Triibe

**Radwan Susan**

**Zaid Al-Tamari**

**Omar Thaer**

**Doaa Abd Aljbar**

**Hamza Khatari**

**BACHELOR'S DEGREE**

**INFORMATION TECHNOLOGY**

AL-HUSSEIN BIN TALAL UNIVERSITY

2022

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Abstract

These recent years witnessed a substantial emergence of social networking sites (SNSs) which some even refer 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 primary objective of project is to developing a web based online service, platform or site to focus on building and reflection of social relations among people. The Project consists of network services that that will provide combination of good facilities of various social networking website and it also provide the facilities that are not present in others website to user over internet. Each process is converted into different module. Each module is connected to other and the data related to the software are stored in a single and centralized database.

When the system will implement the user can login themselves then after they can access various facilities such as file sharing and others as the requirement gathered by the developer.

In conclusion, evaluation of the created methodology is given. The thesis thoroughly evaluates in terms of philosophy, model, techniques and tools, scope, outputs, practice and product, based on which the future possible development is introduced.

Acknowledgement

Acknowledgement is just a way to show the gratitude towards those person who had helped in completing the system.

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# Introduction

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 three essential features or modules ( GROUPS & COMMUNITY PAGES & PROFILE MANAGEMENT ).

GROUPS module offers members the opportunity to establish and join groups of similar people and interests.

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

PROFILE MANAGEMENT module maintain the profile of a user like name, like,

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 for anyone who has access to that profile.

## Project Background

Since their introduction, social networking sites (SNSs) such as Facebook, Whats-app, 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.

In the current scenario with the fast growth of the economic it is very difficult to connect with

the friends, families and various others people and give time to them. In this time people are

having no particular time to share with the relatives. So the society needs a medium to share

message to widely and connect the people with the each other. And in the other side people

are also wants that everyone should know about them and want to increase their links

(network). The social networking is basically developed for increasing the social relationship.

There are many ways to get recognized in the world but they need lots of money to be

popular in the world. But in other hands, social networking is one of the best ways to get

recognized without and cost. If we talk in the term of different situations where the people

need something which is not provided by that application then they have to use other

resources whether those are urgently required by them. So in that situation it is very much

time taking to collect that resources and use that for the own purpose. The application will

allocate the bridge among the people to connect the person with the entire university and provide

lots of features within that application

## Problem Statement

The headings have been defined in the Times New Roman font, and all text justified, other than Chapters. Headings with the styles Heading 2 can be extracted to appear in the table of contents with styles TOC 2.

## Project Objectives

The headings have been defined in the Times New Roman font, and all text justified, other than Chapters. Headings with the styles Heading 2 can be extracted to appear in the table of contents with styles TOC 2.

## [Project](http://scholar.google.com/scholar?q=Significance+of+project&hl=ar&as_sdt=0&as_vis=1&oi=scholart&sa=X&ei=1OvrUvuZNqfP0QWV3ICQDg&ved=0CCoQgQMwAA)Significance

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## Project Gantt Chart

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# LITERATURE REVIEW

## Definitions

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## Tables

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Table x.x: Mean and SD for …..

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| --- | --- | --- |
| **Item** | **M** | **SD** |
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## Figures

<Similar to Tables, Figures are numbered according to chapters. For example the first Figure in Chapter 1 will be numbered as Figure 1.1, the first Figure in Chapter 2 will be numbered as Figure 2.1, etc. Figure titles are left aligned on the bottom, after the figure. Use Title Case (Capitalise Each Word) for figure titles. Text and numerals in Figures must use Times New Roman font and be between 10 – 12 points>

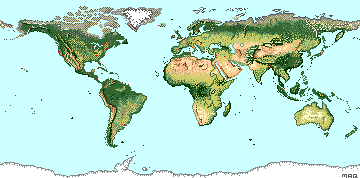


Figure x.x: Regions that Exhibit Highest Population Growth

# Methodology

This chapter describes the research method used in this study, the system development research methodology has adapted and the main stages of the system development processes are shown in figure 3.1.

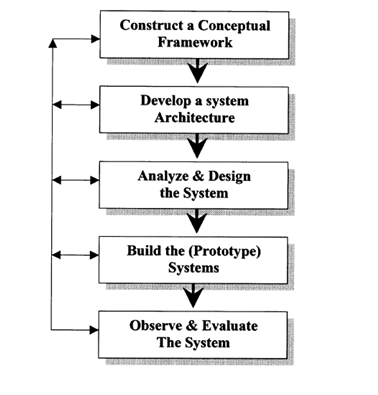
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Figure 3.1: A Processes for Systems Development Research (Nunamaker et. al. 1991)

## Construct Framework

According Nunamaker*et. al*. (1991) research domain is the subject matter under study regarding to this, the researchers must have a better understanding about the research domain. During this period all the idea, information, issue and problem related to the project.

## Develop System Architecture

During this phase the research focuses more on identifying the system component and defines the relationship among them .The processes for system development research are used as a guideline in order to achieve the objective of the research project.

## Analyze and Design the System

In this project, design phase used Unified Modeling Language (UML). UML has several representations such as Data Flow Diagram (DFD), Class Diagram, and Use Case Diagram………….

## Build the Prototype System

In fourth phase is prototype implementation to demonstrate the functionality of the project, the development processes involved transforming the analysis and design the model into executable form, the chosen software was used to develop the prototype application.

## Observe and Evaluate the System

In this phase the researcher will evaluate it observing performance of the system testing is the final phase in system development.

# 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 as well as the determination of 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.>