AMITY SCHOOL OF ENGINEERING & TECHNOLOGY

Project Synopsis

B. Tech (CSE)

Project Title: Social Media Web App.

Academic Session: 2021-2022

Project Guide: Dr Ushaben Keshwala

Student Name   Karanveer Singh , Rachit Singh, Damanveer Singh , Nikhil Raj Yadav

Enrollment No   A2305218155, A2305218204,A12405218009,A2305218291

Programme   B.Tech (Computer Science & Engineering)

Company's Name and Address   Amity University
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Project Information

1) Project Duration :

110 days

2) Topic

Social Media Web App

3) Project Objective

Social media is a medium to connect with people of different ethnicities and share their experiences with each other. Notwithstanding the fact that it was invented as a mode of entertainment, it has become an indispensable need rather than source to pass our time. From business to education, it has also become a major source of advertisements and hence, many entrepreneurs tend to promote their startups here. Being as significant as it is today, social media requires to be developed and made more accessible to people.

4) Methodology to be adopted

Agile Methodology. Also the project will implement languages like Python , HTML , CSS , Javascript. The

project will be deployed on cloud and will require setting up the cloud server using nginx or Apache.

5) Brief Summery of project(*to be duly certified by the industry guide*)

Social media are interactive technologies that allow the creation or sharing/exchange of information, ideas, career interests, and other forms of expression via virtual communities and networks. While challenges to the definition of *social media* arise due to the broad variety of stand-alone and built-in social-media services currently available, there are some common features

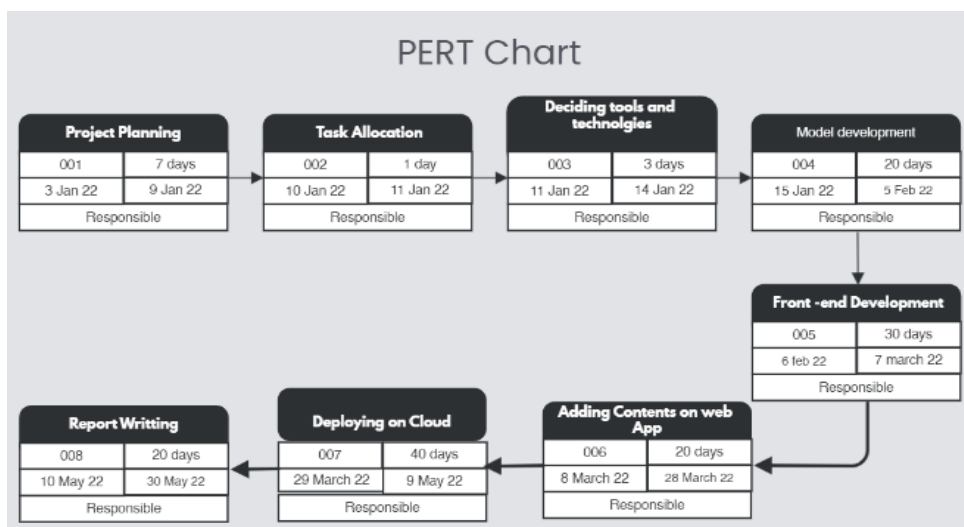1. Social media are interactive Web 2.0 Internet-based applications.

2. User-generated content—such as text posts or comments, digital photos or videos, and data generated through all online interactions—is the lifeblood of social media.
3. Users create service-specific profiles for the website or app that are designed and maintained by the social-media organization.
4. Social media helps the development of online social networks by connecting a user's profile with those of other individuals or groups.

In this project we will be making a social media web app using Django as a framework and in this the person will be able to add friends and remove friends.The user is also able to upload posts and view posts of other user.The user can also like and comment on other user posts.The user is also able to update his/her name in the profile and can also view the number of friends and view the profiles of his/her friends.This project will be deployed on a website using cloud and hence can store the data of every registered user. The project focuses on backend and frontend technology using python and languages like JS,HTML and CSS.

6) Resources Required:
  VS Code, Github, BootStrap
7) PERT Chart:

8) References:

1)https://getbootstrap.com/docs/4.1/getting-started/introduction/

2) https://dev.mysql.com/doc/

3) https://developer.mozilla.org/en-US/docs/Web/JavaScript

4)https://docs.nginx.com/nginx/?_bt=573371260706&_bk=&_bm=&_bn=g&_bg=134448916480&gclid=CjwKCAiAlfqOBhAeEiwA Yi43F5QNvIgi4fX7eQyYCiYSud2PI1kmKGgjAU2wZVSG4f2Tx4MAanao0BoCU1AQAvD_BwE

5) https://medium.com/@InkDiVo/development-of-a-website-by-agile-methodology-dd6801e7833c

6) https://www.researchgate.net/publication/228742449_New_technologies_for_web_development

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3	Damanveer Singh	A12405218009	
4	Rachit Singh	A2305218204	

Signature   Signature
(Student)   (Faculty Guide)

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