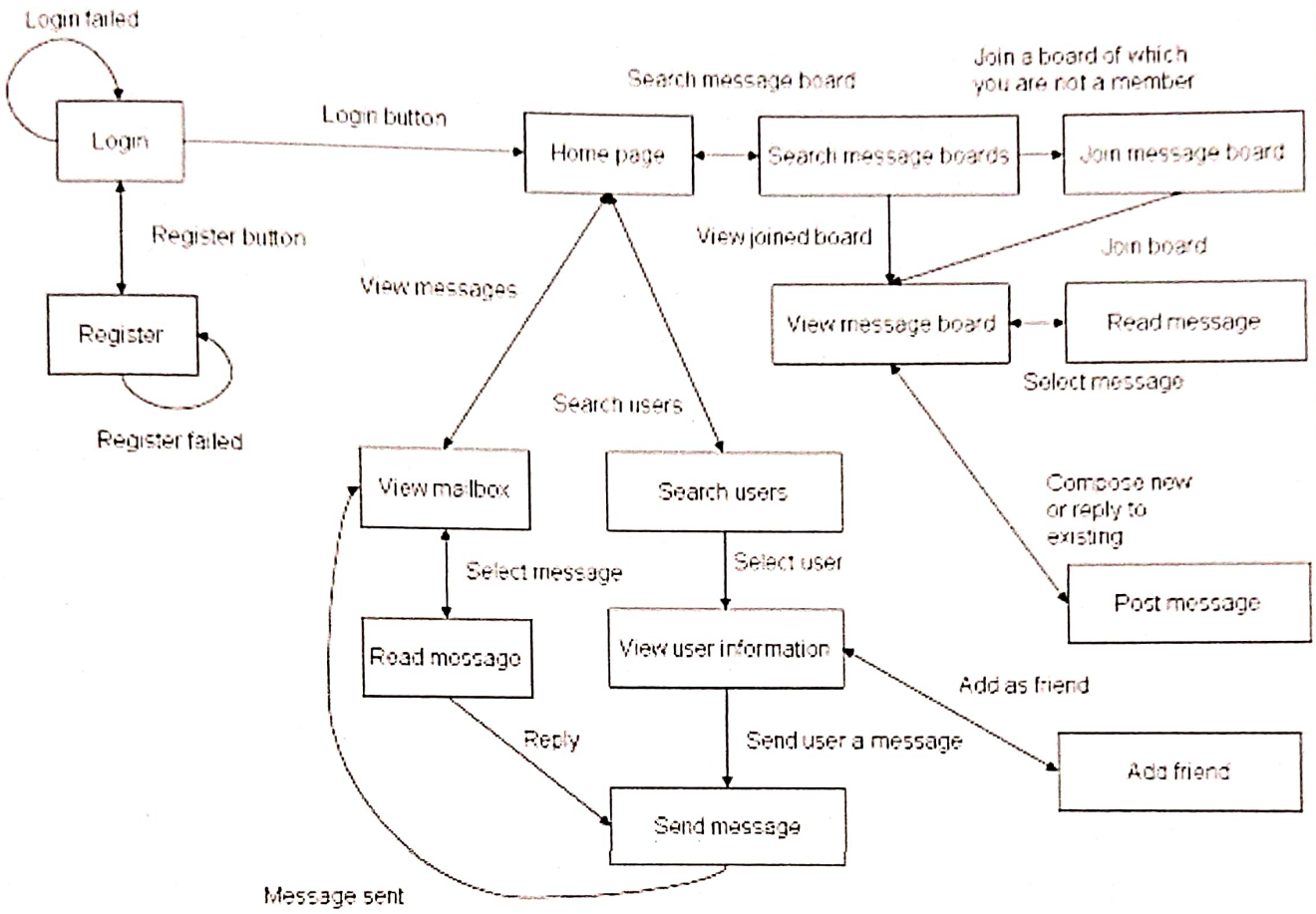


Figure 3.1 Client Screen Flow Demo

Use case diagrams.

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Web site. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems.

System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service-oriented task. For example,

use cases in a product sales environment would include item ordering, catalog updating, payment processing, and customer relations. A use case diagram contains four components. The boundary, which defines the system of interest in relation to the world around it.

- The actors, usually individuals involved with the system defined according to their roles.
- The use cases, which are the specific roles played by the actors within and around the system.
- The relationships between and among the actors and the use cases.

- **Login/Registration**

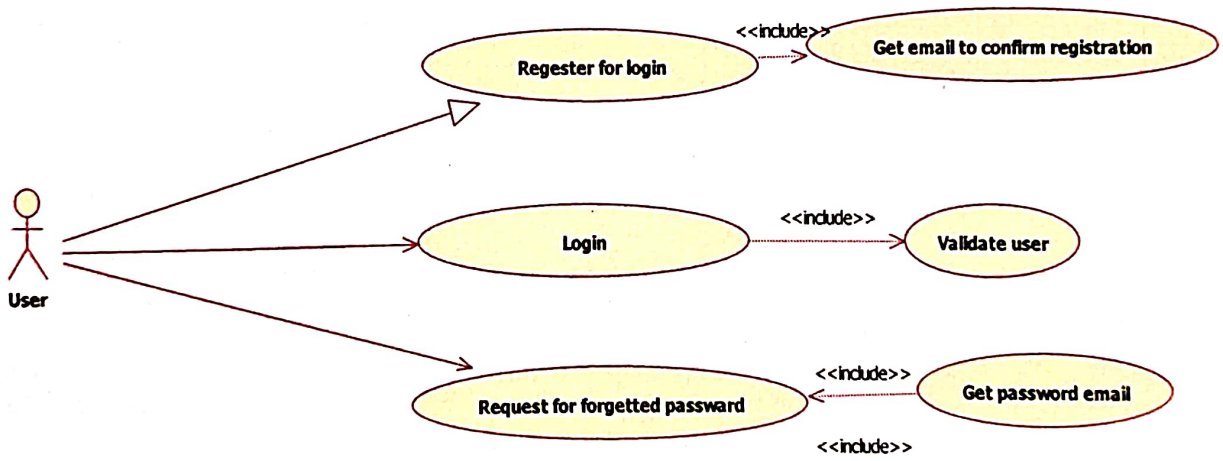


Fig 3.2 Login/Registration Demo

Home Page

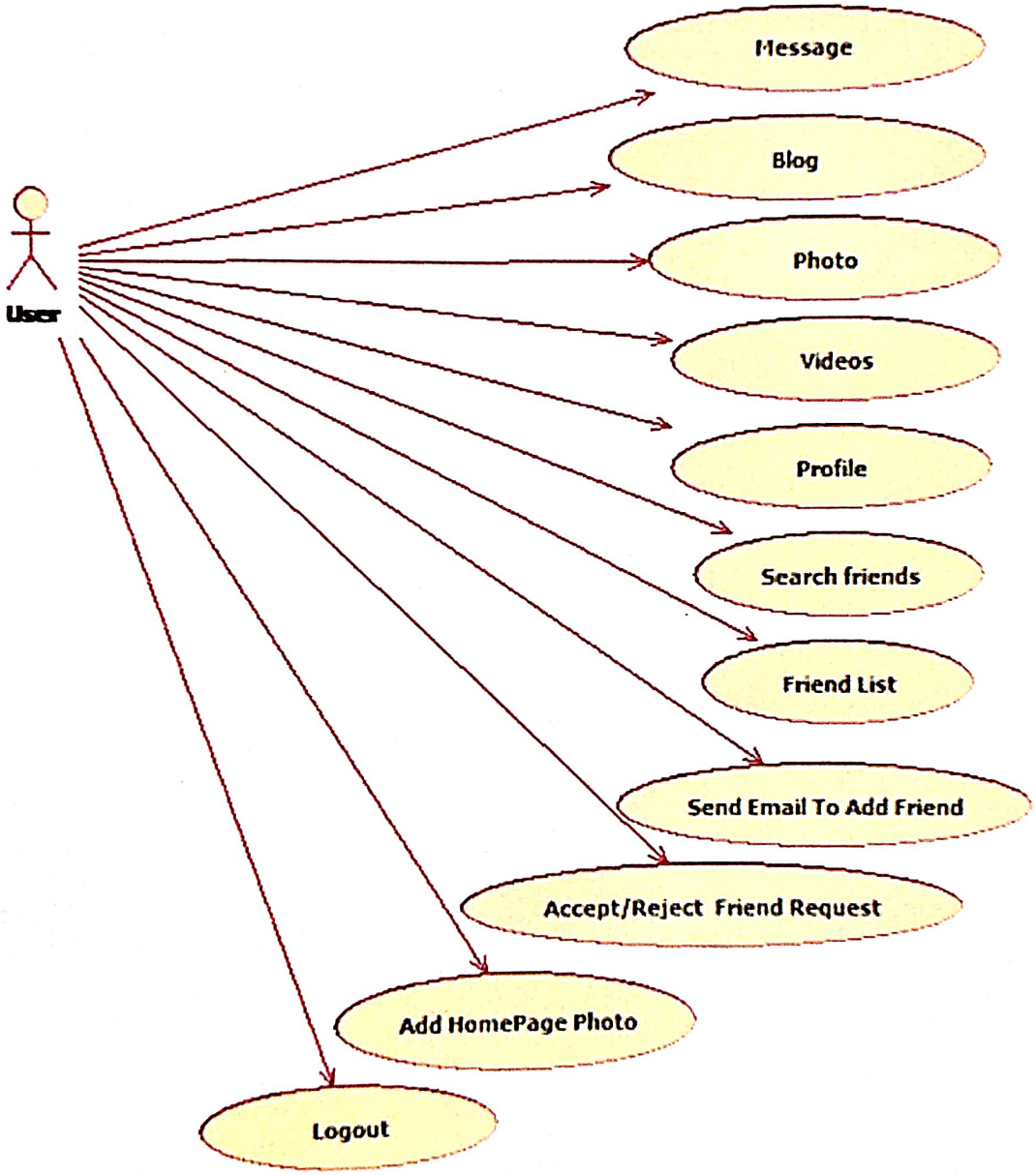


Fig 3.3 homepage Demo

- **Wall Page**

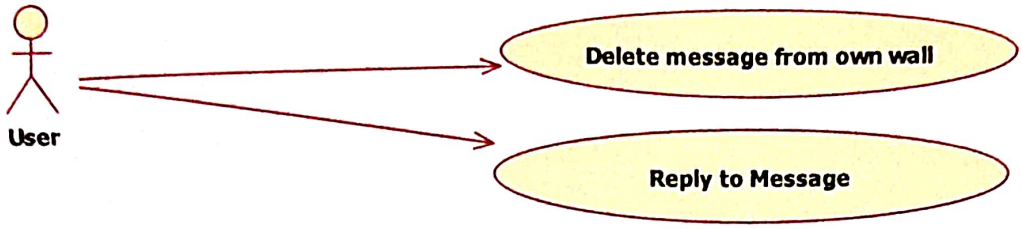


Fig 3.4 Wall page Demo

- **Blog Page**

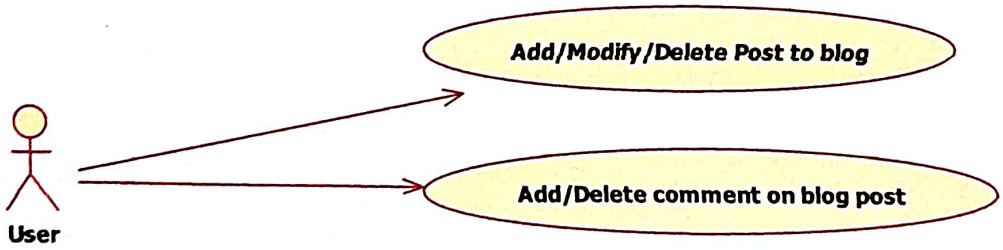


Fig 3.5 Blog page Demo

- **Profile Page**

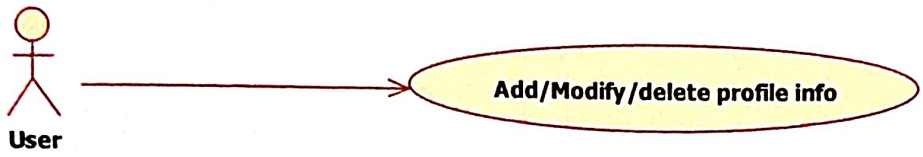


Fig 3.6 Profile page Demo

- **Search Friend Page**

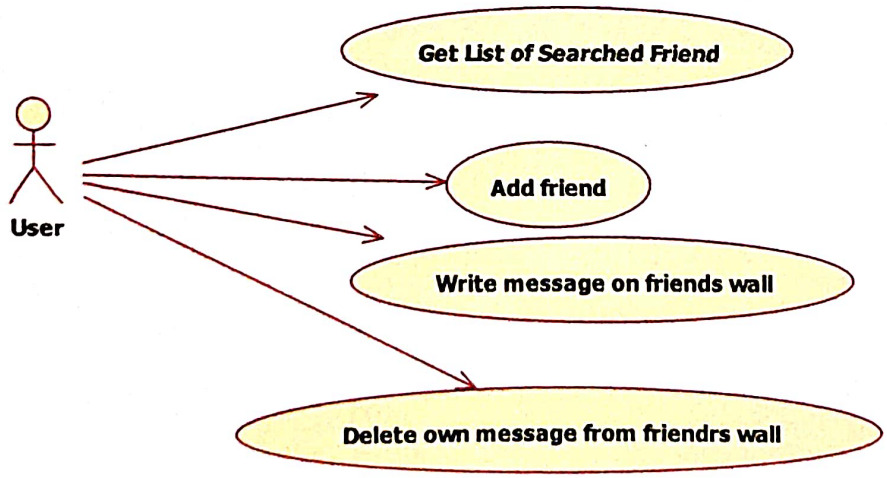


Fig 3.7 Search friend page Demo

- **Friend List Page**

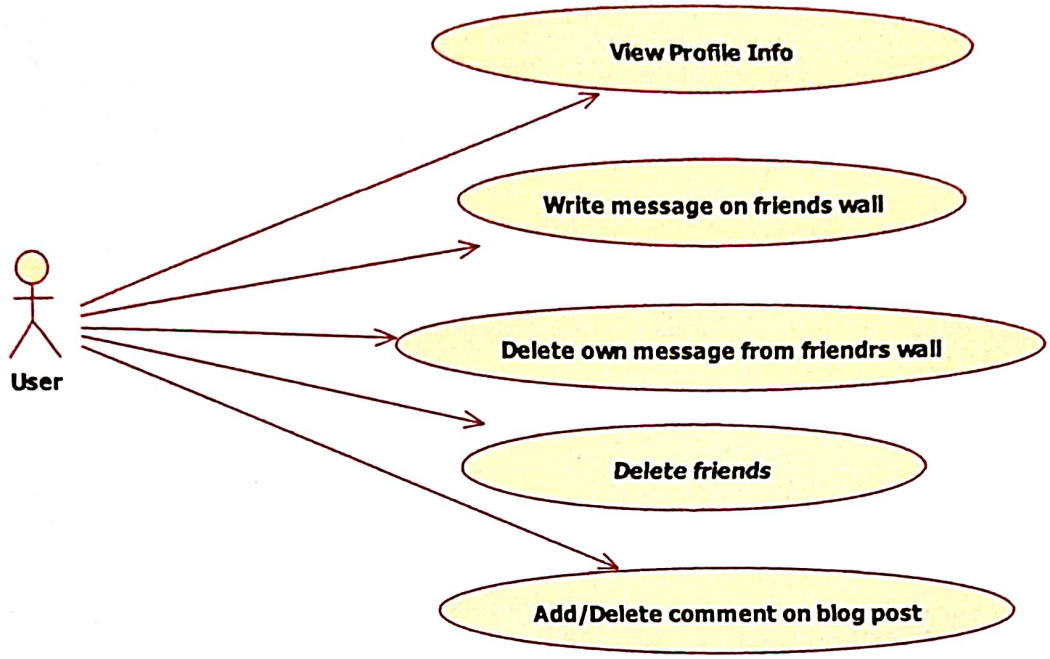


Fig 3.8 Friend List Page Demo

- **Photo Page**

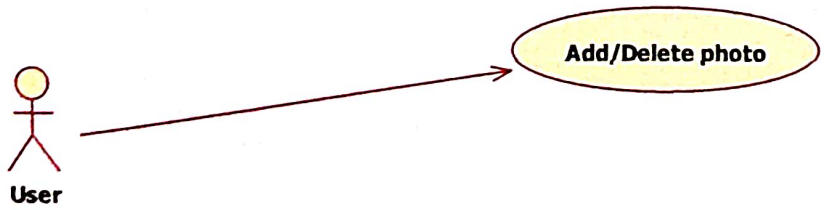
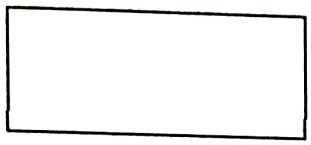


Fig 3.9 Photo page Demo

Symbols of Data Flow Diagram

1. A source/Destination

Symbol:



A square defines a source or destination of the system data.

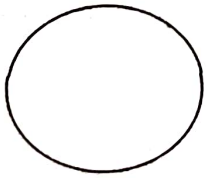
2. A data flow

Symbol:

An arrow indicates data flow that is data information. It is pipeline through which information flows.

3. Process

Symbol:



A circle represents a process that transforms data flows into outgoing data flows.

4. A data Source (tables)

Symbol:

It indicates the data table or data source

Context Diagram

The highest level data flow diagram is the context diagram.

- The context diagram shows the interaction of the system with its environment in terms of data flows
- The context diagram defines the boundary of the system (the scope of the system)
- Only the data flows which leave the system and the data flows which come from outside the system are shown.

0 Level DFD:

A level 0 DFD, also called a fundamental system model or context diagram represents the entire software element as a single bubble with input and output data indicated by incoming and outgoing arrows, respectively.

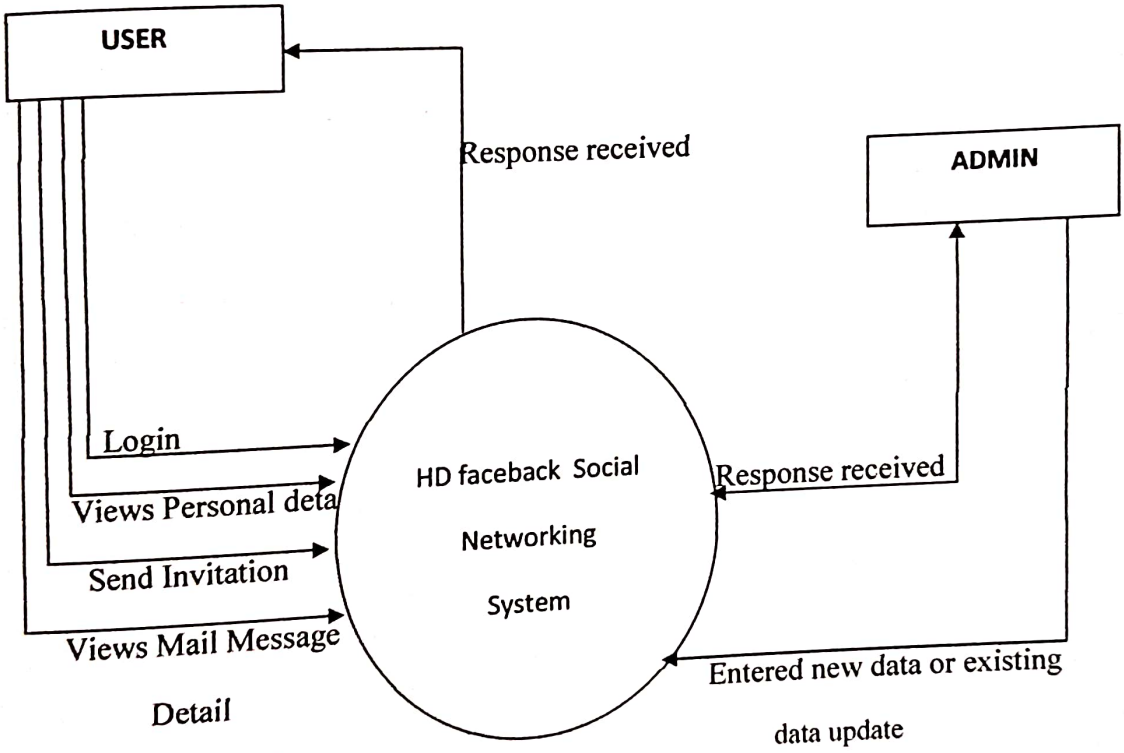


Fig 3.10 0 level DFD

1 Level DFD:

This level of DFD provide more detailed structure. It provides a detailed view of requirements and flow of data from 1 bubble to another.

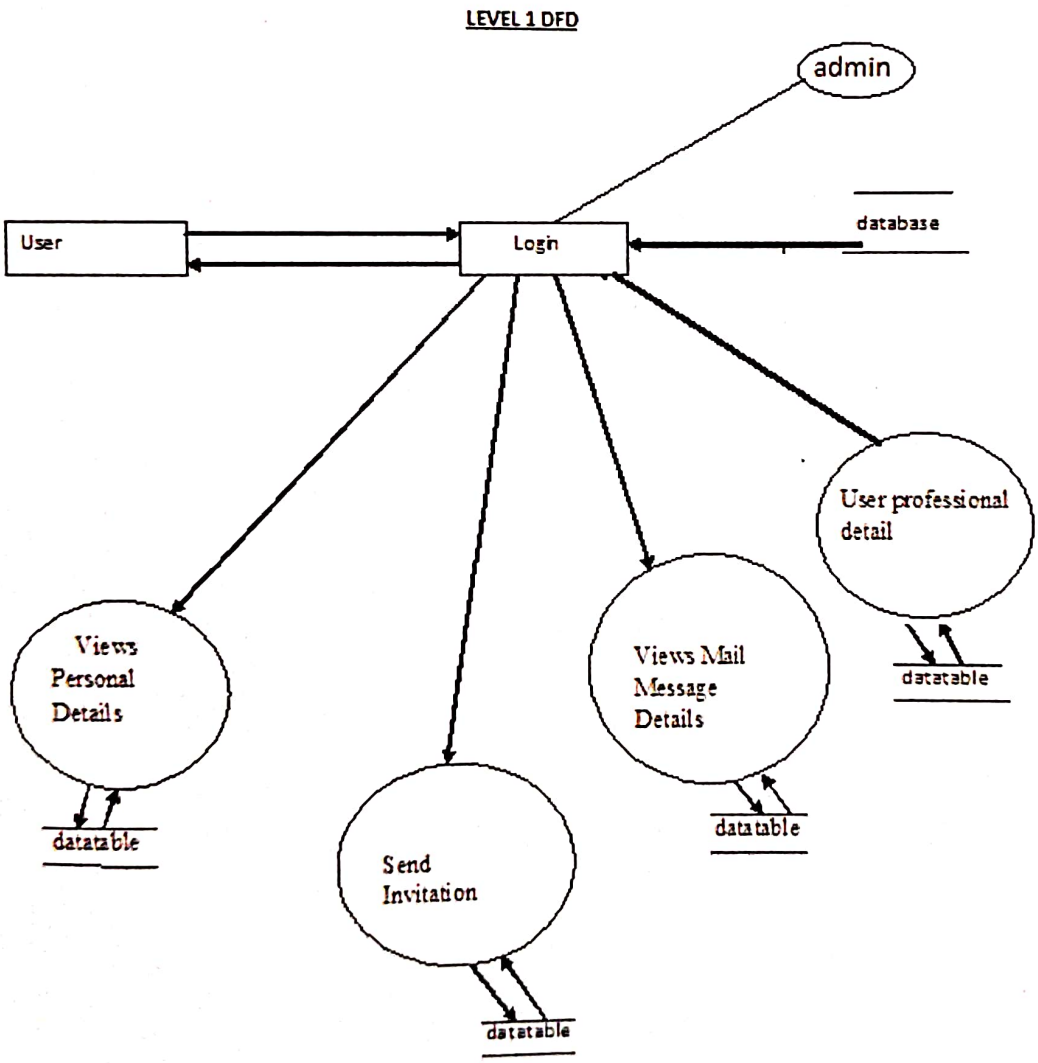
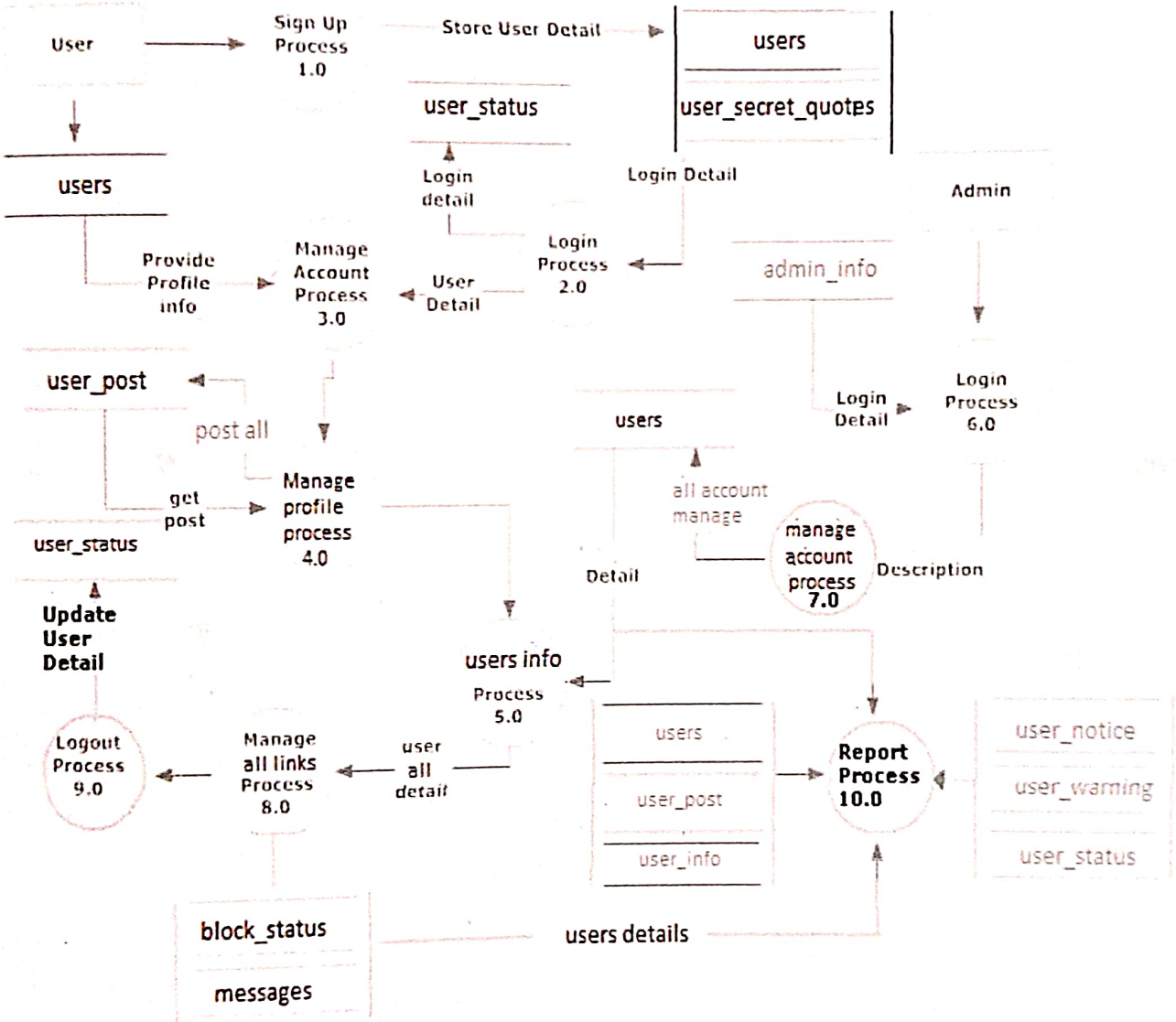


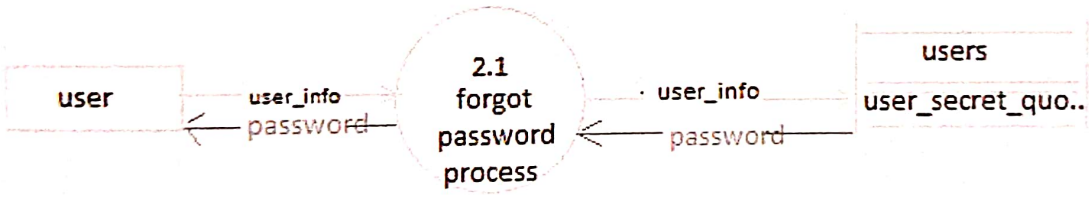
Fig 3.11 1 level DFD

1 Level DFD:

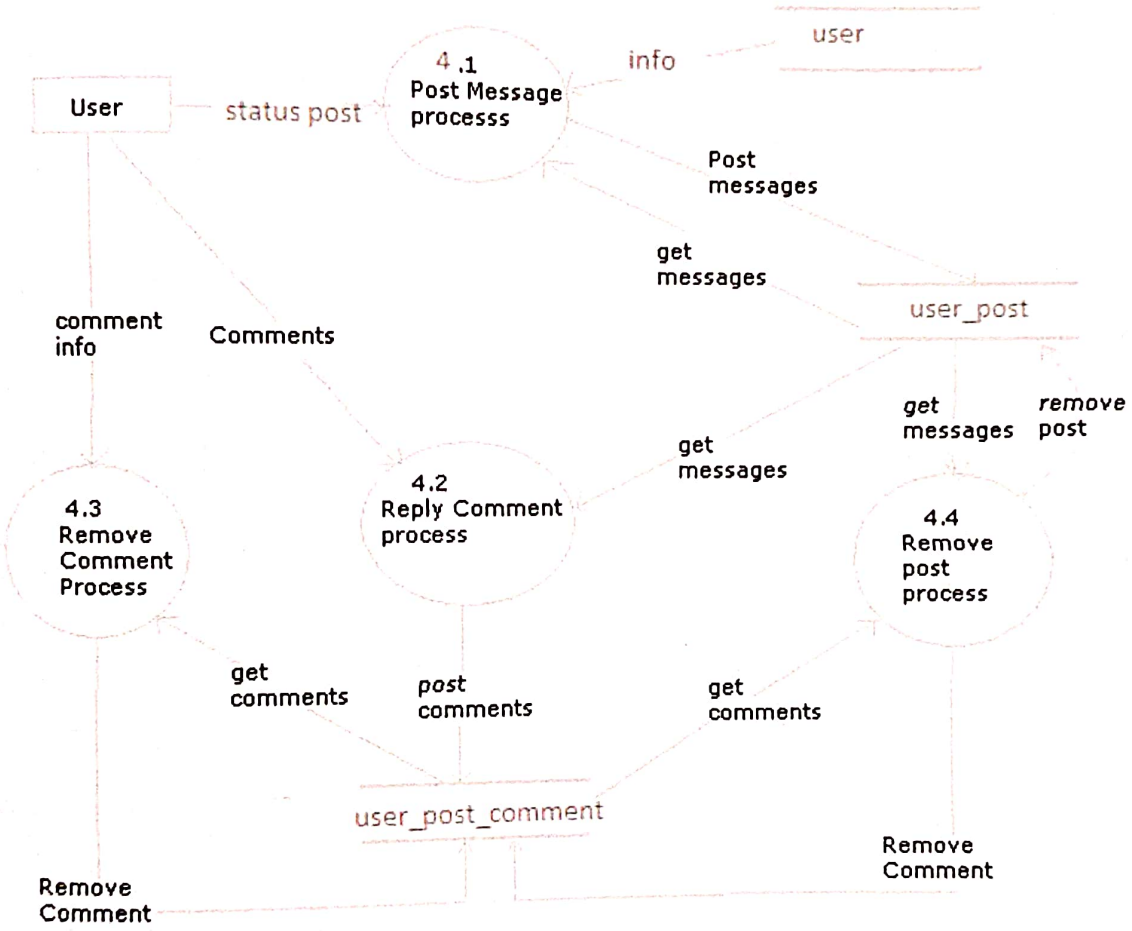

User
Sign Up Process 1.0
Store User Detail
users
user_secret_quotes
user_status
users
Login detail
Login Detail
Admin
Provide Profile info
Manage Account Process 3.0
User Detail
Login Process 2.0
admin_info
user_post
post all
users
Login Detail
Login Process 6.0
get post
Manage profile process 4.0
all account manage
manage account process 7.0
Description
user_status
Detail
Update User Detail
users info
Process 5.0
Logout Process 9.0
Manage all links Process 8.0
user all detail
users
user_post
user_info
Report Process 10.0
user_notice
user_warning
user_status
block_status
messages
users details

Second Level DFD

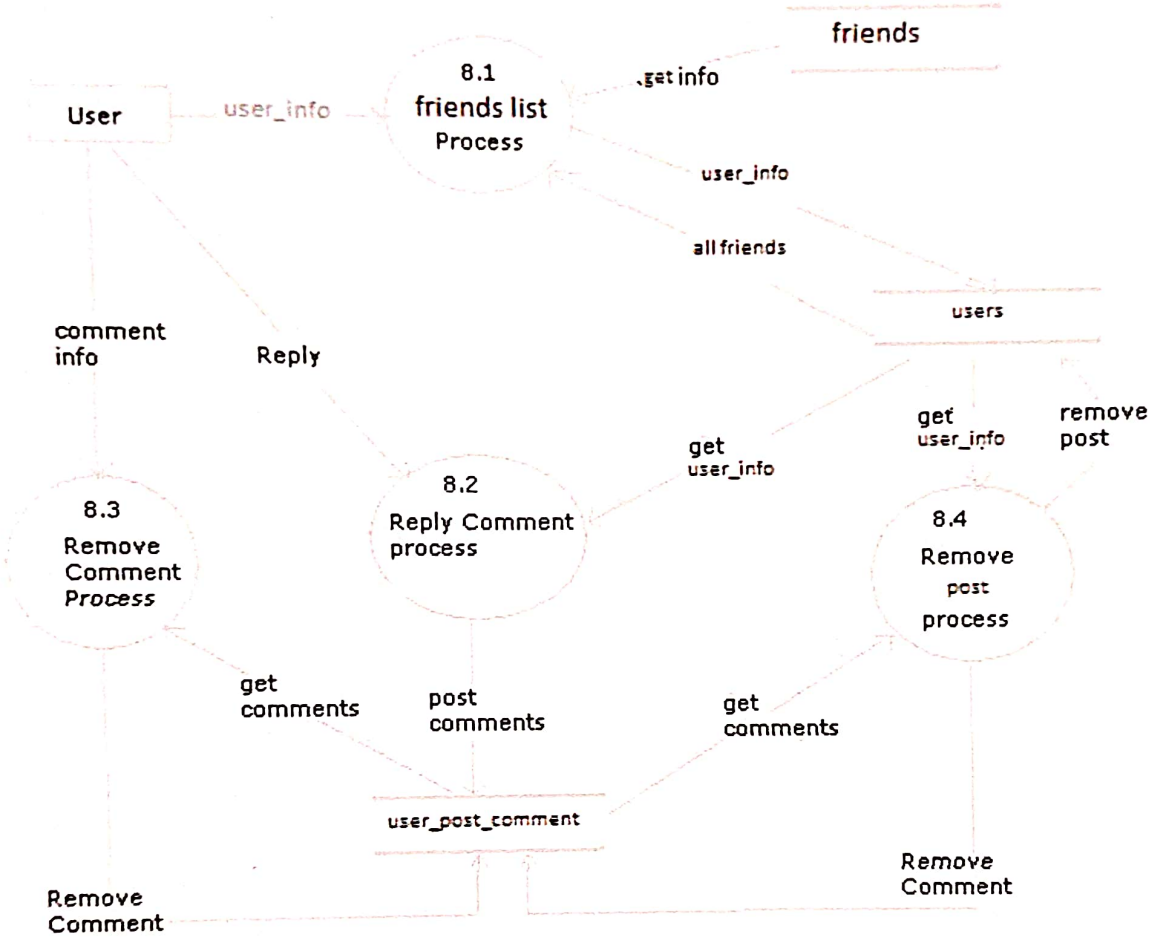
2.0 Login Process



4.0 Manage Profile Process



8.0 Manage home Process



3.2.3 ENTITY RELATIONSHIP DIAGRAM

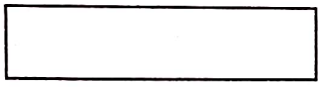
ER Diagram

E-R Diagram stands for Entity-Relationship diagram. It is a graphical representation of the overall logical structure of the database. It shows the relationship between different entities that how they relate with each other.

Such a diagram consists of following components.

1. Rectangle

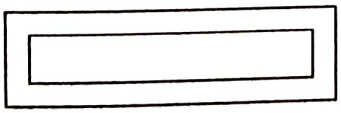
   Symbol:



Represents entity set.

2. Double Rectangle

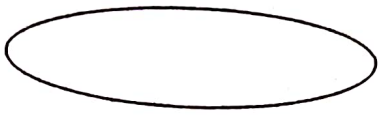
   Symbol:



Represents weak entity set.

3. Eclipse

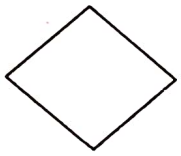
Symbol:



Represents attributes of the entity set.

4. Diamond

Symbol:



This represents relationship set.

The entity relationship model is a high level data model. It is based on a perception of a real world that consists of a collection of basic objects, called entities, and of relationship among these objects. It was developed to facilitate database design by allowing specification of an enterprise schema, which represent the overall logical structure of a database.

Entity: An entity is an object that has its existence in the real world. It includes all those "things" about which data is collected. An entity may be a tangible object such as a student, a place or a part. It may also be non-tangible such as an event, a job title or a customer account. For example, if we say that a customer buys goods, it means customer and goods are entities.

Diagrammatically, entities are represented in rectangles.

An Entity Set: It is a set of entities of the same type that share the same properties, or attributes. The set of all persons who are customers at a given bank, example, can be defined as the entity set customer.

Attributes: Attributes are units that describe the characteristics or properties of entities. In a database, entities are represented by tables and attributes by columns. For example, a customer entity might have numerous attributes such as code, name and addresses. Similarly, the goods entity may have attributes like code and price. They are drawn in elliptical shapes along with the entity rectangles.

The entity relationship diagram of mailing system is drawn on the next page:

ENTITY RELATIONSHIP DIAGRAM

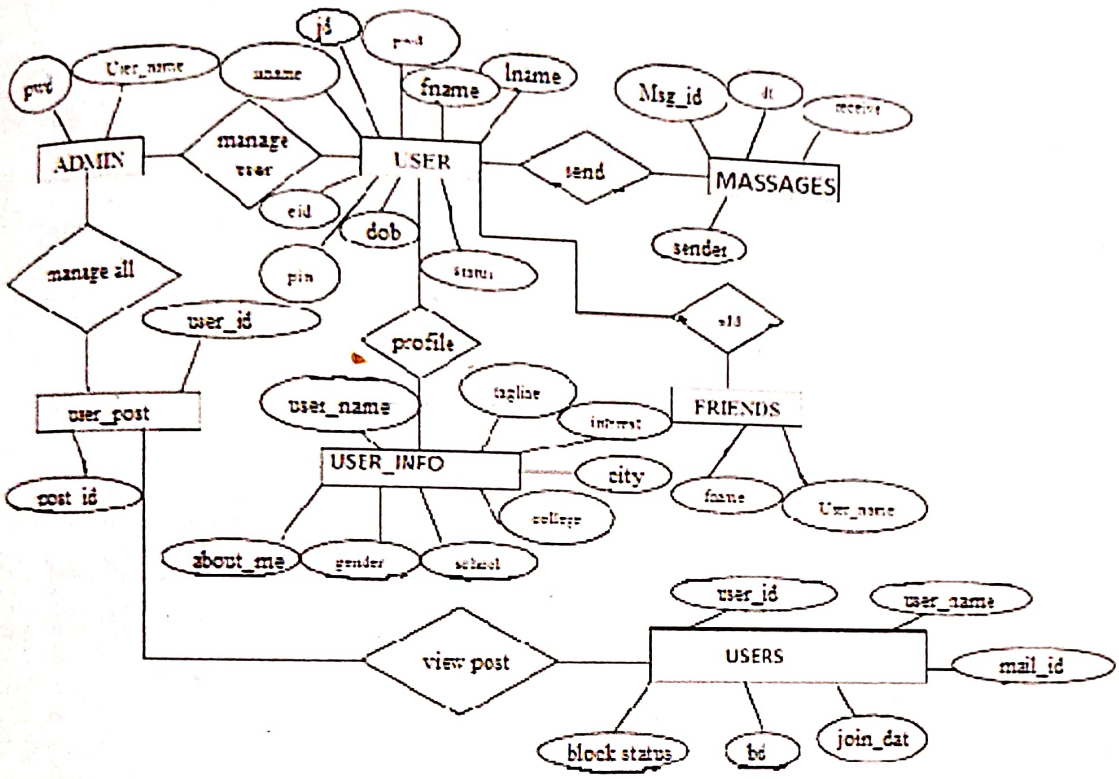


Fig 3.12 ERD

3.2.4 Database

Data base is used to store the relevant information of the individuals. A database is a collection of rows and columns in which rows indicates the tuple and column indicates the domain of table. Database design is the process of producing a detailed data model of a database. This logical data model contains all the needed logical and physical design choices and physical storage parameters. Need to generate a design in a data definition language, which can then be used to create a database. A fully attributed data model

contains detailed attributes for each entity. The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of the logical design of the relation of the base data structures used to store the data. In the relational model these are the classes and named relationships. However, the term database design could also be used to apply to overall process of designing, not just the base data structure, but also the forms and queries used as part of the overall database application within the database management system (DBMS).

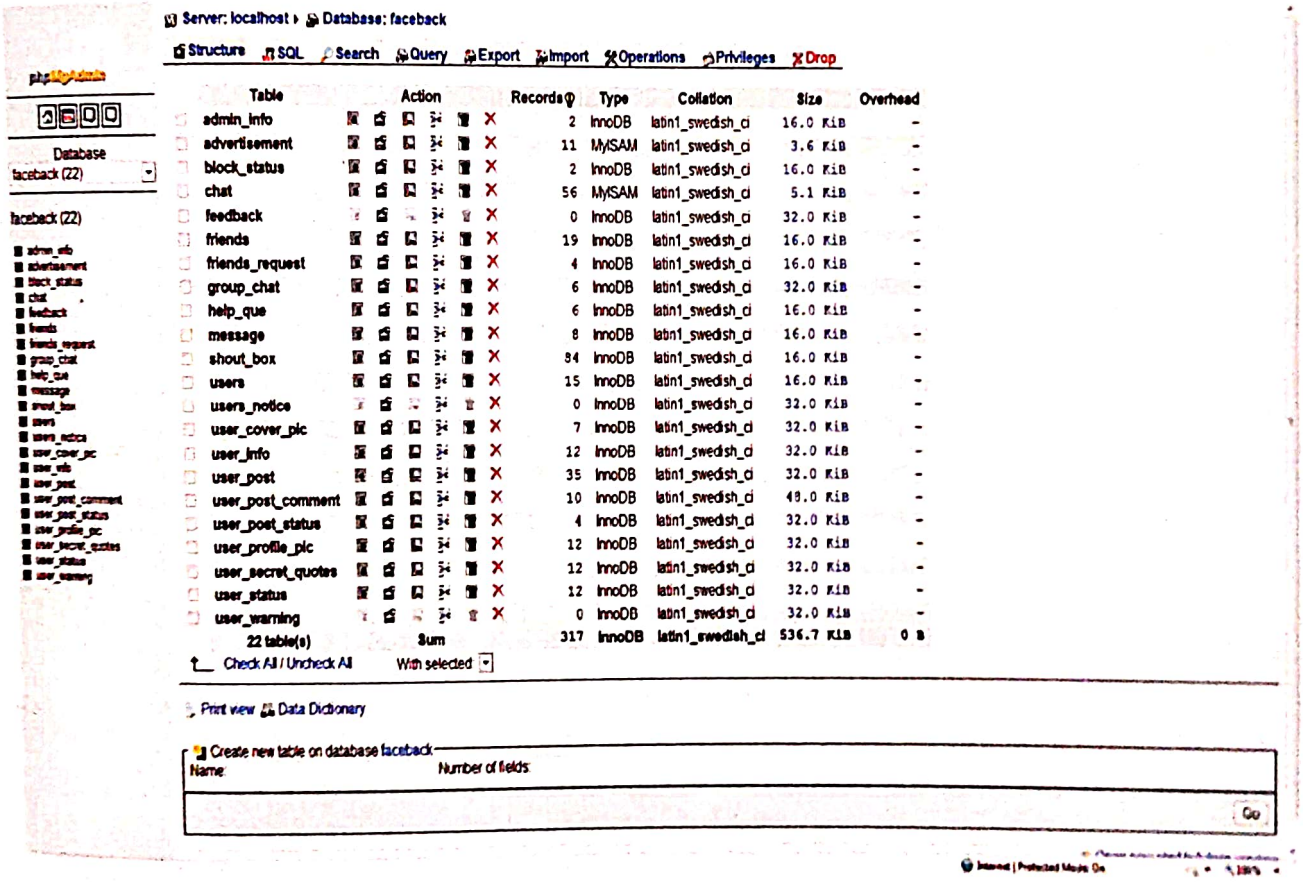


Fig 3.13 List of tables

3.2.5 Data Dictionary

Table 3.1 admin_info

Column	Type	Null	Default	Comments
username	Varchar(20)	No		Enter Admin Code
password	Varchar(20)	No		Enter Admin Password

Table 3.2 ADVERTISEMENT

Column	Type	Null	Default	Comments
Adv_id	int(11)	No	auto	Store Add _id
Ad_link	Varchar(200)	No		Ad_link Address
Ad_title	Varchar(100)	no		Ad title
Ad_img	Varchar(200)	No		Ad img urs path
Ad_descr	Varchar(500)	No		Add description

Table 3.3 block_status

Column	Type	Null	Default	Comments
User_id	int(11)	No	auto	Store User _id
Friend_id	Datetime	No		Store Friend_id
Block_status	varchar(11)	No		Store Block_status block or not

Table 3.4 chat

Column	Type	Null	Default	Comments
id	int(11)	No	auto	Store chat _id

from	Varchar(50)	No		Who send that person Id store
to	Varchar(50)	No		Who receive that person Id store
message	Text	No		Message store
send	Timestamp	No		Time store what time msg send
recd	Int(1)	No		Store Flag msg read or not

Table 3.5 feedback

Column	Type	Null	Default	Comments
feedback_id	int(11)	No	auto	Store feedback_id
User_id	int(11)	No		Store User_id
Feedback_txt	Txt	No		Store Feedback_txt
str	varchar(30)	No		Store str
date	varchar(30)	No		Store date

Table 3.6 friends

Column	Type	Null	Default	Comments
f_id	int(11)	No	auto	Store f_id
User_id	int(10)	No		Store User_id
Friend_id	int(10)	No		Store Friend_id

Table 3.7 friends_request

Column	Type	Null	Default	Comments
f_r_id	int(11)	No	auto	Store f_r_id
User_id	int(10)	No		Store User_id
Friend_id	int(10)	No		Store Friend_id

Table 3.8 group_chat

Column	Type	Null	Default	Comments
Chat_id	int(11)	No	auto	Store
User_id	int(7)	No		Store
Chat_txt	Txt	No		Store
time	Varchar(30)	No		Store

Table 3.9 messages

Column	Type	Null	Default	Comments
Chat_id	int(11)	No	auto	Store
sender	int(20)	No		Store
reciver	int(20)	No		Store
msg	Varchar(500)	No		Store
Msg_time	Varchar(500)	No		Store

flag	Int(1)	No		Store

Table 3.10 shout_box

Column	Type	Null	Default	Comments
id	int(11)	No	auto	Store
user	Varchar(100)	No		Store
rec	Varchar(100)	No		Store
massage	Varchar(500)	No		Store
Date_time	timestamp	No		Store
Ip_address	Varchar(40)	No		Store
flag	int(3)	No		Store

Table 3.11 users

Column	Type	Null	Default	Comments
user_id	int(11)	No	auto	Store user_id
Name	varchar(25)	No		Store Name of users
email	varchar(30)	No		Store email of user
password	varchar(30)	No		Store password of user
gender	varchar(6)	No		Store gender of user
Birthday_date	varchar(11)	No		Store Birthday_date of user

join_date	varchar(14)	No		Store join_date of user
uname	varchar(50)	No		Store uname of user
Block_status	varchar(20)	No		Store Block_status of user
hf	int(20)	No		Store highest total friend

Table 3.12 user_notice

Column	Type	Null	Default	Comments
notice_id	int(11)	No	auto	Store notice_id
Uder_id	Int(7)	No		Store Uder_id
Notice_txt	varchar(120)	No		Store Notice_txt
Notice_time	Varchar(30)	No		Store Notice_time

Table 3.13 user_cover_pic

Column	Type	Null	Default	Comments
cover_id	int(11)	No	auto	Store cover_id
Uder_id	Int(7)	No		Store Uder_id
image	varchar(120)	No		Store image

Table 3.14 user_info

Column	Type	Null	Default	Comments
user_id	int(11)	No	auto	Store user_id

Job	varchar(100)	No		Store job
School_or_collage	varchar(100)	No		Store School_or_collage
Current_city	varchar(100)	No		Store Current_city
Hometown	varchar(100)	No		Store hometown
Reletionship_status	varchar(100)	No		Store Reletionship_status
Mobile_no	varchar(100)	No		Store Mobile_no
Mobile_no_priority	varchar(100)	No		Store Mobile_no_priority
Website	varchar(100)	No		Store website
Facebook_id	varchar(100)	No		Store Facebook_id

Table 3.15 user_post

Column	Type	Null	Default	Comments
Post_id	int(11)	No	auto	Store Post_id
User_id	varchar(100)	No		Who send that person User_id Store
Post_txt	varchar(100)	No		Store Post_txt
Post_pic	varchar(100)	No		Store Post_pic url
Post_time	varchar(100)	No		Store Post_time
priority	varchar(100)	No		Store priority of show post
Video_url	varchar(500)	No		Store Video_url
Audio_url	varchar(500)	No		Store Audio_url

Table 3.16 user_post_comment

Column	Type	Null	Default	Comments
comment_id	int(11)	No	auto	Store comment_id
post_id	int(10)	No		What post give comment that post_id store
User_id	int(10)	No		What user comment that user_id store
comment	Text	No		Store comments

Table 3.17 user_post_status

Column	Type	Null	Default	Comments
status_id	int(11)	No	auto	Store status_id
post_id	int(10)	No		Store post_id
User_id	int(10)	No		Store User_id
status	Text	No		Store status

Table 3.18 user_profile_pic

Column	Type	Null	Default	Comments
profile_id	int(11)	No	auto	Store profile_id
user_id	int(10)	No		Store user_id
image	varchar(150)	No		Store image

Table 3.19 user_secret_quotes

Column	Type	Null	Default	Comments
user_id	int(11)	No	auto	Store user_id
Question1	varchar(40)	No		Store secret Question1
Answer1	varchar(40)	No		Store Answer1
Question2	Varchar(50)	No		Store secret Question2
Answer2	Varchar(50)	No		Store Answer2

Table 3.20 user_status

Column	Type	Null	Default	Comments
user_id	int(11)	No	auto	Store user_id
status	varchar(10)	No		Store status user online or offline

Table 3.21 user_warning

Column	Type	Null	Default	Comments
user_id	int(11)	No	auto	Store user_id
Warning_txt	varchar(200)	No		Store Warning_txt that send admin

6. CONCLUSION

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper system for ONLINE SOCIAL NETWORKING.

While making the system, an eye has been kept on making it as user-friendly. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs. As in case of any system development process where there are a number of short comings, there have been some shortcomings in the development of this system also.

There are some of the areas of improvement which couldn't be implemented due to time constraints. One such feature was online chat where members can chat with his friends through this website. I also couldn't implement the scrap book and the selling item page for now but we still have two months of internship left in the company so defiantly we will do it in coming months.

HD faceback

7. Bibliography

Book Refeference:

- PHP & MYSQL BIBLE

Web Refeference:

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- www.google.com
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