CMPE 272 – Enterprise Software Platforms

Project Report

‘Help Others - Social Platform’

Siddharth Suthar (011439636)
Akhilesh Deowanshi (011809850)
Rahil Modi (011813789)
Vinayak Nigam (011822213)

Submitted to:
Prof. Rakesh Ranjan

San Jose State University
One Washington Square, San Jose,
CA - 95192-0080, USA

Help Others -Social Platform

Team No.: 23

Siddharth Suthar,Akhilesh Deowanshi,Rahil Modi,Vinayak Nigam.

Abstract— Generosity begins at home. The quote best describes the precursor of our abstract as we want to help people around but we are unable to find relevant channels to invest ourselves due to lack of awareness or opportunities. We live in a busy world, engrossed in our work to such an extent that we forget when to drink water, when to blink our eyes ,when to sit straight. The list continues and new things keep getting added to this list. We are unable to find time for ourselves so how can we participate in finding solutions to other person's problems.

We treated this reluctant availability of a platform where people can ask for free help from the people around and at the same time volunteer to provide there help to others. We designed a dynamic platform where people can willingly avail such services. The user will be asked to provide his set of skills and the area of interest in which they want to extend a helping hand. Profile of each such user/helper along with their helping score will be maintained and shown as per the location of a requestee for particular service. Machine Learning will be used to cognitively select a helper to provide his/her services

The project aims at helping people to deal with their everyday issues by providing an instant help by the very people around.

Keywords: help , instant, free.

I. INTRODUCTION

This project Help Others - Social Platform is primarily a web site. The project domain is humanitarian services and can be extended to new domains depending upon its application. It is an online socializing system for the people who are willing to help the needful but are unaware of proper means to do so. Users of our system can act as both helpers and help-seeker.

The application of this platform is bound to grow with its implementation based on the type of help requested. The domains can vary from education employment, medical etc. People can look up on the platform and find the appropriate help

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A. Problem Statement

We all have some or the other skills which can be of great use to someone in need. Lack of legitimate sources for free voluntary help and our inability to find free help in our daily routine led to the inception of Help Others - Social Platform . The application aims at providing a swift help to the seekers with proper notification with mail and SMS. Thus, ensuring that help reaches them. Upon completion of a help-request the system allows the help seeker to send an award badge to the helper on social networking sites like Facebook. The entire system is dynamically updated and open to all the users so that they can see the past request and people involved at any point of time.

B. Technologies

1. Client-Side: HTML5, CSS, Bootstrap, AngularJS and JQuery,

The above technologies were used to develop an interactive web site. Bootstrap was used to make it more responsive web design. Angular JS for making it dynamic.

Server-Side: NodeJs, ExpressJs

Node and Express were used to perform business logic at server end. Socket.io for push notification. Integration of various API like GoogleAPI for IP tracking, Twillio for sms and Passport API for integrating with social networking sites like Facebook ,twitter and google+.

2. Backend: MongoDB Hosting - MLab

All the data supported by the system is stored in Mongo DB. We used mlab as Database-as-a-Service, a fully managed cloud database service featuring automated provisioning and scaling of databases like MongoDB databases, backup and recovery, 24/7 monitoring and alerting, web-based management tools, and expert support.

3. Cloud: Amazon Elastic Compute Cloud

Amazon AWS cloud helped in hosting our website to public. Node Server application is deployed on AWS EC2 and MongoDB is running on mlab.

4. Docker

We built our application and Dockerised it so that the future development of this web application is not dependent on the environment constraint.

II. Project Description

The project lets a user to sign up with personal details like primary skills, location etc. It's up to user to choose if he wants to login as a help-seeker or as a helper. If a login is made as a help seeker – the user will post a distress or help request on the platform and anyone with the required skillset can opt to extend a helping hand by accept/decline on that post. The seeker will be intimidated by the system that another user has responded to the help requested.

User can login as a helper. He will have help requests in his notifications. He may choose to accept the task and upon completion he will receive the badges on networking sites based on the level of satisfaction by the help seeker.

III. ARCHITECTURE

IV. Testing Unit

Testing:

All the web page are manually checked and validated for sign up, login in and entering the correct information in various pages .

Integrated Testing:

The project was later tested as well to ensure that successful implementation of all pages (login, sign up, etc.) are done successfully and the flow of the project was in correct order.

Security:

The user can see the post made by all the other users but can accept only those tasks to which the system assigns them. JavaScript library bcrypt was used for hashing the password while login and saved in the database. Also, a token will be generated and assigned to each user which ensures session time for the duration of 24 hours.

V. Challenges

The challenges we faced during the implementation of this project was recognizing the various api available and there implementation to come up with a feasible solution to problem statement.

VI. Conclusion

The project targets the generic crowd as their end users and is therefore free of cost. No fee is charged for the services availed or provided. The project can further be scaled to several domains and can be bought onto cross platform via android phones. This will make it an on-the go application where user can log in his details even through his android smartphone.

VII. References

Website Link: helpother.me

https://github.com/SJSU272LabS17/Project-Team-23

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