Triibe

**Radwan Susan**

**Zaid Al-Tamari**

**Omar Thaer**

**Doaa Abd Aljbar**

**Hamza Khatari**

**BACHELOR'S DEGREE**

**INFORMATION TECHNOLOGY**

AL-HUSSEIN BIN TALAL UNIVERSITY

2022

**(CERTIFICATION OF PROJECT)**

Permission to Use

In presenting this project in fulfillment of the requirements for a degree of  
Bachelor of Information Technology from Al-Hussein Bin Talal University agrees that the University Library may make it freely available for inspection. We further agree that permission for the copying of this project in any manner, in whole or in part, for the scholarly purpose may be granted by my supervisor(s) or, in their absence, by the College of Information Technology. It is understood that any copying or publication or use of this project or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and Al-Hussein Bin Talal University for any scholarly use made of any material from my project.

Requests for permission to copy or to make other use of materials in this project, in whole or in part, should be addressed to:

College of Information Technology

Al-Hussein Bin Talal University

Ma’an, Jordan

Abstract

These recent years witnessed a substantial emergence of social networking sites (SNSs), some even refer to as an arising phenomenon. Besides the main function of communication of SNSs, the applications integrated within the SNSs are of great popularity and thus help gain more users.

The project “Triibe” is a Social Networking Website. The project’s primary objective is to develop a web-based online service, platform, or site to focus on building and reflecting social relations among people. The Project consists of network services that will provide a combination of good facilities for various social networking websites, and it also provides the functionalities that are not present on other websites. Each process is converted into a different module. Each module is connected to another, and the data related to the software are stored in a single and centralized database.

When the system is implemented, the users can log themselves in. They can access various facilities such as sending messages and creating posts and file sharing and many other functionalities.

In conclusion, we think that a network of websites, which the users use daily, could provide the functionality of an Internet-connected world.

Acknowledgment

[Pre-Chapter Body Text: The first line of each paragraph is not indented and the lines are justified, i.e., the right margin is even rather than ragged. The paragraph is formatted as follows: Times New Roman, Size 12, spacing of 1.5 lines, Sentence case, and Justified.>

Table of Contents

Permission to Use i

Abstract ii

Acknowledgment iii

Table of Contents iv

List of Tables vi

List of Figures vii

List of Appendices viii

Glossary of Terms ix

List of Abbreviations x

CHAPTER 1 Introduction 1

1.1 Project Background 2

1.2 Problem Statement 2

1.3 Project Objectives 2

1.4 Project Significance 2

1.5 Project Gantt Chart 3

CHAPTER 2 LITERATURE REVIEW 4

2.1 Definitions 4

2.1.1 First Paragraph Following a Heading (Heading 3) 4

2.1.1.1 Heading 4 4

2.1.1.1.1 Heading 5 4

2.2 Tables 5

2.3 Figures 6

CHAPTER 3 Methodology 7

3.1 Construct Framework 8

3.2 Develop System Architecture 8

3.3 Analyze and Design the System 8

3.4 Build the Prototype System 8

3.5 Observe and Evaluate the System 9

CHAPTER 4 ANALYSIS AND DESIGN 10

4.1 Analysis 10

4.1.1 Requirements Determination 10

4.1.2 System's Requirements 10

4.2 Design 11

4.2.1 Logical Design 11

4.2.1.1 Use Case Diagram 11

4.2.1.2 Sequence Diagrams 11

4.2.1.3 Data Flow Diagram 11

4.2.1.4 Entity Relationship Diagram 11

4.2.2 Physical Design 12

CHAPTER 5 findingS 13

5.1 Introduction 13

5.2 Project Interfaces and their Description 13

CHAPTER 6 OBSERVE AND EVALUATE 14

CHAPTER 7 CONCLUSION 15

7.1 Conclusion 15

7.2 Limitations 15

7.3 Future Works 15

references 16

<The Table of Contents is self-generated. As you add more headings, right-click on the table of contents and choose “Update Field” to update the information in your table of contents. Then, choose the option “Update entire table” to update the changes made in your thesis>

List of Tables

Table x.x: Mean and SD for ….. 1

<The List of Tables is self-generated. As you add more tables, right-click on the list of tables and choose “Update Field” to update the information in the List of Tables. Then, choose the option “Update entire table” to update the changes made in your thesis>

List of Figures

Figure x.x: Regions that Exhibit Highest Population Growth 1

<The List of Figures is self-generated. As you add more figures, right-click on the list of figures and choose “Update Field” to update the information in the List of Figures. Then, choose the option “Update entire table” to update the changes made in your thesis>

List of Appendices

Appendix A Sample Appendix 1

<The Appendices listing is self-generated. As you add more appendices, right-click on the list and choose “Update Field” to update the information in the Appendices. Then, choose the option “Update entire table” to update the changes made in your thesis>

Glossary of Terms

<Delete if not applicable>

List of Abbreviations

<Delete if not applicable>

# Introduction

Social Networking - It's the way the 22nd 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.

A 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. The social network provides both a visual and mathematical analysis of human relationships.

The Social Networking Website project itself is a huge project comprising various features like profile updating, friend list organization, and various other applications to enhance the overall look and feel of the website. However, in this project, we are working on three essential features or modules (GROUPS & COMMUNITY PAGES & PROFILE MANAGEMENT).

The GROUPS module offers members the opportunity to establish and join groups of similar people and interests, and to see members sharing common interests that can bring benefits to each other.

COMMUNITY PAGES The goal of community pages is to unite communities on certain topics. It helps users to learn about a certain topic and exchange their views and thoughts on it.

The PROFILE MANAGEMENT module maintains a user's profile like a name, likes, dislikes, hobbies, status, etc.

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 to anyone who has access to that profile.

## Project Background

Since their introduction, social networking sites (SNSs) such as Facebook, WhatsApp, and Instagram have attracted millions of users, many of whom have integrated these sites into their daily practices. At the time being there have been ~ 2 billion Active Users surfing these websites daily.

Currently, students are having no time to share with their friends. So, universities need a medium to share messages widely and connect with others. And on the other side, people also want that everyone should know about them and want to increase their links (network).

There are many ways to get recognized in the world, but they need lots of money to be effective. But on the other hand, social networking is one of the best ways to get recognized without cost. If we talk in the term of different situations where the people need something which is not provided by that application, then they must use other resources whether those are urgently required by them. So, in that situation, it is very much time taking to collect those resources and use that for their purpose.

The application will allocate the bridge among the students to connect the individual with the entire university and provide many features that will help him be more productive and successful.

## Problem Statement

Without social networking sites, people are facing different problems in their personal as well as their professional life. As we know that social networking is developed for social relations among people.

Recent technological developments have reduced the barriers between people but

In the scope of students inside their universities, social life can be somewhat unorganized and complicated.

A study by researchers at the University of Minnesota “found that of the students observed, 94 percent used the Internet, 82 percent go online at home and 77 percent had a profile on a social networking site.” (University of Minnesota, 2008).

According to a survey that was conducted by Whitmore School of Business and Economics and by the University of New Hampshire, they interviewed 1,127 college students. Among these students, 96% of them use Facebook, 8.4 out of 10 use YouTube, 20% use blogs, 1.4 out of 10 of them use Twitter, 12% use “Myspace”, and 1 out of 10 of them use LinkedIn. Also, 81% of college students use social sites (oclc.org). These statistics seem to show that many college students often use social networks or social media, but the number of these websites is high enough to make the usage of these websites unorganized and unmanaged, which will leave some students unable to connect with their colleagues and teachers. (Whitmore School of Business and Economics, University of New Hampshire).

Another problem that we face without social networking sites is a lack of knowledge sharing. If the medium is not with us, then it is very difficult to get an idea or share the idea with people. There are lots of other examples that can arrive if we think of ourselves without the social networking site. So, it takes an important place in the life of human beings.

## Project Objectives

The main objective of this project is to develop a centralized application that will help students to promote themselves within the university. And the system not only provides the feature of promoting it is also provides the facility of sharing of information and transfer of data.

A list of the main project objectives:

* Texting with students or teachers.
* Connecting with other students by video call.
* Reach the audience easier and faster with groups.
* Sharing files or pictures or videos with others.
* Sharing your location with other members.
* Reach learning resources easier.
* Get some housing and transportation and study locations guidance.
* Entertainment and having fun.

## Project Significance

Social network sites sometimes give advantages to students inside their universities or among certain institutions outside of colleges, by sharing information and files among the university students, these activities are also considered by teachers who wish to support the college's professional community. and considered by the university president where he can encourage the use of these types of platforms.

With "Triibe" students, teachers, employees can easily communicate with each other as well as share files, pictures, videos inside the platform, "Triibe" solves the problem where students must use different social network sites to communicate and achieve what they were making, which makes it more efficient and effective for the students, also "Triibe" can help teachers by spreading their word across the students by the use of groups inside the platform.

Using "Triibe" also helps students and teachers to keep in contact with old friends and colleagues.

## Table Description automatically generatedProject Gantt Chart

Figure 1.1: Project Gantt Chart (Tasks)

Figure 1.2: Project Gantt Chart (Chart)

Table

Description automatically generated

# LITERATURE REVIEW

## Definitions

**Social networks**: they are a virtual environment for communication between users over the Internet in several ways by sending messages (text, voice messages, images, or video) and allowing subscribers to conduct live interactive discussions in a way (written, audio/visual, or audio and video meetings and conferences). From different regions, the lectures can also be broadcast live, and there are more than 500 social networks around the world, social networking sites, like many things, have their pros and cons.

**Social media** is a group of Internet-based applications that builds on the ideological and technological foundations of Web 2.0, and that allows the creation and exchange of user-generated content.

## Advantages of social network

* Get job opportunities and marketing for professional jobs.
* Permanent contact with the world and expanding the circle of social relations
* Opening new and great horizons for pioneering ideas i.e. e-marketing.
* Follow world news.

## Disadvantage of social network

* The Impact on family relationships.
* An increase in the number of hours an individual spends on social media, and this may interfere with his or her responsibilities at work.
* Social isolation and the illusion of virtual communication.
* Risks of fraud or identity theft.
* Addiction.

## Social networks in learning environments

A recent report studying the uses of social software in education found that educational goals for employing SNS included initiating new ways of learning, giving control to students, providing transferable skills, supporting peer-to-peer learning, enhancing reflective learning, creating a digital identity, and fostering social engagement. The case studies reviewed showed multiple benefits in using SNS, including retention, socialization, collaborative learning, student engagement, sense of control and ownership, problem-solving and sense of achievement, visibility of artifacts created, integration of multimedia, adding novelty and excitement to the learning environment, overcoming isolation and geographic differences, and students’ positive perceptions of the educator involved in SNS initiatives.

From a design perspective, these tools are well suited to provide a learner-centered orientation and support both formal and informal learning interactions seen as critical to community and collaborative meaning-making in constructivist learning.

### Facebook

According to 2011 research, Facebook is the top-visited and most used website. Where users can create profiles with photos, lists of personal interests, contact information, and other personal information. Users can communicate with friends and other users through private or public messages and a chat feature. They can also create and join interest groups.

Functionality:

* Sending friend request
* Private message
* Like feature
* Newsfeed and notification
* Sharing of photos
* Status update

Limitations:

* Does not allow to change the skin of the website
* Doesn’t allow sharing files.

### Twitter

Twitter is a real-time information network that connects you to the latest stories, ideas, opinions, and news about what you find interesting. Simply find the accounts you find most compelling and follow the conversations.

Functionality:

* Writing tweets and sharing them with others.
* Retweet feature.
* Following people.
* Scheduled Tweets.

Limitations:

* Posting limits.
* Spamming.
* Offensive Content.

### Instagram

Instagram is a social media app that lets users share photos and videos from their smartphones, as well as like and comment on other users’ posts, send private messages, search for relevant content, and more. Users can view their feed from any web browser but can only upload photos and videos through the native apps for iOS and Android. Instagram includes a range of filters and editing tools that users can apply to their photos and videos before posting. The exposure, brightness, contrast, saturation, warmth, fade, and other aspects of photos can be adjusted, and users can also add text and drawings on top of their photos and videos. Up to 10 photos and videos can be published in a single post, and filters can be applied in bulk across a whole post, or to individual images. Videos can be shared with or without audio, and users can control which frame of a video is presented as the cover image. Captions, hashtags, and locations can be added to posts, enabling users to search for relevant content.

## Tables

Table 2.1: Comparison between different platforms

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Functionalities | Facebook | Twitter | Instagram | Triibe |
| 1. Profile Editor | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 2. Custom Skins | Checkmark with solid fill | Checkmark with solid fill |  | Checkmark with solid fill |
| 3. Photos | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 4. Post Comments | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 5. Friends | Checkmark with solid fill |  | Checkmark with solid fill | Checkmark with solid fill |
| 6. Video | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 7. Weather |  |  |  | Checkmark with solid fill |
| 8. Privacy Settings | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 9. Black Users | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 10. Report Spam | Checkmark with solid fill |  | Checkmark with solid fill | Checkmark with solid fill |
| 11. Report Abuse | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 12. Chat Rooms | Checkmark with solid fill |  |  | Checkmark with solid fill |
| 13. Instant Messaging | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill | Checkmark with solid fill |
| 14. Groups | Checkmark with solid fill |  |  | Checkmark with solid fill |
| 15. Events | Checkmark with solid fill |  |  | Checkmark with solid fill |
| 16. Ad-Free |  | Checkmark with solid fill |  | Checkmark with solid fill |
| 17. Guides |  |  |  | Checkmark with solid fill |

## Figures

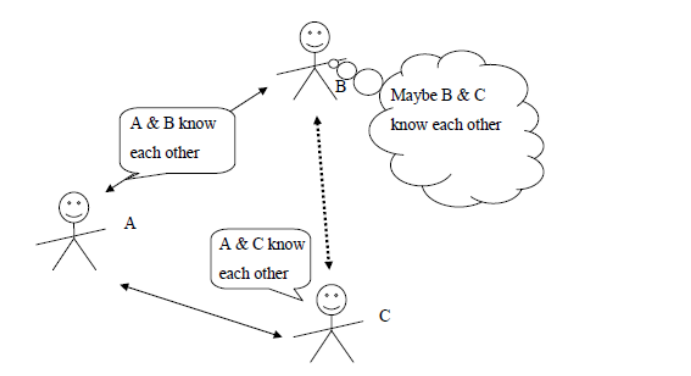


Figure 2.1: Identity on and social network on SNS

# Methodology

This chapter describes the agile methodology, the agile methodology also referred to simply as the agile software development cycle, is a type of development methodology that anticipates the need for flexibility and applies a level of pragmatism to the delivery of the finished product. Agile software development requires a cultural shift in many companies because it focuses on the clean delivery of individual pieces or parts of the software and not on the entire application.

Benefits of Agile include its ability to help teams in an evolving landscape while maintaining a focus on the efficient delivery of business value. The collaborative culture facilitated by Agile also improves efficiency throughout the organization as teams work together and understand their specific roles in the process. Finally, companies using Agile software development can feel confident that they are releasing a high-quality product since testing is performed throughout development, providing the opportunity to make changes as needed and alert teams to any potential issues.

Agile has replaced waterfall as the development methodology of choice in most companies but is itself at risk of being eclipsed or consumed by the growing popularity of DevOps.

Diagram

Description automatically generated

Figure 3.1: The steps of the agile software development cycle

## The Agile software development cycle

The Agile software development cycle can be broken down into six steps: concept, inception, iteration/construction, release, production, and retirement.

### Concept

Involves the identification of business opportunities in each potential project as well as an estimation of the time and work that will be required to complete the project. This information can then be used to prioritize projects and discern which ones are worth pursuing based on technical and economic feasibility.

### Inception

During this step, inception, team members are identified, funding is established, and the initial requirements are discussed with the customer. A timeline should also be created that outlines the various responsibilities of teams and clearly defines when work is expected to be completed for each sprint. A sprint is a set period during which specific work must be completed and made ready for review.

### Construction

construction is when teams start creating working software based on requirements and continuous feedback. The Agile software development cycle relies on iterations -- or single development cycles -- that build upon each other and lead into the next step of the overall development process until the project is completed. Each iteration typically lasts between two to four weeks, with a set completion date. The goal is to have a working product to launch at the end of each iteration.

### Release

Involves final quality assurance testing, resolution of any remaining defects, finalization of the system and user documentation and in the end, the release of the final iteration into production.

### Production

This step focuses on the ongoing support necessary to maintain the software. The development teams must keep the software running smoothly while also teaching users exactly how to use it. The production phase continues until the support has ended or the product is planned for retirement.

### Retirement

Incorporates all end-of-life activities, such as notifying customers and final Migration. The system release must be removed from production. This is usually done when a system needs to be replaced by a new release or if the system becomes outdated, unnecessary or starts to go against the business model.

Throughout the Agile cycle, different features can be added to the product backlog, but the entire process should consist of repeating each step over and over until every item in the backlog has been satisfied. This makes the Agile cycle more of a loop than a linear process. At any time, an enterprise can have multiple projects occurring simultaneously with iterations that are logged on different product lines and a variety of internal and external customers providing different business needs.

## Advantages and disadvantages of the agile software development cycle

Much has been compared over the years with Agile versus Waterfall approaches. In the Waterfall era of software development, coders worked alone, with little to no input before handing the software to testers and then on to production. Bugs, complications, and feature changes either weren't handled well or were dealt with so late in the process that projects were seriously delayed or even scrapped.

The idea behind the Agile model, in which everyone -- including the business side -- stayed involved and informed in the development process, represented a profound change in both company culture and the ability to get better software to market more quickly.

Collaboration and communication became as important as technology, and because the Agile Manifesto is open to interpretation, Agile has been adapted and modified to fit organizations of all sizes and types. The Agile cultural shift also paved the way for the latest software development evolution, DevOps.

Although Agile opens the lines of communication between developers and the business side, it's been less successful in bringing testing and operations into that mix -- an omission that may have helped the idea of DevOps gain traction.

Another potential concern about Agile is its lack of emphasis on technology, which can make it difficult to sell the concept to upper managers who don't understand the role that culture plays in software development. Furthermore, the necessity of completing sprints on time can create a stressful work environment for software developers. They may be forced to work extra hours and stay late to meet deadlines.

# ANALYSIS AND DESIGN

## Analysis

### Requirements Determination

### System's Requirements

## Design

Theoretically, designing the project system involved two main processes that were categorized into logical design and physical design.

### Logical Design

#### Use Case Diagram

#### Sequence Diagrams

#### Data Flow Diagram

#### Entity Relationship Diagram

### Physical Design

Meanwhile, physical design deals with the process of converting the logical design into a more technical specification of the system development. In designing the physical part of the system, all diagrams that were produced in the logical design were turned into a structured systems design. During physical design, the researcher determined which programming language and database system will be used and determined which hardware platform, operating system, and network environment the system will run under. The specifications are portrayed in table 4.1.

Table 4.1: H/W.S/W Specifications

|  |  |
| --- | --- |
| Purpose | H/W.S/W Requirements |
| Programming Language |  |
| Operating System |  |
| Hardware |  |

# findingS

## Introduction

## Project Interfaces and their Description

# OBSERVE AND EVALUATE

This chapter discusses the analysis of the evaluation that will conduct for this project

# CONCLUSION

## Conclusion

## Limitations

## Future Works

references

<In-text citations and corresponding references must be in APA 6th Edition format>

1. Sample Appendix

<This is a sample Appendix. Insert additional appendices with the “Start New Appendix” command.>