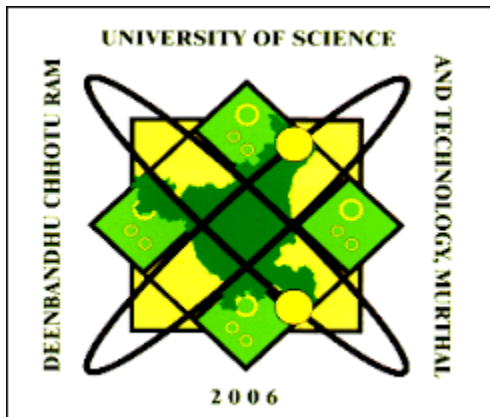


**Project Report**  
**on**  
**Social Networking Website Leechi**  
**Bachelor of Technology**  
**in**  
**Computer Science & Engineering**



**Submitted To**  
**Mrs. Kavita Rathi**

**Submitted by**  
**Rajeev Kumar**  
**18001001044**

**Department of Computer Science & Engineering**  
**Deenbandhu Chhotu Ram University of Science and Technology**

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A successful task makes everyone happy. Success will often be crowned to people who made it reality but the people who are behind curtain with constant guidance and encouragement that made it possible will be crowned first on the eve of success. Words are inadequate to express my deep sense of gratitude towards all those people behind the screen who guided, inspired and helped me for the completion of our project work. The successful completion of the project on “SOCIAL NETWORKING” which I have undertaken has a partial fulfillment of the requirements for the award of Bachelor of technology degree in Computer Science and Engineering. It is with profound sense of gratitude that I acknowledge my project guide Mrs. Kavita Rathi for providing me with live specification and his valuable suggestion which encouraged me to complete this project successfully. I thank our Mrs. Kavita Rathi for permitting us to do this project. At last but not the least I thank entire Computer Science department who rendered their full cooperation for successful completion of the project.

**(Rajeev Kumar)**

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## Introduction

SOCIAL NETWORKING is a website which provides the up-to date information of all the students registered into it. It is effectively used for knowing the people of different groups. We can update our personal details. The user is also provided the facility of scraping to friends and to all the registered members from. They can wish their friends by sending E-Cards. technology for building applications for generating dynamic web content, such as HTML,CSS, Reactjs,Saas,Material UI Lib,Node js,etc.

A website succeeds-when it meets the needs of the people who use it, when it performs flawlessly over a long period of time, when it is easy to modify and even easier to use-it can and does change things for the better. But when software fails-when its users are dissatisfied, when it is error prone, when it is difficult to change and even harder to use-bad things can and do happen.

We all want to create websites that makes things better, avoiding the bad things that lurk in the shadow of failed efforts. To succeed we need discipline when software is designed and built. Many individuals and companies still develop software haphazardly, even as they build systems to service the most advanced technologies of the day. As a result, the quality of the software that we produce suffers and bad things happen.

This project report is intended to serve as a guide to the website developed on Social Networking. I have tried to follow the principles and rules as suggested by the software engineers as far as possible, in order to make this website a successful one. The report starts with a comprehensive introduction to the project undertaken as its very First Section. It includes objectives and scope of the project; about the front-end tool used i.e. React js with js and the Backend Node js Server. The second part presents and discusses the theoretical background of the project. The third section encompasses all the problems of the software that includes what is expected from the software, the demands and the requirements of the end-users. The fourth part is the System analysis and design section. This part focuses on requirements analysis and specification, analysis issues, detailed procedures and the database designs. In The fifth section, different approaches to formal evaluation and review techniques are explored. The sixth section highlights the methodology adopted for this project. The seventh part suggests the steps required to implement the software on the user machine. The eighth part discusses the hardware and software requirements of the user machines. The ninth part deals with the cost benefit analysis. The tenth section contains the data flow diagrams. The next section is the flowchart part. The next section is for the entity relationship diagram of the project. The thirteenth part explains the methodology used for testing. The fourteenth section is the test report. The fifteenth part is the most important part of the project i.e. the code for the software. The sixteenth part is the user manual section. The seventeenth part is the annexure for the topic that includes some details about the organization, the data dictionary, definitions, acronyms and abbreviations used in the report. The final section is the reference part that contains a list of the books and reports that were referred during the development of the project and the report as well. The emphasis in this report is to document

the important concepts and techniques used for the successful development of this project. I do hope fervently that, through this report, the readers will get a real picture of what the project is all about. I also wish that may this website satisfies all the needs and requirements of the us

## 2. Objective and Scope of the Project

Social networks are important because they allow people to develop relationships with others with whom they might not otherwise be able to connect. It also helps boost business productivity when used for public relations, marketing, and advertising purpose.

### **Objective- :**

**Linking Friends :** The primary objective of Leechi is to link the friends all over the world. Geographical distances shall not be a reason for cardiological distances between friends. They must stay in touch no matter where they are and what they are And Leechi help this cause.

**Making new friends:** The next objective is to make new friends as per one's own taste. Any social networking must not be limited to liking just existing friends. But there must also be scope of making new friends having desired tastes.

**Security:** Security is a major issue. The next objective of Leechi is to keep website free from fake accounts, hacks and other threats.

**Education:** Education through a social networking website is a big fun. Learning in a way you never get bored off, reaps big and tasty fruits. Leechi provide you this opportunity to learn new English language words, new facts and a lot more in a very innovative way.

**Fun:** The next objective is to introduce some fun element in the website. This can be accomplished by integrating some games and puzzles in the website. By doing so, Leechi will be the complete package for today's generation. Social media has changed the way we communicate today. It's in our best interest to be informed about all of the new possibilities to manage our online reputation. The lines between professional and personal are blurring online and many times, we refer to our online presence as our "Personal Brand." Your Personal Brand can be both the personal and professional "YOU."

## **Here are five benefits of using social media:**

### **A. Build relationships.**

Social media is not just about brands connecting with their customers. In fact, at its root, social media is about connecting people to people. If you've attended a Social Shift training session I've led, chances are you've heard that almost every single friend I have in San Francisco, I met through social media.

From a professional perspective, you can grow your professional network online tremendously by connecting with colleagues, mentors, role models and other professionals. If you nurture those relationships, you have a whole new network to tap when you're looking for opportunities or professional guidance.

### **B. Share your expertise.**

Social media gives you an opportunity to talk about what you know and what you want to be known for. Sharing your expertise will attract potential professional and personal connections. Learn how to present your professional experience, achievements and results and you will get more and more opportunities to connect with like-minded people.

If you share content on topics that you know much about, you can begin to build credibility. This doesn't only go for your online presence. If you live your personal brand and your actions reflect your online presence, it validates that you can be trusted and those relationships you are building will be that much more authentic and valuable.

### **C. Increase your visibility.**

If you spend time honing in on your expertise, consistently managing your social channels, then you have the potential to greatly increase your visibility and even become a thought-leader in your space. Good content gets shared, so if you are consistently posting quality content, the more people who share it, the more people see it.

It's not just about pushing content, however. You also need to be engaging with other people's content. Following people and interacting with them on social media will work to build relationships (we keep coming back to this one!) and will help to get your name out there for people to turn to.

### **D. Educate yourself.**

There is a lot of noise on the Internet. Social media allows you to hone in on what you really care about and what you really want to read. You can create lists that curate content from your favorite people, thought leaders in the space, or media outlets. You can easily learn about current events and things taking place near you.

### **E. Connect anytime**

I know to some of you this may sound like a disadvantage. But, the advantage of being able to communicate and connect with anyone instantly outweighs the potential negative.

Social media can help you connect before, during and after networking events, a conference or a meeting.

### 3. Study and analysis of Existing System

**Existing System:** The existing system for Leechi is the current social networking giant-The Facebook.

**Study of Existing System:** Facebook is a social networking service launched in February 2004, owned and operated by Facebook. It was founded by Mark Zuckerberg with his college roommates and fellow Harvard University students Eduardo Saverin, Azel 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 Canada and the United States, corporations, and by September 2006, to everyone of age 13 and older with a valid email address.

**Current Stats:** The current presence of Facebook is all over the world. Facebook is ranked 2<sup>nd</sup> in the internet world next only to Google and have a record 1.15 billion active users till March 2013. **Platform:** Facebook is developed using C++ and PHP. The database used by Facebook is MySQL. **Issues with Existing System:** The various issues with the existing

#### **System are as follows:**

Compatibility of platform and database server: The platform used to develop Facebook is PHP while database server used is MySQL. The compatibility between PHP and MySQL server is known to have certain issues when used with large data regarding speed of operation.

Low bit Hashing algorithm: Facebook uses MD5 algorithm for encrypting passwords of the users. MD5 generates 128 bit hash values. 128 bit hash values is not enough to stop hash value collisions when you have more than 1.15 billion values in the database. Result is that the probability of having same hash value for two different words has increased which increased the chances of getting into one's account using brute-force attack.

Prone to brute force attack: Facebook is more prone to brute force attack than other leading websites. The main reason for this is the hashing algorithm used for storing passwords and no captcha or similar support at log in.



## **4. Proposed System**

The proposed system aims at overcoming the pitfalls of the existing system then replicating the major features of the same gradually. The major features of the proposed system are:

SHA512 Algorithm: The existing system uses 128 bit hashing algorithm which is not sufficient to minimize the probabilities of collisions. This can be eliminated by using 512 bit hashing algorithm in the proposed system.

- Map Feature With near By friends
- No Sql Database.

### **Hardware Requirements:**

#### **For development:**

- 8 GB Ram
- 1.5 GHz processor or more
- Internet Connection (1Mbps broadband connection is recommended for smooth operation).

#### **For Deployment:**

- 512 MB Ram
- Any processor with operating frequency not less than 1GHz.
- Internet connection (256Kbps broadband connection is recommended for smooth operation).

### **Software Requirements :**

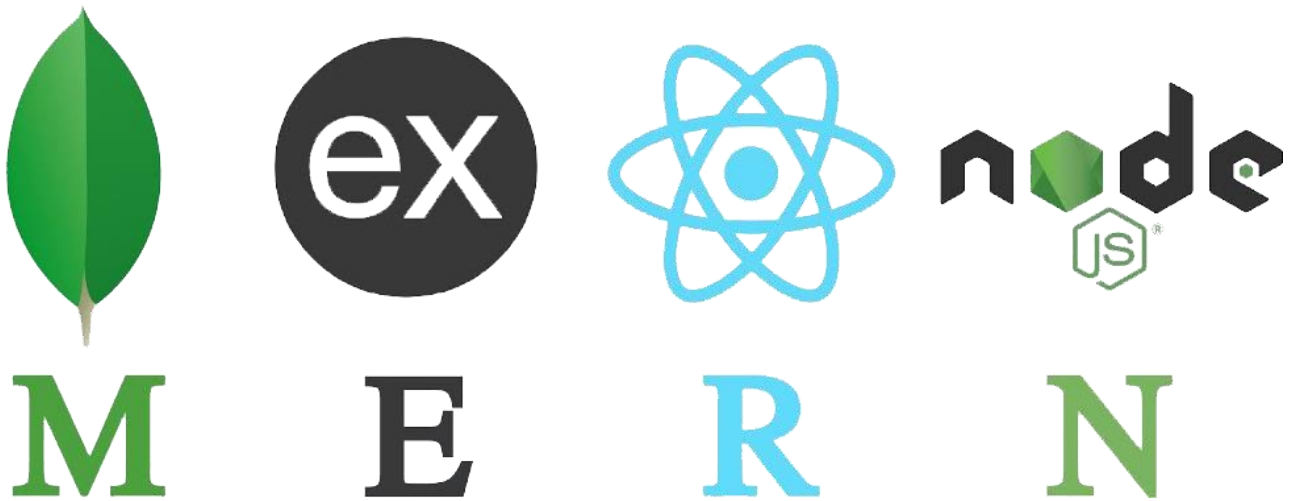
#### **For Development:**

- Visual Studio Code
- Chrome
- ColorZilla
- PostMan
- Git Lense
- Es6 Formatter

## **For Deployment**

- Github
- Heroku
- Aws
- Gitbash
- Heroku watcher app

## Which Technology is Used and Why?



### Technology used:

**Reactjs** - React.js is an open-source JavaScript library that is used for **building user interfaces specifically for single-page applications**. It's used for handling the view layer for web and mobile apps. React also allows us to create reusable UI components.

**Nodejs** - is an open-source, cross-platform, back-end JavaScript runtime environment that runs on the V8 engine and executes JavaScript code outside a web browser. Node.js lets developers use JavaScript to write command line tools and for server-side scripting—running scripts server-side to produce dynamic web page content before the page is sent to the user's web browser. Consequently, Node.js represents a "JavaScript everywhere" paradigm, unifying web-application development around a single programming language, rather than different languages for server-side and client-side scripts.

**Expressjs** - Express.js, or simply Express, is a back end web application framework for Node.js, released as free and open-source software under the MIT License. It is designed for building web applications and APIs. It has been called the de facto standard server framework for Node.js.

**MongoDB** - MongoDB is a source-available cross-platform document-oriented database program. Classified as a NoSQL database program, MongoDB uses JSON-like documents with optional schemas. MongoDB is developed by MongoDB Inc. and licensed under the Server Side Public License.

**HTML** - The HyperText Markup Language, or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets and scripting languages such as JavaScript

**CSS** - Cascading Style Sheets is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript

**SASS** - Sass is a preprocessor scripting language that is interpreted or compiled into Cascading Style Sheets. SassScript is the scripting language itself.

**Redux** - Redux is an open-source JavaScript library for managing and centralizing application state. It is most commonly used with libraries such as React or Angular for building user interfaces. Similar to Facebook's Flux architecture, it was created by Dan Abramov and Andrew Clark.

**SocketIO** - In most cases, the connection will be established with WebSocket, providing a low-overhead communication channel between the server and the client.

# **Why choose of MERN Stack!**

## **a. UI rendering and performance**

React JS is the best when it is about UI layer abstraction. Since React is only a library, it provides you the freedom to build the application and organize the code however you want. So, it is better than Angular in terms of UI rendering and performance.

## **b. Cost-Effective**

As MERN Stack uses one language throughout that is Javascript so it will be beneficial for a company to hire Javascript experts only rather than hiring different specialists for different technology. This move will save a lot of time and money.

## **c. Open Source**

All technologies that are involved in MERN are open-source. This feature allows a developer to get solutions to queries that may evolve during development, from the available open portals. As a result, it will be beneficial for a developer.

## **d. To switch between client and server**

As everything is written in one language this is why MERN is simple and fast. And also it is easy to switch between client and server.

## Service Used :

**Mapbox** - a plugin for Leaflet, is a JavaScript library that allows you to add an interactive map to your website. Mapbox.js is no longer in active development. Mapbox.js natively supports raster tilesets, and can support vector tilesets using L.mapbox.styleLayer

**EmojiPicker** – for emoji sending.

**Weatherbit**- A weather Api.

**Cloudinary** - a cloud-based image and video management services. It enables users to upload, store, manage, manipulate, and deliver images and video for websites and apps. Wikipedia

## LIBRARY USED

### At FrontEnd:

- "react-awesome-slider": "^4.1.0",
- "react-cropper": "^1.3.0",
- "react-dom": "^16.12.0",
- "react-helmet": "^6.1.0",
- "react-hook-form": "^4.9.8",
- "react-html-parser": "^2.0.2",
- "react-image-lightbox": "^5.1.1",
- "react-infinite-scroll-component": "^5.0.4",
- "react-infinite-scroller": "^1.2.4",
- "react-linkify": "^1.0.0-alpha",
- "react-loader-spinner": "^4.0.0",
- "react-map-gl": "^5.3.10",
- "react-places-autocomplete": "^7.2.1",
- "react-redux": "^7.2.0",
- "react-reveal": "^1.2.2",
- "react-router-dom": "^5.1.2",
- "react-scripts": "^4.0.3",
- "react-select": "^3.1.0",

- "react-slick": "^0.28.1",
- "react-toastify": "^8.1.0",
- "react-transition-group": "^4.3.0",
- "react-video-thumbnail": "^0.1.3",
- "reactjs-file-uploader": "^1.0.8",
- "redux": "^4.0.5",
- "redux-thunk": "^2.3.0",
- "simple-react-video-thumbnail": "^0.0.7",
- "socket.io-client": "^2.3.0",
- "styled-components": "^5.3.3",
- "sun-time": "^1.0.2",
- "validator": "^12.2.0",

#### **At BackEnd**

- "bcryptjs": "^2.4.3",
- "body-parser": "^1.19.0",
- "cloudinary": "^1.21.0",
- "cors": "^2.8.5",
- "dotenv": "^8.2.0",
- "express": "^4.17.1",
- "express-validator": "^6.4.0",
- "jsonwebtoken": "^8.5.1",
- "mongoose": "^5.7.8",
- "mongoose-unique-validator": "^2.0.3",
- "multer": "^1.4.2",
- "multer-storage-cloudinary": "^2.2.1",
- "nodemon": "^2.0.2",

## For Deployment Services





## **Features Of Social Media and Main Components:**

- Register
- Friends
- Chat
- Near By
- Weather
- Notification
- Account
- Setting

### **User features:**

- register and login users.
- post images can be uploaded using camera or file system.
- pagination on every pages.
- Dark mode.
- Weather option
- Near by friends
- search other users by username.
- user suggestions menu.
- save any post to collection.
- Emoji picker.
- delete posts and comments.
- admin panel is included.
- Explore page to view other posts by random users.
- notifications page.
- profile page.
- edit profile page user data.

- password is stored in database in encrypted format with salt.
- create and edit posts.
- like ,comment, share and edit posts.
- posts include text(caption) and image(s).
- comment on posts.
- reply comments.
- like comments.
- clear notification option.
- profile page shows user details and posts with following and followers menu.
- Group chat
- Single chat
- Online friends
- Video feed
- Share location
- Edit image
- Upload profile
- Lazy loading
- Send image to other user while chat
- Chat with socket io