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 tuitter 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 provide a platform for users to interact with one another and share various types of content, such as text, images, videos, and links.
- To be user-friendly, secure, and scalable, and to allow users to easily connect with friends, family, and other people with similar interests.
- To enable users to create and manage their profiles, which can include personal information, photos, and other details.
- To provide tools for users to find and connect with other users, such as search functions, friend requests, and follow options.
- To allow users to share various types of content, such as text posts, photos, videos, and links, and to provide tools for organizing and managing this content.

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

- HARDWERE 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:**

   The technical feasibility of an all-in-one social media app would depend on several factors, including the required hardware, software, and networking infrastructure needed to develop and maintain the app. The app would need to be developed for multiple platforms, including web and mobile, and be compatible with different operating systems and devices. The app would also need to be scalable, meaning that it can handle a large number of users and content. Additionally, the app would require robust security measures to protect user data and prevent unauthorized access. Finally, the app would need to be tested thoroughly to ensure that it functions properly and is free from bugs and glitches.
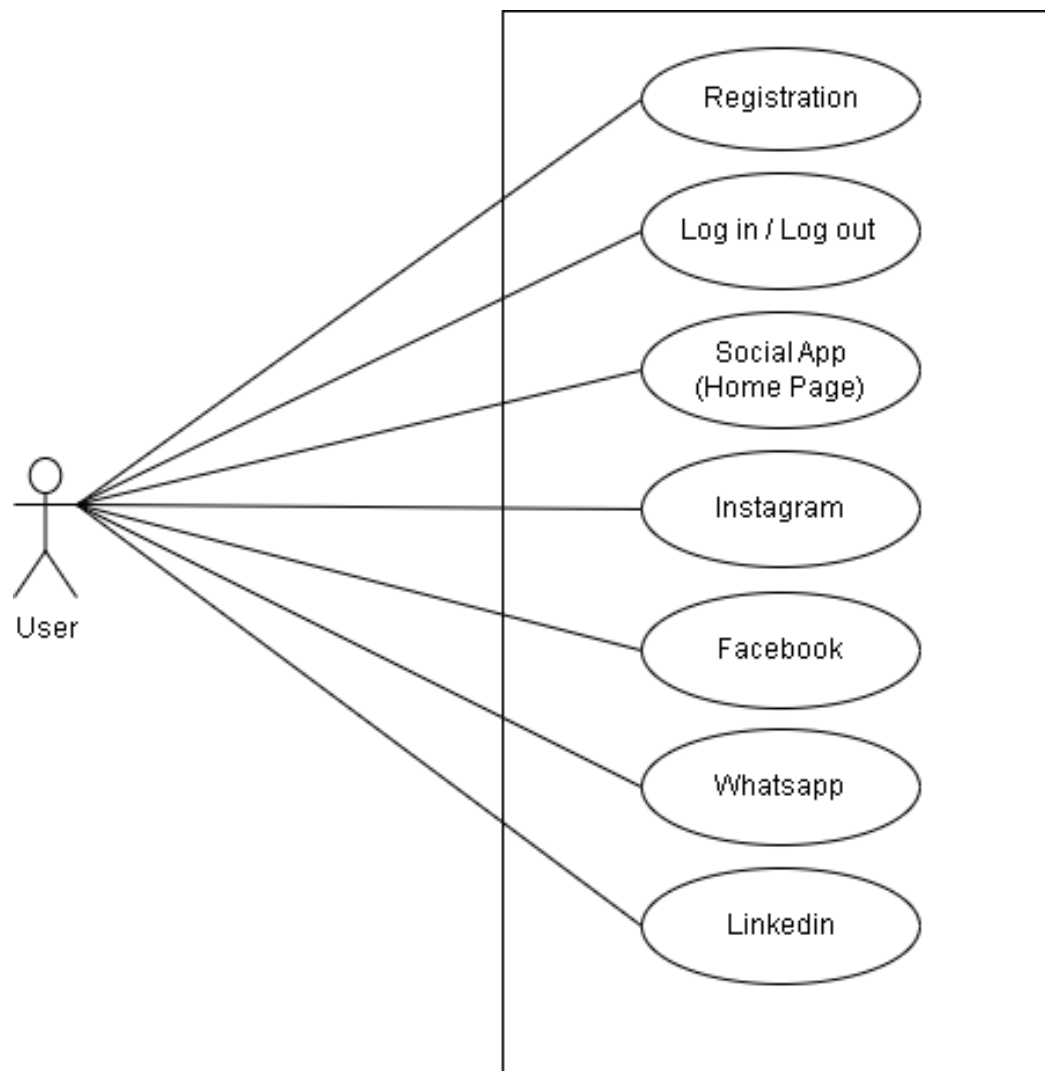
2) **Economic Feasibility:**

   The economical feasibility of an all-in-one social media app depends on factors such as development cost, maintenance cost, marketing cost, revenue sources, and user acquisition. If the app can generate sufficient revenue through in-app purchases, ads, or subscriptions and has a sustainable business model, it can be economically feasible.

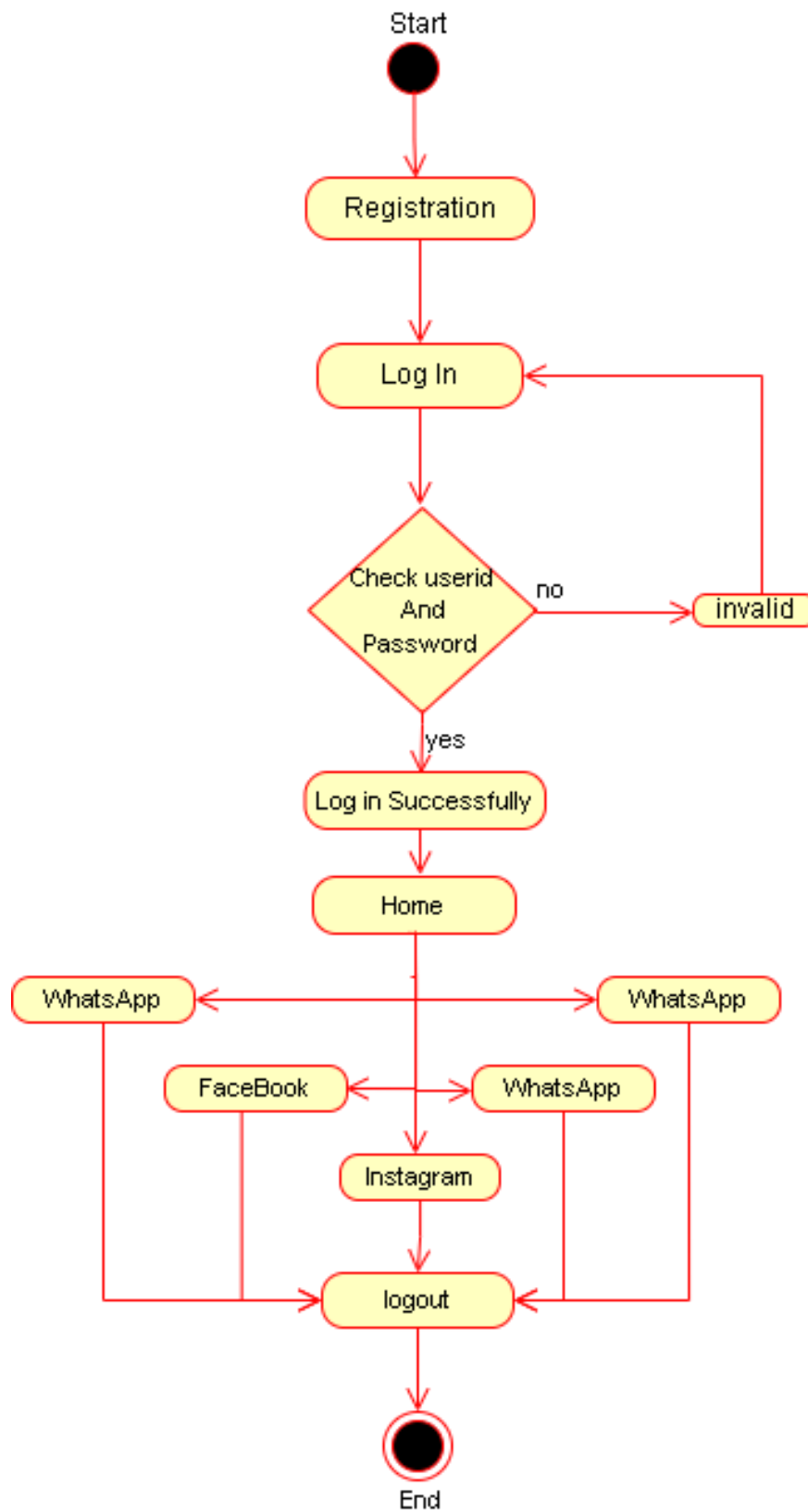3) **Operational Feasibility:**

   The operational feasibility of an all-in-one social media app depends on factors such as technical capabilities, user experience, and scalability. If the app can deliver a seamless and user-friendly experience to its users while handling a large volume of traffic and data, it can be operationally feasible. However, it requires proper planning, testing, and continuous improvement to ensure the app's operational feasibility.
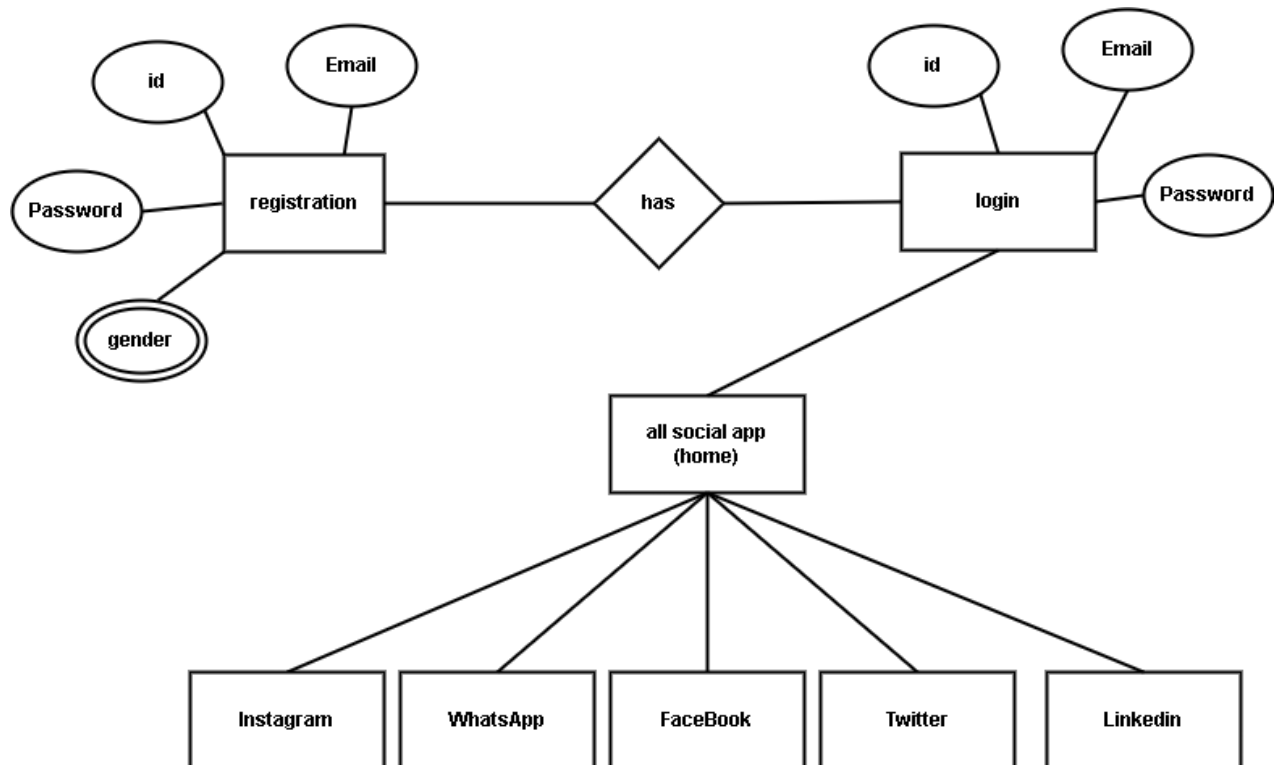
4. SYSTEM ANALYSIS AND DESIGN

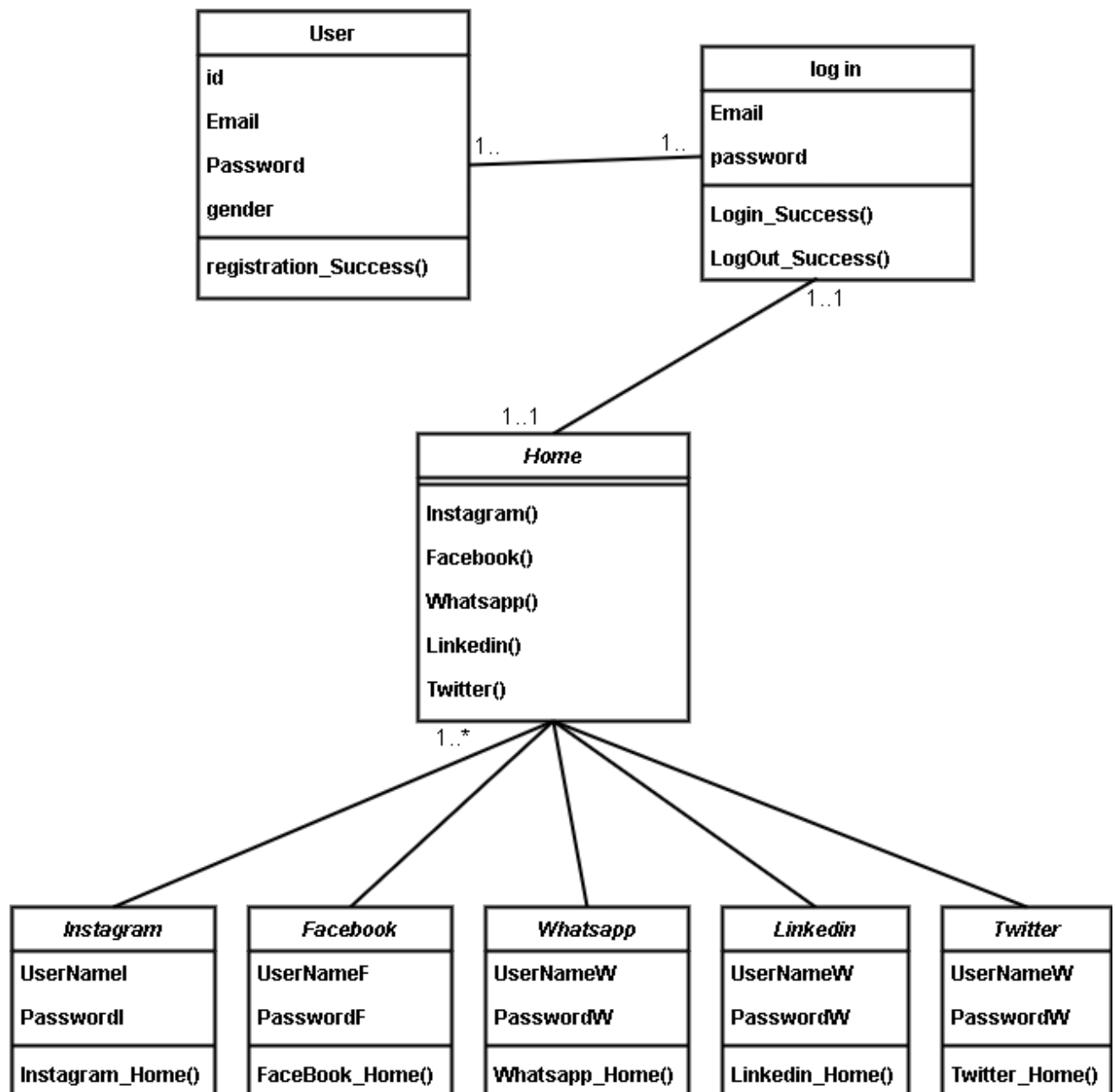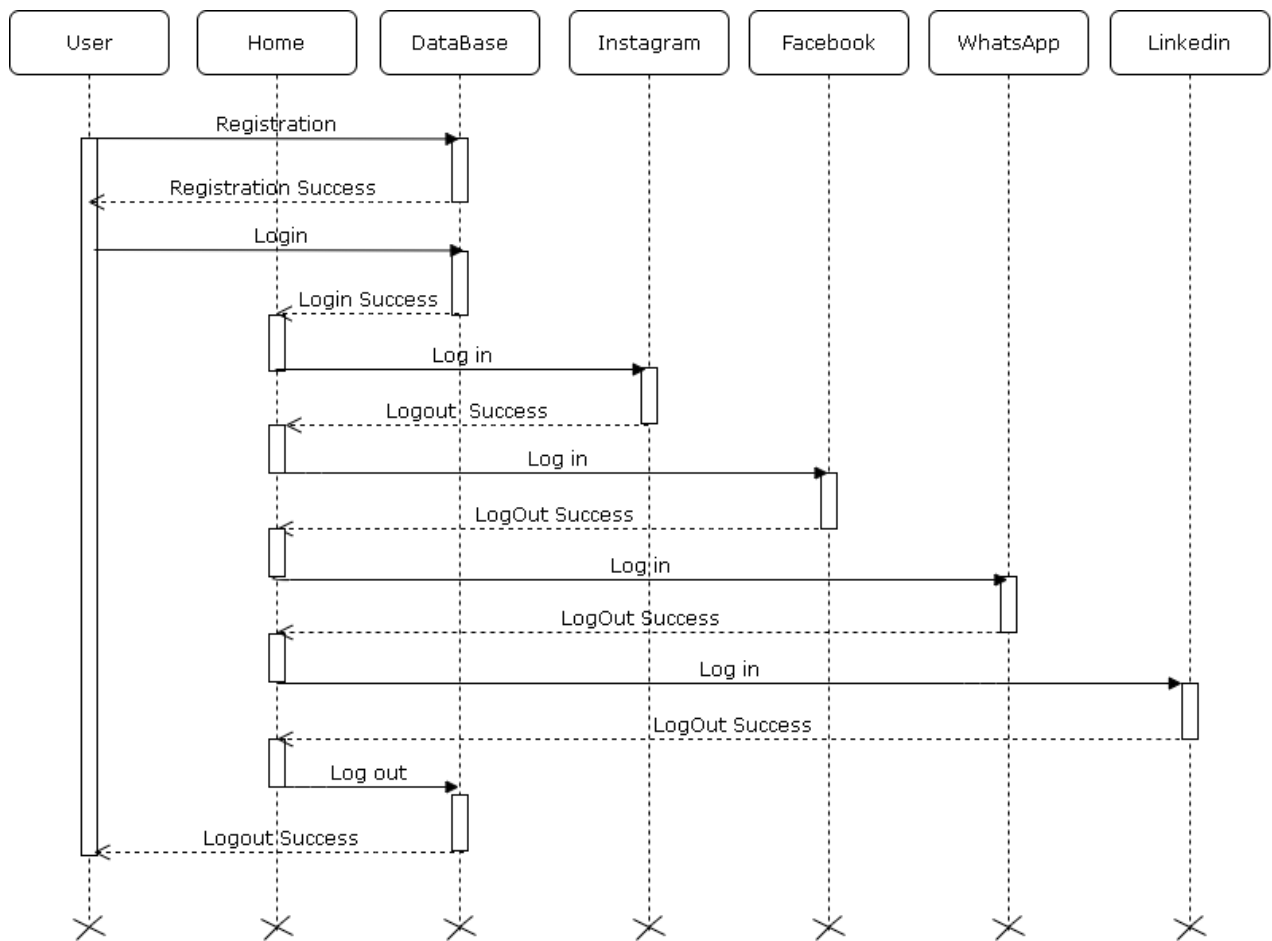## 4.1 SYSTEM USE CASE DIAGRAM

4.2 ACTIVITY DIAGRAM

Start

Registration

Log In

Check userid
And
Password

no

invalid

yes

Log in Successfully

Home

WhatsApp

WhatsApp

FaceBook

WhatsApp

Instagram

logout

End

4.3 ENTITY RELATIONSHIP DIAGRAM

4.4 CLASS DIAGRAM

User

id
Email
Password
gender
registration_Success()

log in

Email
password
Login_Success()
LogOut_Success()

1..   1..

1..1

Home

Instagram()
Facebook()
Whatsapp()
Linkedin()
Twitter()

1..1

1..*

Instagram

UserNameI
PasswordI
Instagram_Home()

Facebook

UserNameF
PasswordF
FaceBook_Home()

Whatsapp

UserNameW
PasswordW
Whatsapp_Home()

Linkedin

UserNameW
PasswordW
Linkedin_Home()

Twitter

UserNameW
PasswordW
Twitter_Home()

4.5 SEQUENCE DIAGRAM

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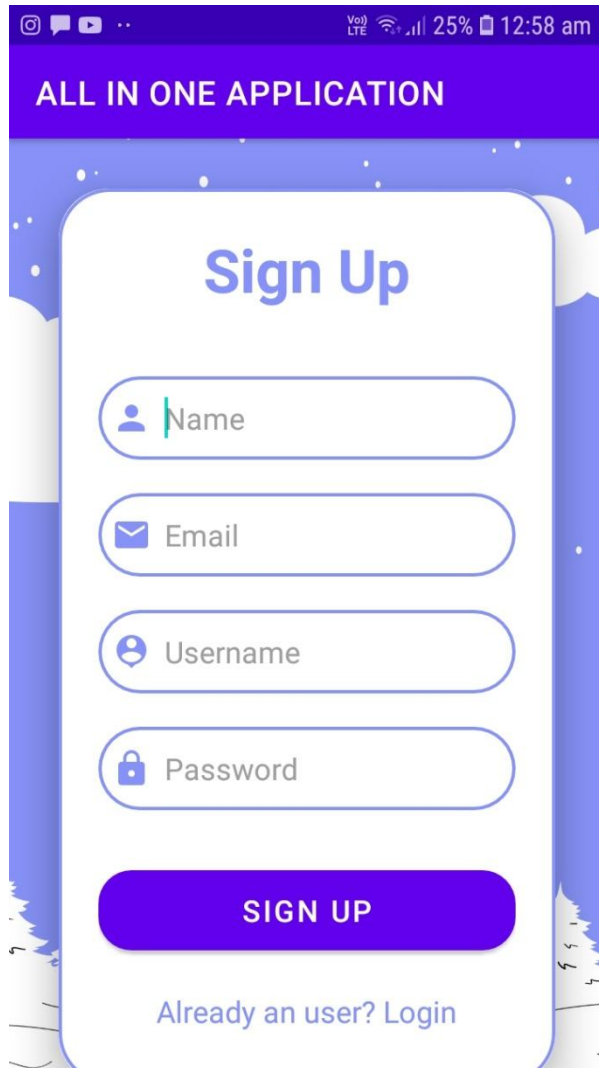
TABLE NAME : FACEBOOK				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	FB_id
2	Email	VARCHAR(30)	PRIMARY KEY	FB_name
3	Password	VARCHAR(30)	NOT NULL	FB_password

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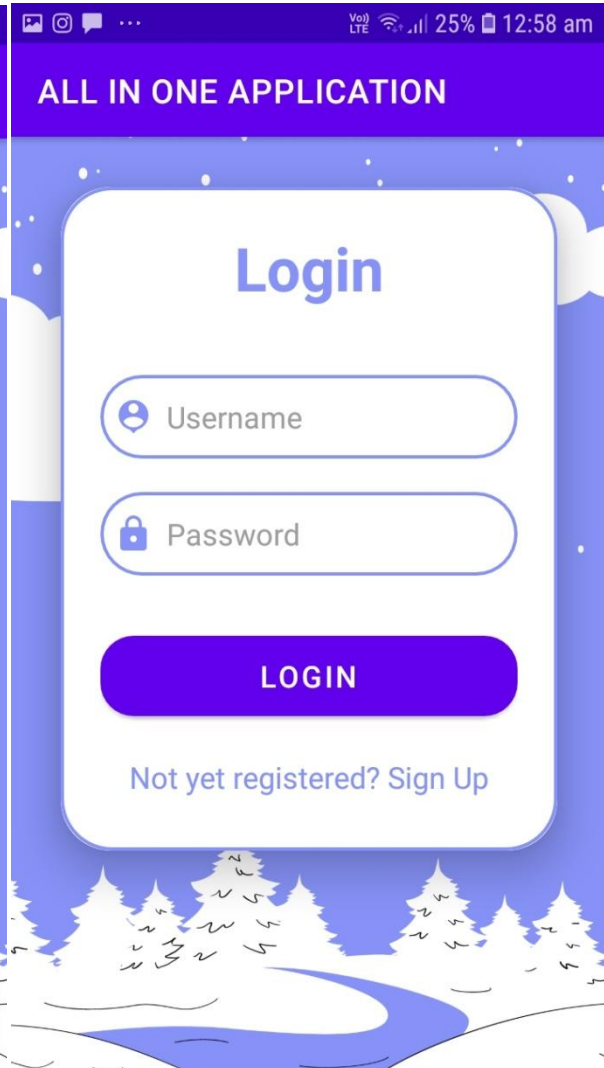
TABLE NAME : LINKEDIN				
#	Name	Type	Constraint	Description
1	Id	INT(3)	NOT NULL	Link_id
2	Email	VARCHAR(30)	PRIMARY KEY	Link_name
3	Password	VARCHAR(30)	NOT NULL	Link_password

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.
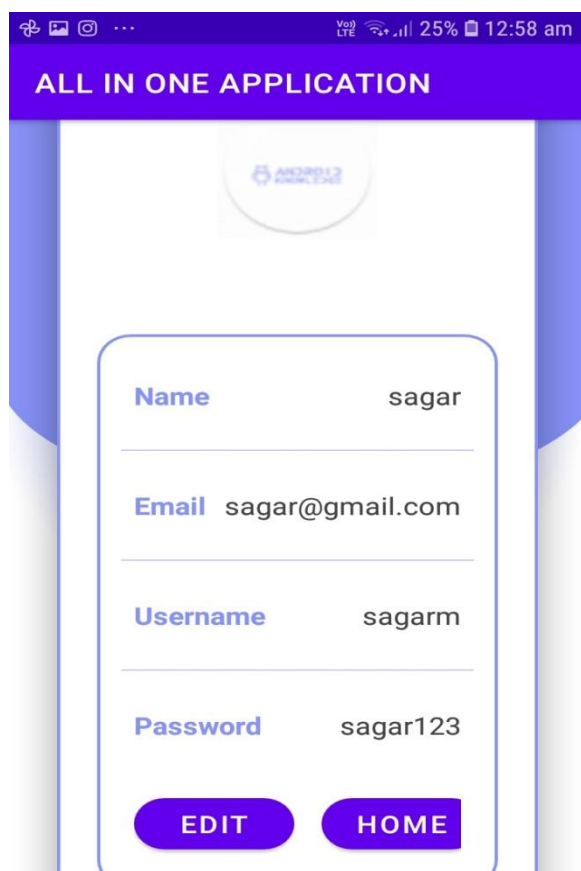
**USER PROFILE**   **HOME PAGE**
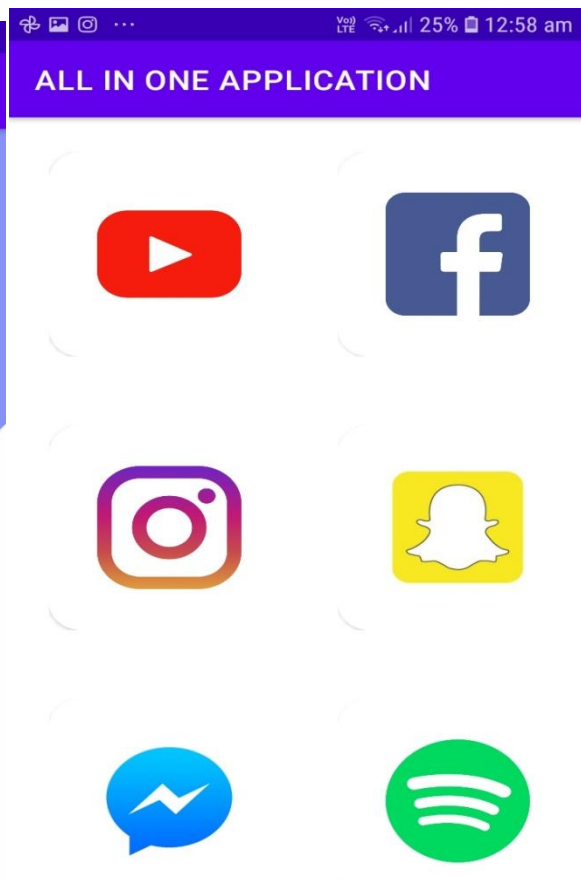
USER PROFILE:- A user profile in Android is a screen that displays information about a particular user in an app or platform. It typically consists of a layout with fields for the user's personal information, such as name, bio, profile picture, and social media handles. The user can edit and manage their 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.
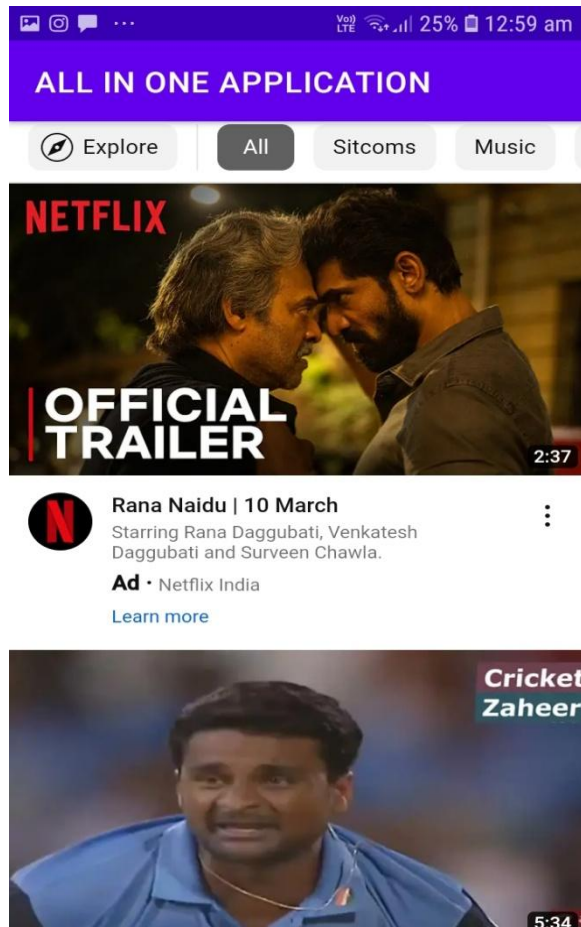
**YOU TUBE**   **FACEBOOK**
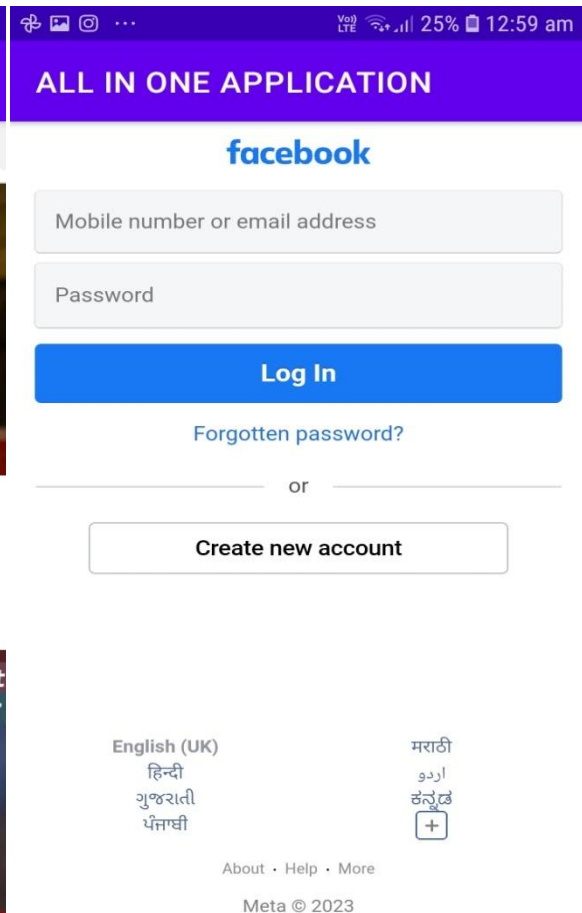
YOU TUBE :- In an all-in-one social media app in Android, the YouTube feature is a screen that displays YouTube-specific content, such as videos, channels, and playlists. It allows the user to interact with YouTube content, such as like, comment, and share, without having to switch to the YouTube app.

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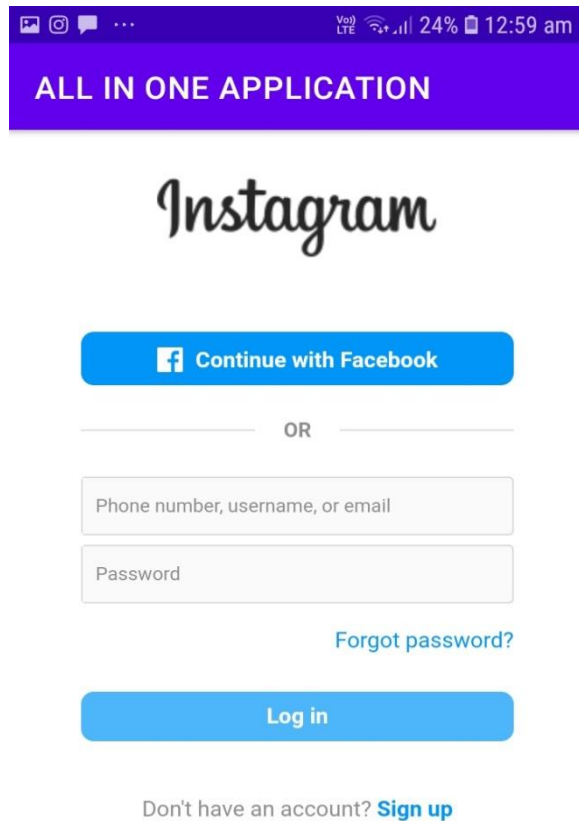
INSTAGRAM   **MASSENGER**
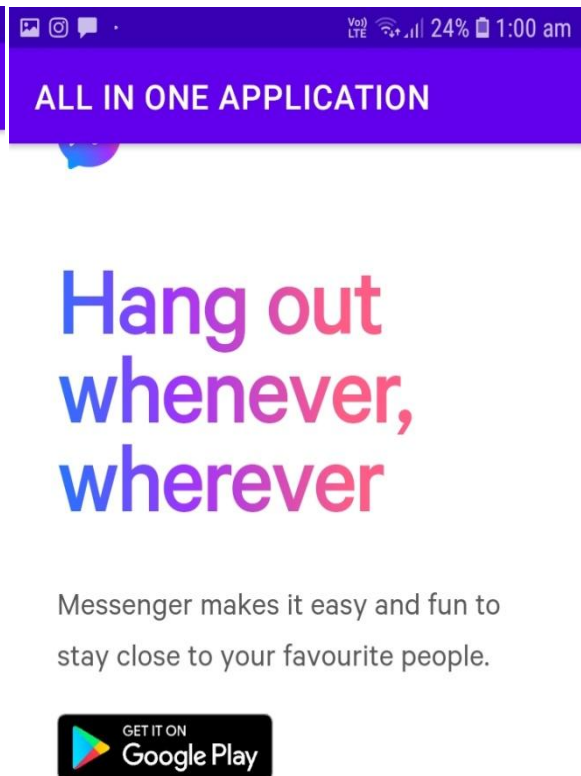
INSTAGRAM :- In an all-in-one social media app in Android, the Instagram feature is a screen that displays Instagram-specific content, such as photos, videos, stories, and reels. It allows the user to interact with Instagram content, such as like, comment, and share, without having to switch to the Instagram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

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

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- 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.   SAMPLE CODE

MainActivity.xml :-

```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:-

```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(getBaseContext(), 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 :-

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

```java
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 chack = validateinfo(name,email,username,password);
                if (chack == 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);
                }
```

21

```java
            else{
                Toast.makeText(getApplicationContext(), "sorry chack 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 Alpabetcal 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 Alpabetcal");
            return false;
        }
        else if (password.length()<=7){
            signupPassword.requestFocus();
```

```java
            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()){
```

```java
                } 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) {
```

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

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

                    //Pass the data using intent

                    String nameFromDB = snap-
shot.child(userUsername).child("name").getValue(String.class);
                    String emailFromDB = snap-
shot.child(userUsername).child("email").getValue(String.class);
                    String usernameFromDB = snap-
shot.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) {

        }
    });
}

}
```