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**SAVITRIBAI PHULE PUNE UNIVERSITY
MASTER OF COMPUTER APPLICATION**

**Project Report on
ALL IN ONE SOCIAL MEDIA APP**

**Under The Guidance Of
Prof. Asmita Hendre**

BY

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Class : MCA-II(Sem-III)

Year : 2022-2023



CERTIFICATE

This is to certify that Mr. **Sagar Ishwar Mahajan** Seat No: 19374 has successfully completed his project work entitled “ **ALL IN ONE SOCIAL MEDIA APP** ” in partial fulfillment of MCA - II SEM- III Mini Project for the year 2022-2023. He has worked under our guidance and direction.

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Place : Pune

Date :..... /..... / 2023

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Sagar Mahajan

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1. INTRODUCTION

1.1 INTRODUCTION

All in one social network app provides easy access to all social networks in one browser app. Social Browse website It allows Smartphone users to access their multiple your favorite social network browser accounts twitter from the single mobile app. Our All Social sharing, new social media app will let you can open all video social news messenger, chat, video call, app browser, sosal titter, and social apps so shell Browse videos with the built-in browser without installing them & social media, all in one shopping app no mobile data consumption.

The application is reduced as much as possible to avoid errors while entering the data.

It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. Social Networking Site, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources.

1.2 EXISTING SYSTEM

In the existing system the all the apps are open in different place but in proposed system we have to use all app in one place using this application the interactions enabled by social software can be one-on-one, one-to-many, or many-to-many.

But Social networks are websites and apps that allow users and organizations to connect, communicate, share information and form relationships. People can connect with others in the same area, families, friends, and those with the same interests. Social networks are one of the most important uses of the internet today.

Popular social networking sites -- such as facebook, , Twitter, Instagram and linkedin enable individuals to maintain social connections, stay informed and access, as well as share a wealth of information. These sites also enable marketers to reach their target audiences.

- Lack of security of data.
- Time consuming.
- Need lot of memory space.

1.3 NEED FOR A SYSTEM

The main objective of the Project is use to collect all social apps in one place. The main purpose of this app is to help people to log in only one time ina a app and switch multiple social media app in on single app.

2. PROPOSED SYSTEM

2.1 PROPOSED SYSTEM

The aim of this project is to develop a all in one system . which will ensure only authorised people to enter into particular app system . Anyone who wants to join any app interface needs a log in id and a password which will be created by user sign up page . Now this login id is used as inter in to the app interface.

The aim of proposed system is to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the Existing system.

- Security of data.
- Minimum time needed for the various processing.
- Greater efficiency.
- Better service.
- User friendliness and interactive.
- Minimum time required.

2.2 OBJECTIVE OF A SYSTEM

- To The main objective of the Project on Social Networking app is to manage the details of Users in different app in one place.
- To manages all the information about apps.
- To project is totally built at administrative end and thus only the administrator is guaranteed the access.
- To The purpose of the project is to build an application program to reduce the manual work for managing the Users.
- To tracks all the details about the apps.

2.3 FUNCTIONAL REQUIREMENTS

1. Log in :- User Name and Password.
2. device:- One phone with internet connection.
3. Memory:- One memory to store app data.
4. Settings :- Add/ Modify/ Delete app data input.

2.4 .NON-FUNCTIONAL REQUIREMENTS

1. User Friendly :- This application is user-friendly, meaning to say even if one just installs the app and uses it for the first time, he'd find it easy to operate the application.
2. Portability :- This Application can be used on any android phones only.
3. Permissions :- All permissions need to be granted in order to access all the features of the application.
4. Security :- All security based on data base only.

2.5 SCOPE OF THE SYSTEM

The scope of social media has spread to almost every corner of the world. It has become the 10th largest economy and also has the 2nd largest population in the world. According to a survey, top businesses admitted that 15-20% of their marketing budget is being allocated to social media advertising. Now, from these stats alone, you can realize the importance and influence of social media

There will not be any person who doesn't know what social media is. Isn't it? But many individuals may not know how it is important in digital marketing and how social media marketing can enhance career growth. Based on the Statista analysis it is been found that the number of users of the social network in India will be 258.27 million.

The project design can be upgraded in future by adding more features in the application or can try to make the all type of apps in one app much better with changes in softwares and technologies.

2.6 OPERATING ENVIRONMENT

- HARDWARE REQUIREMENT

Processor	1.6 GHz or Faster Processor.
RAM	8GB or more.

- SOFTWARE REQUIREMENT

Operating system	Windows 10,11.
Front End	Xml , JAVA
Back End	FireBase DataBase
IDE	Android Studio

3. REQUIREMENT DETERMINATION AND ANALYSIS

3.1 FEASIBILITY STUDY

The feasibility study is useful to evaluate the cost and benefits of the system requested. The feasibility study tries to anticipate future scenario of software development. There are three aspects of feasibility study. We are having three different feasibility types for the feasibility study as follows:

1) Technical Feasibility:

This included the study of function, performance and constraints that may affect the ability to achieve an acceptable system. For this feasibility study, we studied complete functionality to be provided in the system as described in the System Requirement Specification (SRS), and checked if everything was possible using different type of frontend and backend platform. If the system processes huge amount of data, then the system is technically Feasible.

2) Economic Feasibility:

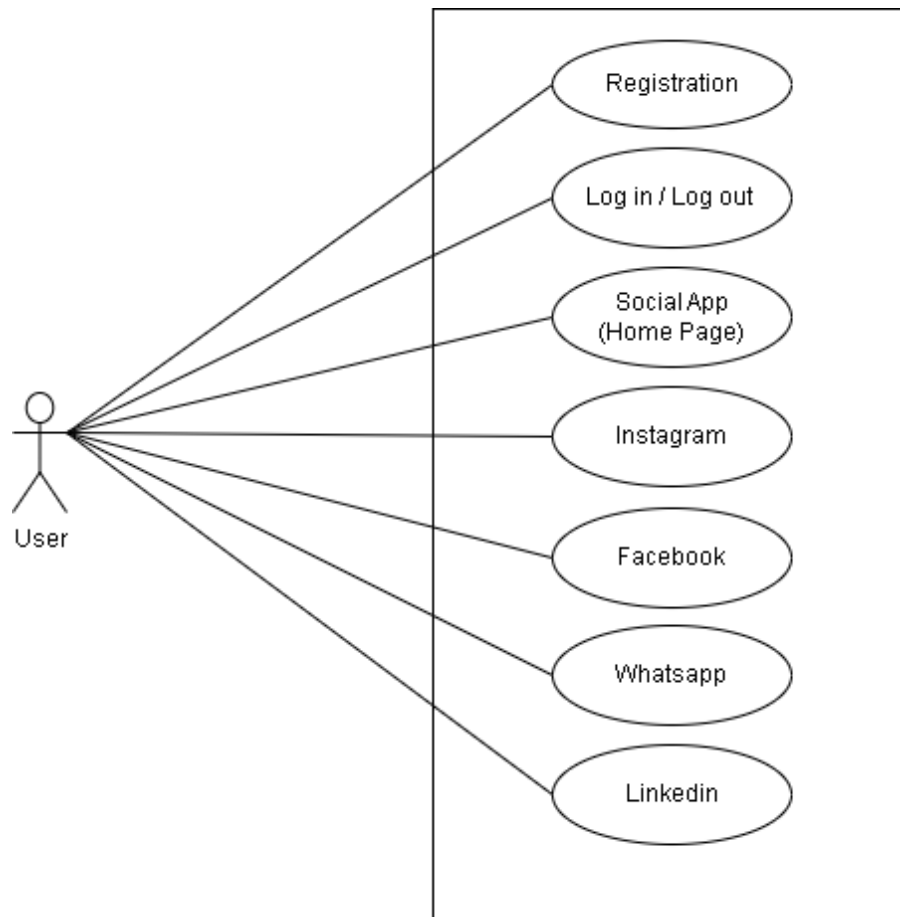
Automation leads to cost reduction and beneficial to cost analysis of the system. Economically, the firm is capable of purchasing the required setup. Automation results in the reduction of manpower and processing time.

3) Operational Feasibility:

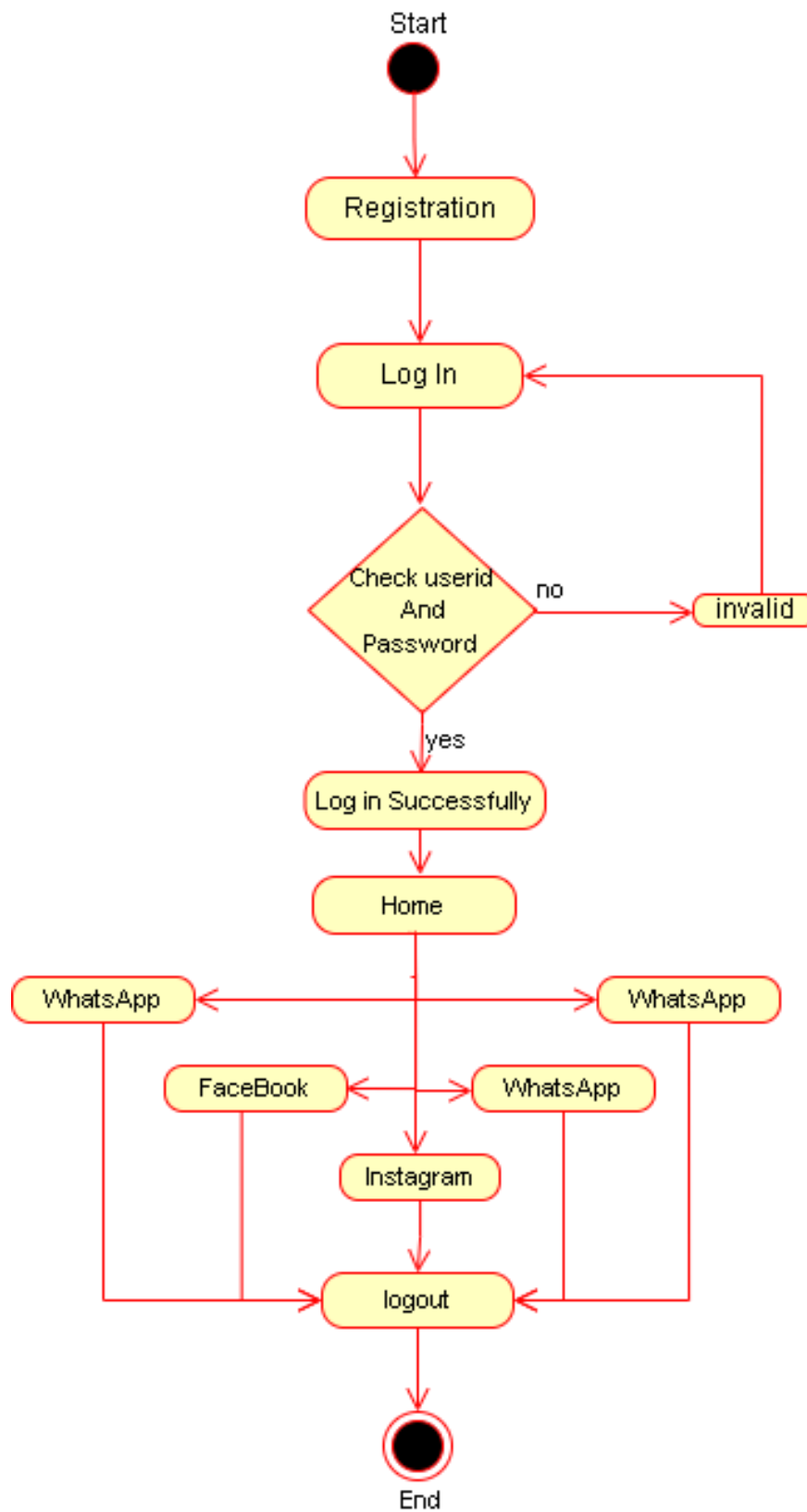
Will the system be used if it developed and implemented? Will there be a resistance from the user to the new system? The system will provide timely information and status of the various activities to manage, to facilitate the user of the system. Thus, it is included that the system is technically, economically and operationally feasible.

4. SYSTEM ANALYSIS AND DESIGN

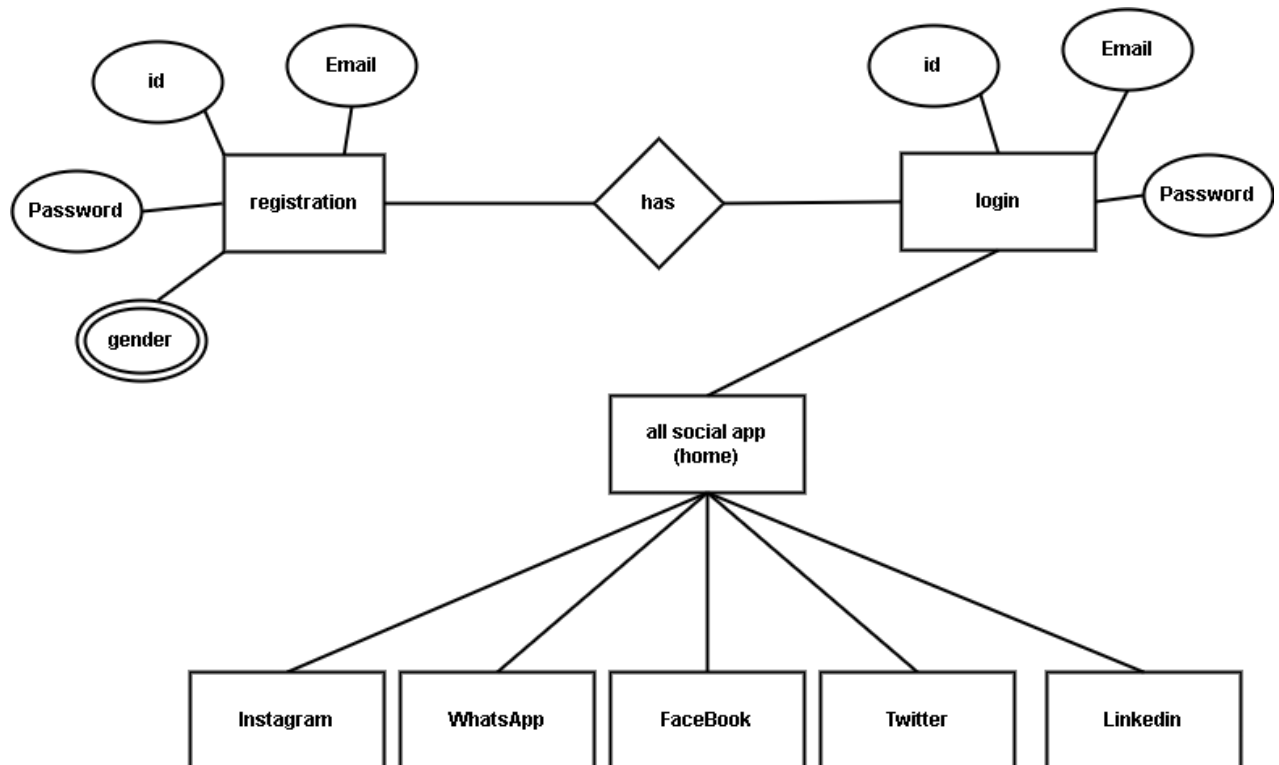
4.1 SYSTEM USE CASE DIAGRAM



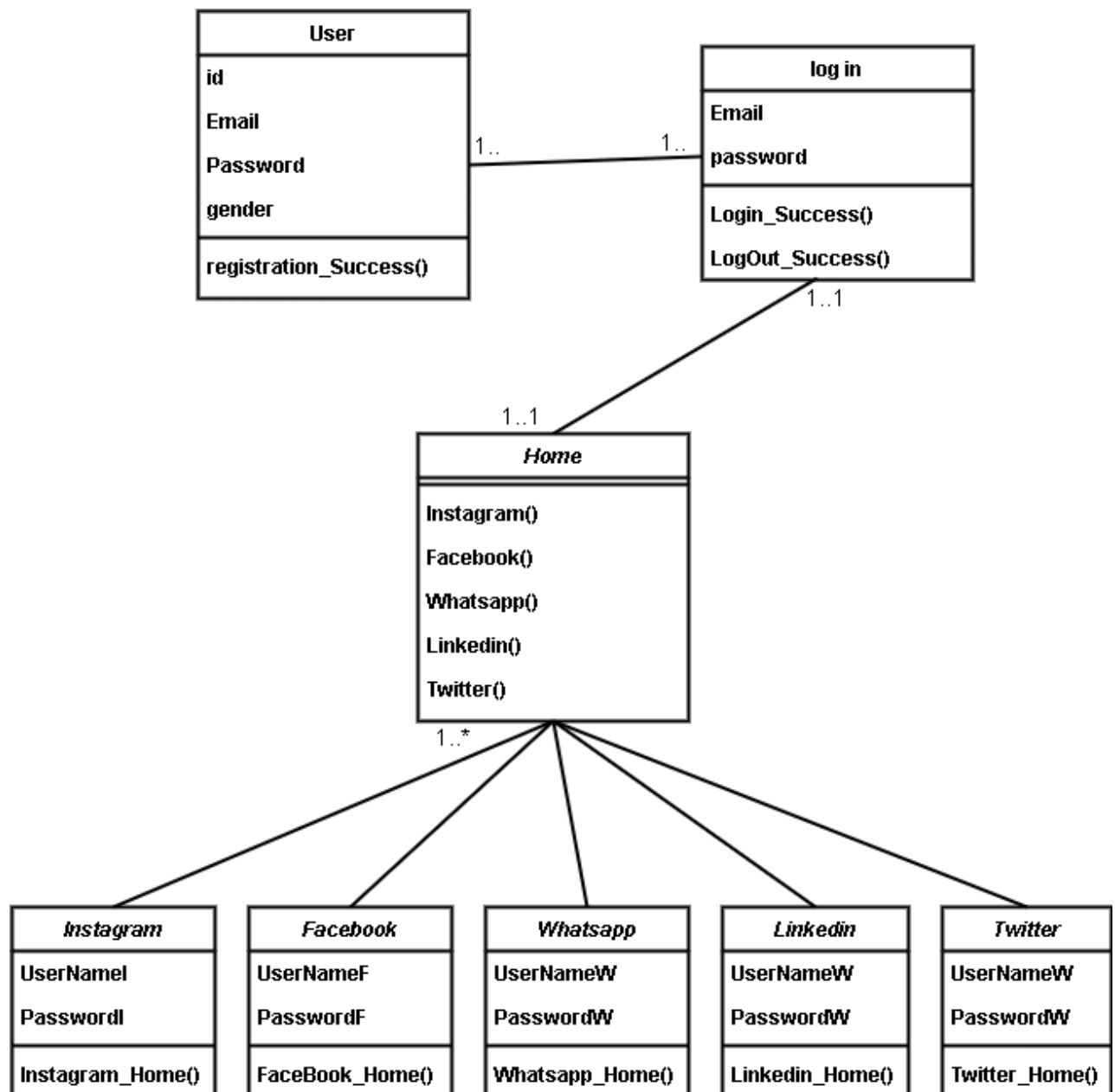
4.2 ACTIVITY DIAGRAM



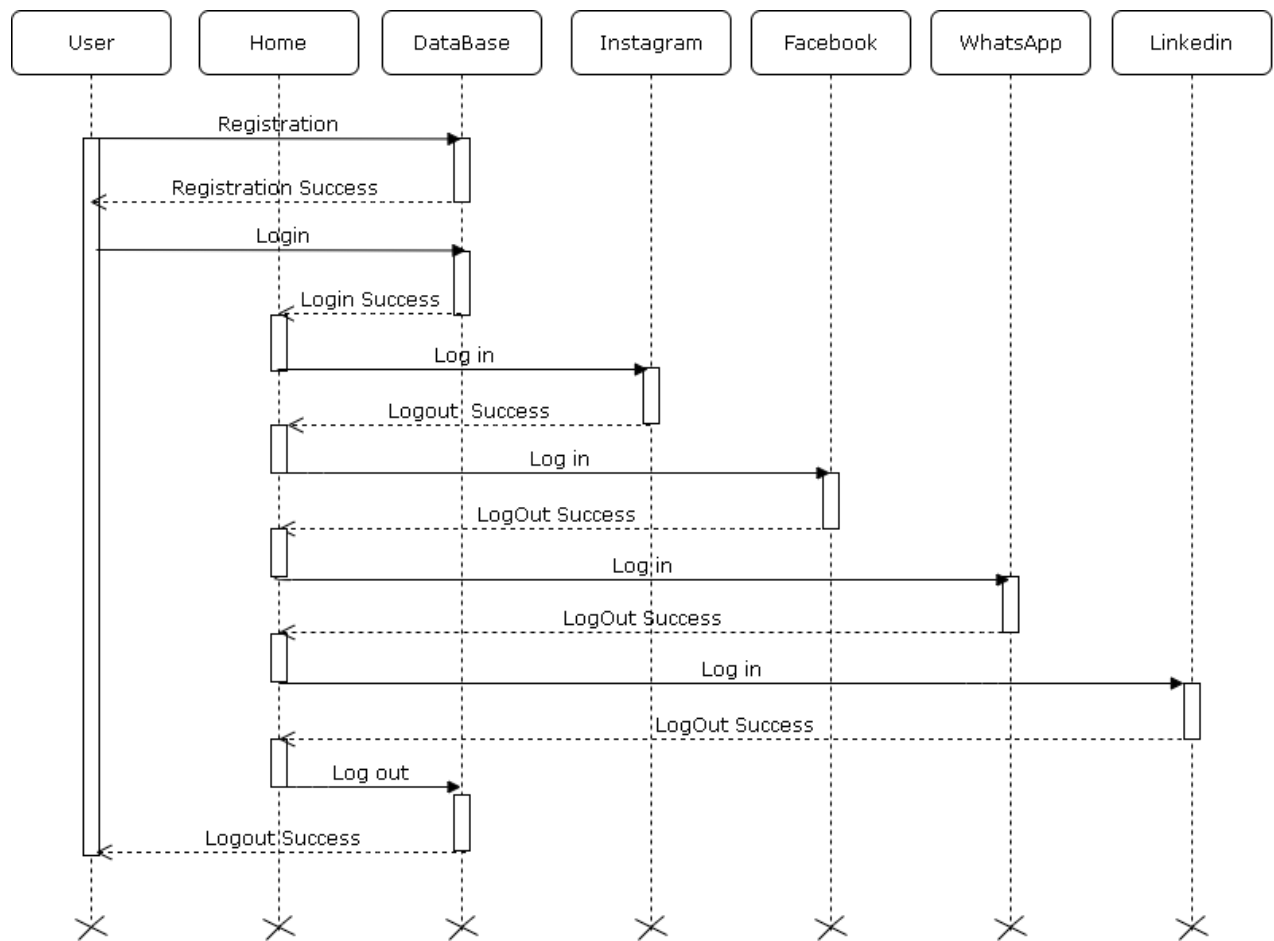
4.3 ENTITY RELATIONSHIP DIAGRAM



4.4 CLASS DIAGRAM



4.5 SEQUENCE DIAGRAM



4.6 STABLE SPECIFICATION

TABLE NAME : REGISTRATION				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	Userid
2	Email	VARCHAR(30)	PRIMARY KEY	Username
3	Password	VARCHAR(30)	NOT NULL	Userpassword
4	Gender	VARCHAR(10)	NOT NULL	Usergender

TABLE NAME : INSTAGRAM				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	Insta_id
2	Email	VARCHAR(30)	PRIMARY KEY	Insta_name
3	Password	VARCHAR(30)	NOT NULL	Insta_password

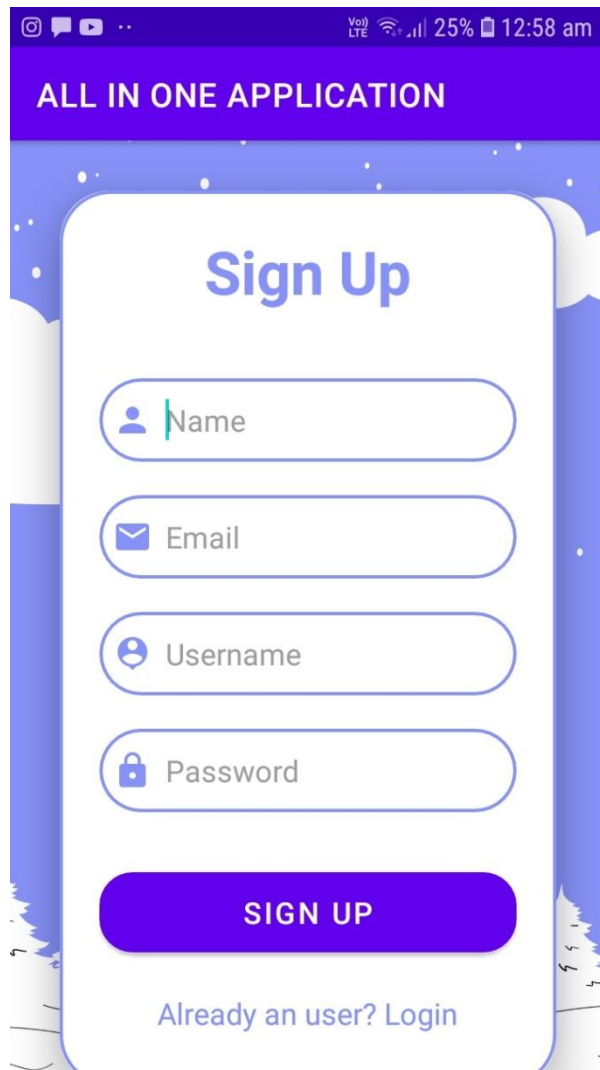
TABLE NAME : FACEBOOK				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	FB_id
2	Email	VARCHAR(30)	PRIMARY KEY	FB_name
3	Password	VARCHAR(30)	NOT NULL	FB_password

TABLE NAME : TWITTER				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	Twit_id
2	Email	VARCHAR(30)	PRIMARY KEY	Twit_name
3	Password	VARCHAR(30)	NOT NULL	Twit_password

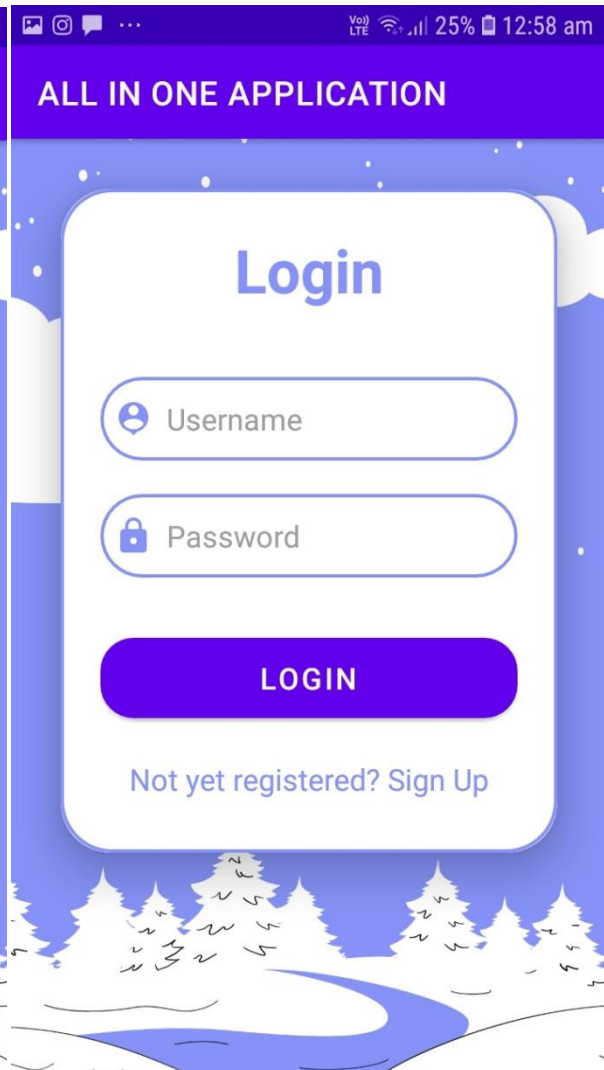
TABLE NAME : LINKEDIN				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	Link_id
2	Email	VARCHAR(30)	PRIMARY KEY	Link_name
3	Password	VARCHAR(30)	NOT NULL	Link_password

4.7 USER INTERFACE DESIGN AND REPORTS

SIGNUP PAGE



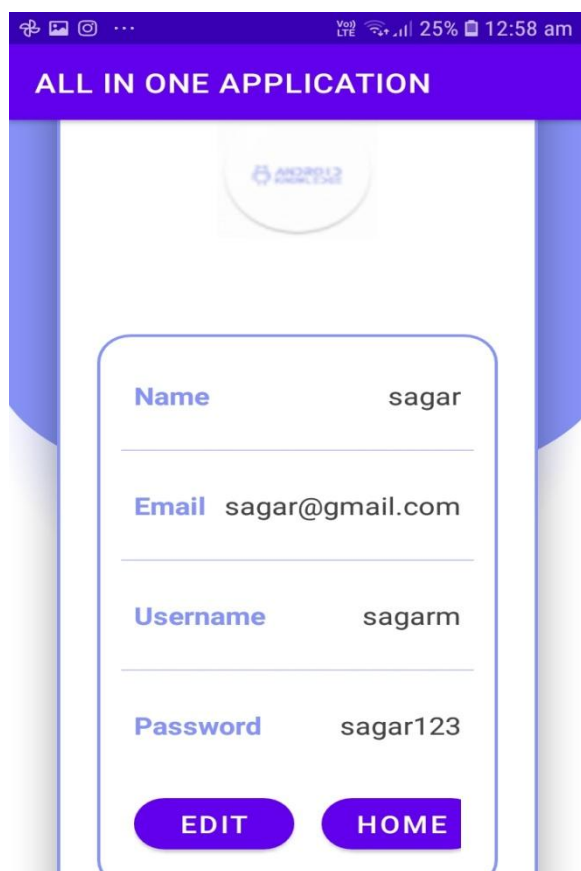
LOGIN PAGE



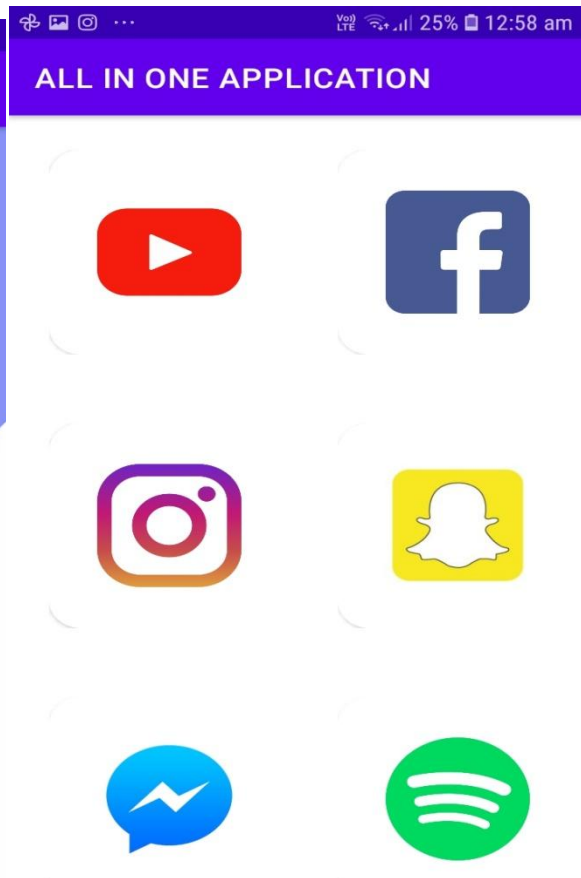
SIGNUP PAGE :- A signup page in an Android app is a screen where a user can create an account by providing personal information. It is created using XML layout files and Java code.

LOGIN PAGE :- A login page in Android is a screen where users can enter their login credentials to access a particular app or platform. It typically consists of a layout with input fields for the user's email or username and password, as well as options for password recovery or registration. Once authenticated, the user is granted access to the app's features and content.

USER PROFILE



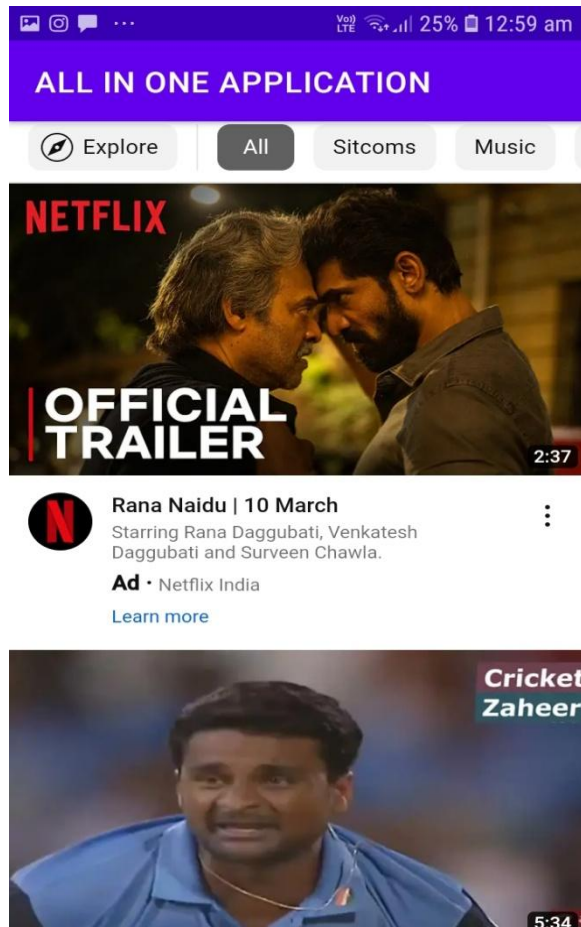
HOME PAGE



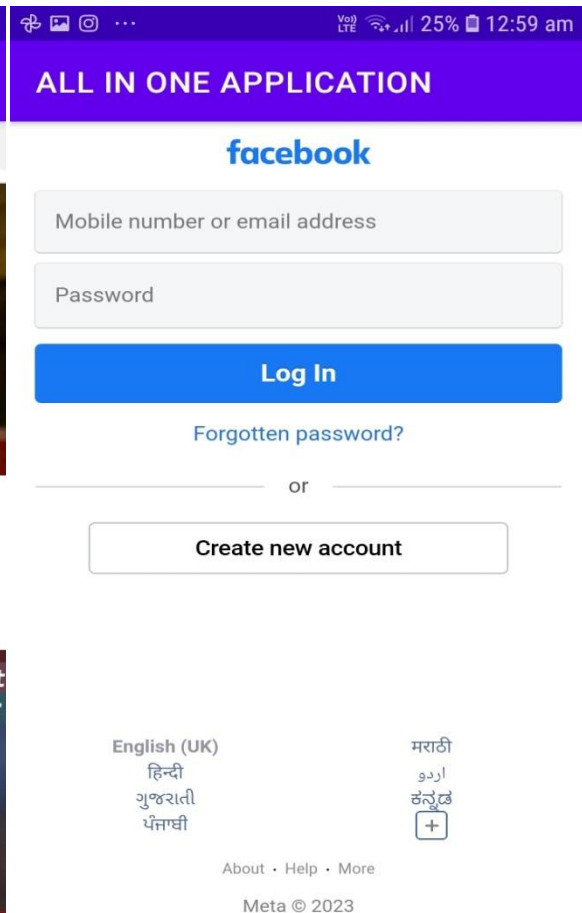
USER PROFILE:- A user profile in Android is a screen that displays information about a particular user in an app or platform. It typically consists of a layout with fields for the user's personal information, such as name, bio, profile picture, and social media handles. The user can edit and manage their profile information and settings from this screen.

HOME PAGE:- The home page of an all-in-one social media app in Android is the main screen where users can view the latest posts, updates, and news from their friends, family, and followed accounts. It typically displays a feed of user-generated content and provides options for the user to like, comment, share, or interact with the posts. The home page also features suggestions for new accounts to follow, personalized content recommendations, and access to the app's main functions and features.

YOU TUBE



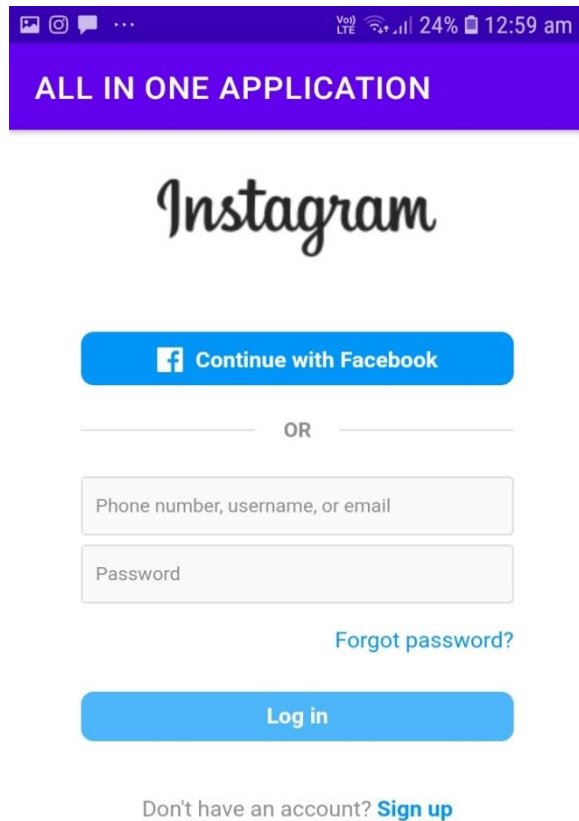
FACEBOOK



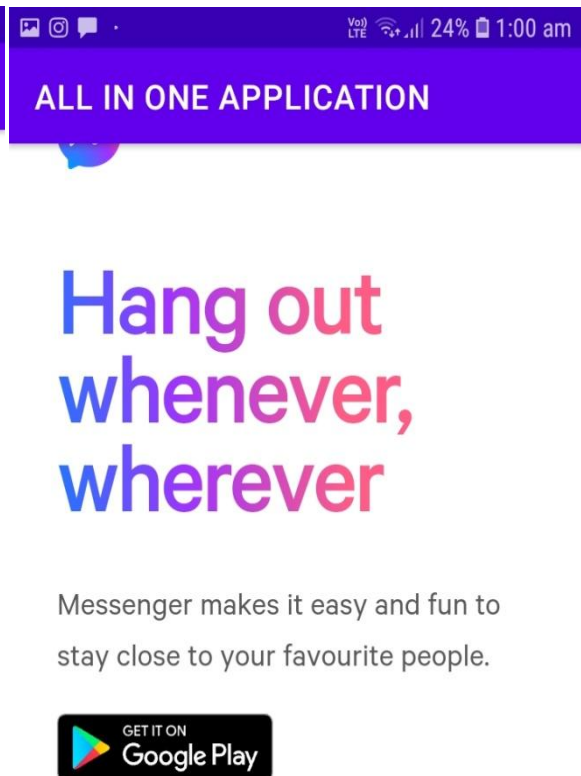
YOU TUBE :- In an all-in-one social media app in Android, the YouTube feature is a screen that displays YouTube-specific content, such as videos, channels, and playlists. It allows the user to interact with YouTube content, such as like, comment, and share, without having to switch to the YouTube app.

FACEBOOK:- In an all-in-one social media app in Android, the Facebook feature is a screen that displays Facebook-specific content, such as posts, updates, and news. It allows the user to interact with Facebook content, such as like, comment, and share, without having to switch to the Facebook app.

INSTAGRAM



MASSENGER



INSTAGRAM :- In an all-in-one social media app in Android, the Instagram feature is a screen that displays Instagram-specific content, such as photos, videos, stories, and reels. It allows the user to interact with Instagram content, such as like, comment, and share, without having to switch to the Instagram app.

MASSENGER:- In an all-in-one social media app in Android, the Messenger feature is a screen that allows users to send and receive messages to/from their Facebook friends. It allows the user to view conversations, send text and voice messages, and make video calls without having to switch to the Messenger app.

5. TEST CASES

Test Case Id:- App_01

Test Case Description:- All In One Social Media App

Test Priority:- High

Pre condition:- Valid User Account

Sr.no.	Action	Inputs	Expected Result	Actual Result	status
TC01	Log in	User Id And Password	The user should be successfully logged in and redirected to the profile page.	The user is successfully logged in and redirected to the profile page.	pass
TC02	Log in	User Id And Password	The user should be successfully logged in and redirected to the profile page.	The user is not logged in and not redirected to the profile page.	fail
TC03	Home feed	Click on home Button	Show all apps in home page	Show all apps in home page	pass
TC04	Home feed	Click on home Button	Show all apps in home page	Not show all apps in home page	fail
TC05	Open app	Double click on app	Open app in correct place with correct name	Open app In correct place with correct name	pass
TC06	Open app	Double click on app	Open app in correct place with correct name	Open app In different place with different name	fail

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Date :- 21-2-2023

Review by :- Asmita Hendre

6. DRAWBACKS AND LIMITATION

Some of the drawbacks and limitations of an all in one social media app include:

1. **Limited customization:** All in one social media apps often have limited customization options compared to dedicated social media apps. Users may not be able to fully customize their profiles or control the content they see on their feed.
2. **Complexity:** All in one social media apps can be complex, with many features and functionalities packed into one app. This can be overwhelming for some users, especially those who are not tech-savvy.
3. **Privacy concerns:** All in one social media apps often require users to provide a lot of personal information to create an account, which can be a concern for privacy-conscious users.
4. **Dependence on a single app:** All in one social media apps can create a dependence on a single app for all social media interactions, which can be limiting for users who prefer specific features of individual social media platforms.
5. **User experience:** All in one social media apps can suffer from a poor user experience as they try to accommodate all the features of different social media platforms. Users may find it difficult to navigate and interact with the app, which can lead to frustration and a lack of engagement.

7. PROPOSED ENHANCEMENT

Here are some proposed enhancements that could be made to an all in one social media app:

1. **Customization options:** To address the limited customization of all in one social media apps, additional customization options could be added. This could include more control over the user's profile, privacy settings, and the ability to personalize their experience on the app.
2. **Simplicity and ease of use:** To address the complexity of all in one social media apps, the app could be streamlined and simplified. This could be achieved through improved navigation, a simplified design, and more intuitive user interfaces.
3. **Privacy features:** To address privacy concerns, additional privacy features could be added to the app, such as secure login options, improved data protection, and better control over user data.
4. **Integration with other apps:** To address dependence on a single app, the all in one social media app could be designed to integrate with other social media apps, allowing users to access specific features of those apps while still using the all in one app as their primary social media platform.
5. **User experience:** To improve the user experience, the app could be designed to prioritize the most popular features and functions of social media platforms, and focus on providing a seamless and enjoyable user experience. This could include more engaging content, more intuitive interfaces, and features designed to encourage user engagement and social interaction.

8. CONCLUSION

In conclusion, developing an all-in-one social media app in Android is a complex and challenging task that requires a deep understanding of the Android platform and its associated technologies. To create an app that offers a seamless and engaging user experience, developers need to use a combination of programming languages and tools such as Java, XML, Android Studio, and Firebase.

The app must have a robust architecture that can handle the processing of large amounts of data, as well as complex user interactions. The app's user interface should be simple and intuitive, with easy navigation and a visually appealing design. The app should also have features such as real-time notifications, search functionality, and social sharing, among others.

To ensure the privacy and security of users, the app must be developed with strict security measures, including data encryption, authentication, and secure communication protocols. It is also important to comply with relevant privacy laws and regulations in the app's target countries.

Overall, developing an all-in-one social media app in Android requires careful planning, attention to detail, and a commitment to delivering a high-quality product that meets the needs and expectations of users.

9. BIBLIOGRAPHY

Reference Tutorial links :

- <https://www.tutorialspoint.com/android/index.htm>
- <https://www.javatpoint.com/android-tutorial>
- <https://developer.android.com/training/basics/firstapp>
- <https://www.geeksforgeeks.org/android-tutorial/>
- <https://www.guru99.com/android-tutorial.html>

10. SIMPLE CODE

MainActivity.xml :-

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.recyclerview.widget.RecyclerView
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/Reclerview"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    tools:context=".MainActivity">
</androidx.recyclerview.widget.RecyclerView>
```

Mainactivity.java:-

```
package com.example.allinoneapplication;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.GridLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        RecyclerView recyclerView = (RecyclerView) findViewById(R.id.Reclerview);
        recyclerView.setLayoutManager(new GridLayoutManager(getApplicationContext(), 2));
        int Icons[] = {R.drawable.youtube,
            R.drawable.facebook,
            R.drawable.instagram,
            R.drawable.snapchat_icon,
            R.drawable.messenger,
            R.drawable.spotify,
            R.drawable.twitter,
            R.drawable.linkedin};
        recyclerView.setAdapter(new SocialAdapter(Icons));
    }
}
```

SignUp Activity.Java :-

```
package com.example.allinoneapplication;
import android.content.Intent;
import android.os.Bundle;
```

```

import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
import com.google.firebase.database.DatabaseReference;
import com.google.firebase.database.FirebaseDatabase;

public class SignupActivity extends AppCompatActivity {

    EditText signupName, signupEmail, signupUsername, signupPassword;
    TextView loginRedirectText;
    Button signupButton;
    FirebaseDatabase database;
    DatabaseReference reference;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_signup);

        signupName = findViewById(R.id.signup_name);
        signupEmail = findViewById(R.id.signup_email);
        signupUsername = findViewById(R.id.signup_username);
        signupPassword = findViewById(R.id.signup_password);
        signupButton = findViewById(R.id.signup_button);
        loginRedirectText = findViewById(R.id.loginRedirectText);

        signupButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {

                database = FirebaseDatabase.getInstance();
                reference = database.getReference("users");

                String name = signupName.getText().toString();
                String email = signupEmail.getText().toString();
                String username = signupUsername.getText().toString();
                String password = signupPassword.getText().toString();
                boolean check = validateinfo(name,email,username,password);
                if (check == true) {
                    HelperClass helperClass = new HelperClass(name, email, username, password);
                    reference.child(username).setValue(helperClass);

                    Toast.makeText(SignupActivity.this, "You have signup successfully!",
Toast.LENGTH_SHORT).show();
                    Intent intent = new Intent(SignupActivity.this, LoginActivity.class);
                    startActivity(intent);
                }
            }
        });
    }
}

```

```

        else{
            Toast.makeText(getApplicationContext(), "sorry check information
again", Toast.LENGTH_SHORT).show();
        }
    }
});

```

```

loginRedirectText.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        Intent intent = new Intent(SignupActivity.this, LoginActivity.class);
        startActivity(intent);
    }
});
}

```

```

private boolean validateinfo(String name, String email, String username, String password)
{
    if(name.length()<=2){
        signupName.requestFocus();
        signupName.setError("Enter at least 3 Alphabate Character");
        return false;
    }
    else if(!name.matches("[a-zA-Z]+")){
        signupName.requestFocus();
        signupName.setError("Enter only Alpagetcal Character");
        return false;
    }
    else if (email.length()==0){
        signupEmail.requestFocus();
        signupEmail.setError("Field cannot be Empty");
        return false;
    }
    else if(!email.matches("[a-zA-Z0-9._-]+@[a-z]+\\.[a-z]+")){
        signupEmail.requestFocus();
        signupEmail.setError("Enter valid Email");
        return false;
    }
    else if(username.length()<=5){
        signupUsername.requestFocus();
        signupUsername.setError("Enter Minimum 6 Character ");
        return false;
    }
    else if(!username.matches("[a-zA-Z]+")){
        signupUsername.requestFocus();
        signupUsername.setError("Enter only Alpagetcal");
        return false;
    }
    else if (password.length()<=7){
        signupPassword.requestFocus();
    }
}

```

```

        signupPassword.setError("Minimum 8 Character Required");
        return false;
    }
    else
    {
        return true;
    }
}
}

```

Login Class.java:-

```
package com.example.allinoneapplication;
```

```

import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

```

```

import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;

```

```

import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.DatabaseError;
import com.google.firebase.database.DatabaseReference;
import com.google.firebase.database.FirebaseDatabase;
import com.google.firebase.database.Query;
import com.google.firebase.database.ValueEventListener;

```

```
public class LoginActivity extends AppCompatActivity {
```

```

    EditText loginUsername, loginPassword;
    Button loginButton;
    TextView signupRedirectText;

```

```
@Override
```

```

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_login);

```

```

    loginUsername = findViewById(R.id.login_username);
    loginPassword = findViewById(R.id.login_password);
    signupRedirectText = findViewById(R.id.signupRedirectText);
    loginButton = findViewById(R.id.login_button);

```

```

    loginButton.setOnClickListener(new View.OnClickListener() {
```

```
        @Override
```

```
        public void onClick(View view) {
```

```
            if (!validateUsername() | !validatePassword()){
```

```

        } else {
            checkUser();
        }
    }
});

signupRedirectText.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        Intent intent = new Intent(LoginActivity.this, SignupActivity.class);
        startActivity(intent);
    }
});
}

public Boolean validateUsername(){
    String val = loginUsername.getText().toString();
    if (val.isEmpty()){
        loginUsername.setError("Username cannot be empty");
        return false;
    } else {
        loginUsername.setError(null);
        return true;
    }
}

public Boolean validatePassword(){
    String val = loginPassword.getText().toString();
    if (val.isEmpty()){
        loginPassword.setError("Password cannot be empty");
        return false;
    } else {
        loginPassword.setError(null);
        return true;
    }
}

public void checkUser(){
    String userUsername = loginUsername.getText().toString().trim();
    String userPassword = loginPassword.getText().toString().trim();

    DatabaseReference reference = FirebaseDatabase.getInstance().getReference("users");
    Query checkUserDatabase = reference.orderByChild("username").equalTo(userUsername);

    checkUserDatabase.addListenerForSingleValueEvent(new ValueEventListener() {
        @Override
        public void onDataChange(@NonNull DataSnapshot snapshot) {

```

```

        if (snapshot.exists()){
            loginUsername.setError(null);
            String passwordFromDB = snapshot.child(userUsername).child("password").getValue(String.class);

            if (passwordFromDB.equals(userPassword)){
                loginUsername.setError(null);

                //Pass the data using intent

                String nameFromDB = snapshot.child(userUsername).child("name").getValue(String.class);
                String emailFromDB = snapshot.child(userUsername).child("email").getValue(String.class);
                String usernameFromDB = snapshot.child(userUsername).child("username").getValue(String.class);

                Intent intent = new Intent(LoginActivity.this, ProfileActivity.class);

                intent.putExtra("name", nameFromDB);
                intent.putExtra("email", emailFromDB);
                intent.putExtra("username", usernameFromDB);
                intent.putExtra("password", passwordFromDB);

                startActivity(intent);
            } else {
                loginPassword.setError("Invalid Credentials");
                loginPassword.requestFocus();
            }
        } else {
            loginUsername.setError("User does not exist");
            loginUsername.requestFocus();
        }
    }

    @Override
    public void onCancelled(@NonNull DatabaseError error) {

    }
}

```