

EXPERIMENT NO. 1

Aim :- To prepare a detailed statement of problem for the selected mini project and to identify a suitable software model for the same.

Problem Title :- A Social media networking website

Problem Statement :-

In the era of social media dominance, social media platforms have revolutionized how people communicate and connect online. However, creating a robust and scalable social media networking website poses several challenges that need to be addressed to ensure a successful software engineering project.

The objective of this project is to develop a social media networking website that consists of core functionalities and seamless user experience. The website should allow users to create profiles, post their thoughts, follow other users, and engage in conversations through likes and comments. Additionally, it should support features such as trending topics.

The main challenges in developing this involve implementing a scalable and efficient architecture to handle a large user base and high traffic, ensuring data integrity and security, designing an

intuitive and responsive user interface, and integrating real-time updates for texts and notifications.

Furthermore, addressing potential issues like spam, fake accounts, and maintaining user privacy will be crucial for creating a trustworthy and enjoyable user experience.

By tackling these challenges, the project aims to deliver a fully functional website that demonstrates a deep understanding of software engineering principles and best practices.

Software Model :-

Scrum is a type of Agile framework. It helps teams work together while the scrum we are talking about is most frequently used by the software development teams, and its principles can be applied to all kinds of teamwork.

The framework : People often think about scrum and agile as same thing because scrum is centered around continuous improvement, which is a core principle of agile model. The scrum framework is based on continuous learning and adjustment to fluctuating factors. It acknowledge that team doesn't know everything at the start of a project and will evolve through experience. Scrum is

structured to help teams naturally adapt to the changing conditions and user requirements with re-prioritization built into the process and short release cycles so that the team can constantly learn and improve with time.

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