

Project Name: Blogging Content Management System (CMS)

Description:

At the very beginning of the world wide web, everything was put down in static websites that served as content needless of any back end connected database. A series of websites acted & loaded very fast as there was no processing of requests raised by client-server and queries to connect and perform actions in the database. Because the static web content is utilized by only a few web surfers, they require very few computing resources and has less traffic in the network. As we trace back to the history of CMS, the first website is modeled based on the hypertext markup language system in 1990 by Tim Berners-Lee. These static contents, once created, are difficult to change and require HTML knowledge to keep the content updated and are not suitable for the long run. A naïve non-technical student/researcher who wants to update their creative static content when there are any updates or new versions added, requires hiring a developer to modify the content with HTML and keep it fresh. The early systems were just started with text and links; later the features were added in stages to incorporate other kinds of data.

However, in the early 2000s the evolution of content management systems has begun and one of which WordPress became very famous. As we advance more in the technology field, there is a constant need to update the content frequently and the way of publishing content on the world wide web is also advanced to create digital content dynamically from static content. In the current world, data produced per minute is in very huge amounts like million data points per day and it is not clearly structured. Storing this wide range of content in relational databases is too expensive and requires more computational resources to process the data actions with more memory.

Think of a new content management technology proposed to pile up all kinds of intelligence, a smooth semantic structure, and metadata about your content. For such, it requires a database that provides the flexibility to adapt quickly and update the content structure that runs natively in the cloud without any impact and efficiently to automate the scaling of the data model on multiple servers as per the future needs. The main aim of our project is to develop a NoSQL database, a document-oriented data model that stores various types of unstructured data and can handle huge volumes in size so that it will incorporate and serve any kind of information like text, audio, links, images, articles in a single database with much faster and less expensive.

A Blogging Content Management System (CMS) is an application that can be used by any individual to create their own web content with all the functionalities and features without knowing any programming or technical knowledge. It enables end users like students, researchers, creators, or any other authors to create, edit, and delete blogs, and add any functional pages designed by themselves without needing to write a single line of code. For any person who wants to learn, research, publish and promote any kind of creative information, this blogger will help them in organizing easily and avoid duplicates and inconsistencies in information. This blogger will also have a comment section, so other users can post their thoughts on their blog or article along with like/dislike functionality. And, we will have follower functionality so that users can see all the latest blogs of following users regularly to get updated on the content. In short, a NoSQL database is required for a content platform that is cheaper, scalable, flexible, and faster than most of the current web-based systems with traditional relational databases suits best to this blogging content management system.