A SYNOPSIS ON

"SOCIAL MEDIA WEBSITE"

Submitted in partial fulfilment of the requirement for the award of the degree of

BACHELOR OF COMPUTER APPLICATIONS

Submitted by:

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Under the Guidance of

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CANDIDATE'S DECLARATION

I/we hereby certify that the work which is being presented in the Synopsis entitled "Social Media Website" in partial fulfillment of the requirements for the award of the Degree of Bachelor of Computer Applications in the Department of Computer Applications of the Graphic Era (Deemed to be University), Dehradun shall be carried out by the undersigned under the supervision of Dr. D.C Dobhal, Associate Professor, Department of Computer Applications, Graphic Era (Deemed to be University), Dehradun.

Name	University Roll no.	signature
Sumit kumar giri	2103132	

The above mentioned students shall be working under the supervision of the undersigned on the "Social Media Website"

Signature   Signature

Supervisor   Head of the Department

Internal Evaluation (By DPRC Committee)

Status of the Synopsis: Accepted / Rejected

Any Comments:

Name of the Committee Members: Signature with Date

1.

2.

Table of Contents

Chapter 1

Introduction and Problem Statement

1.1 Introduction

Social Media Websites is a web based project where connections are made, ideas are shared, and communities thrives through internet. As the technology is being advanced the way of life is changing accordance. You're here to connect with friends, explore new interests, or build professions networks, our platform offers the tools and features to help you connect and engage in a vibrant online community..

In this project I provide some features of social media website where users can communicate and see the people and its features like the home page, and then you add friends which one you want. Profile photo upload, notifications, messaging, watch stories and theme customization.

Like the real production level social media Applications users can add the photos on your post and also you want to increase the no. of friends you can easily increase and decrease on the basis of accepting friend request and deleting friend request and also no of friends you can see the inside friend.

In This project users can upload the stories and also watching the friend's stories. Which people are upload the story and Our platform also allows you to view all notifications. such that someone accepting friend requests, comment on your post, likes on your post, and reaching yours post. When click on message, you easily search messages from friends, followers, and request.

In This project I was try to implement the how searching of products is work in the small level using simple html tags. And here I implement the feature of filtering the friend's request where users can accept and delete the friend's request when click on accept then automatic add to friend. And the best thing of this website is this is an responsive website

Summary I try to build the website like Social media mainly for connecting people where we can achieve some functionalities such as Add the friends into the friend list and Remove from the request and also you can adjust content according to phone.

1.2 **Problem Statement**

The Social Media Website where the user come for the connects with other. they post some photos, videos, and chat with friends and user was able to use the website according to user and provide some features so that do our activities with minimal problems.

The social media website might be hard to use on phones, tablets, and computers. This can be because:

> (1) website doesn't resize well for different screens.
>
> (2) Finding your way around is confusing with too many buttons.

By making the website adjust to different screens, simplifying the buttons, and adding features to help people with seeing problems, the website can be easier to use for everyone, even during tough times.

Chapter 2

Background

Before we start practically working on our project we had to do a lot of theoretical work which includes reading about this type of website which is going to be build to get a clearer image of recent advancements in the field of Social Media . In-fact we believe research is the most essential phase of our project because this is the first time we are working on this particular type of project and it's a challenge for us. So, to make ourselves feel comfortable with this project it was quite necessary for us to understand social media & its various application and the ongoing researches in this field.

Some of the tools and technologies that we picked up to study and analyze include the following:

1. What are the required knowledge to make this type of project such as web Development technologies like HTML, CSS, JavaScript.
2. Know about this how to implement these technology to make a good website.
3. What are the tools, environment and the how much time cost you can spent on it.
4. To make sure the project was developed with the latest technologies.

Moving further we started reading these selected topics and continuously brainstormed how   we   are going to use this knowledge in our project to convert our idea into a reality.

Chapter 3

Objectives

There are several Objective of this website are following given below:

- The main purpose of using this website is to provide, connecting with people and ideas are shared for both users and followers.
- User's can access this website from anywhere.
- Providing entertainment through post, videos.
- Helping users expand their social circles and meet likeminded people.
- Provide a platform for users to share photos, videos, text posts, and other forms of content with their friends, family, and followers.
- Inspiring users to express themselves creatively through art, photography, writing and other forms of self-expression.
- Users can see the details of the followers and also accept and delete followers.

Chapter 4

Hardware and Software Requirements

4.1 Hardware Requirements

Sl. No	Name of the Hardware	Specification
1	Processor	Pentium Processor ISA 32 Family
2	Secondary Storage	80 GB HDD
3	ROM	52X CD ROM Drive
4	RAM	1 GB RAM
5	Others	Monitor, Keyboard, Mouse

4.2 Software Requirements

Sl. No	Name of the Software	Specification
1	Platform	Independent
2	Operating System	Windows, Linux, Ubuntu, MacOs, etc
3	IDE	Vs code, intellig idea, sublime text
4	Browser	Chrome, Safari, Mozila firefox, Edge
5	Frontend Technologies	HTML, CSS, Javascript

References

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