



MINI PROJECT – I

SYNOPSIS



GLA
UNIVERSITY
MATHURA
Established vide U.P. Act 21 of 2010.

Department of Computer Science & Application
Institute of Engineering & Technology

SUBMITTED TO: -

Dr. MANOJ VARSHNEY

SUBMITTED BY: -

SUYANSH VERMA (201500726)
UMANG GUPTA (201500753)
RAVI KUMAR (201500561)
RIPUNJAY YADAV (201500562)
ARYAN CHOUDHARY (201500147)

Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Dr. Manoj varshney , Technical Trainer , for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies. We also do not like miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

SURYANSH VERMA (201500726)
UMANG GUPTA (201500732)
RIPUNJAY YADAV (201500562)
RAVI KUMAR (20150056)
ARYAN CHOUDHARY (201500147)

ABSTRACT

A social network service focuses on the building and verifying of online social networks for communities of people who share interests and activities, or who are interested in exploring the interests and activities of others, and which necessitates the use of software. Most services are primarily web based and provide a collection of various ways for users to interact, such as messaging, queries, advices and file uploading. Netlink - the social networking site is an online networking site. Here users can create profiles with photos, lists of personal interests, contact information, and other personal information. Users can communicate with friends and other users through private or public messages and a chat feature. They can also create and join interest groups and "like pages". To allay concerns about privacy, Netlink enables users to choose their own privacy settings and choose who can see specific parts of their profile. The website will be free to all users. Netlink requires a user's name and profile picture (if applicable) to be accessible by everyone. Users can control who sees other information they have shared, as well as who can find them in searches and let them search for their friends through their privacy settings. Social networks connect people at low cost; this can be beneficial for entrepreneurs and Small businesses looking to expand their contract base. These networks often act as a customer relationship management tool for companies selling products and services. Companies can also use social networks for advertising in the form of banners and text ads. Since businesses operate globally, social networks can make it easier to keep in touch with contacts around the world with your friends and family. Several websites are beginning to tap into the power of the social networking model for social good. Such models may be highly successful for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested and passionate users.

Contents

Abstract

Declaration

Acknowledgement

1. Introduction

 1.1 Objective

 1.2 Motivation

 1.3 Problem Statement

2. Software Requirement

 2.1 Hardware Requirements

 2.2 Software Requirements

3. Project Description

4. Working

5. Implementation

6. References

INTRODUCTION

Social media originated as a way to interact with friends and family but was later adopted by businesses that wanted to take advantage of a popular new communication method to reach out to customers. The power of social media is the ability to connect and share information with anyone on Earth, or with many people simultaneously.

There are more than 3.8 billion social media users around the world. Social media is an ever-changing and ever-evolving field, with new apps such as TikTok and Clubhouse coming out seemingly every year, joining the ranks of established social networks like Facebook, YouTube, Twitter, and Instagram. By 2023, the number of social media users in the United States is forecast to increase to approximately 257 million.

According to the Pew Research Center, social media users tend to be younger. Nearly 90% of people between the ages of 18 and 29 used at least one form of social media. Further, these users tend to be better educated and relatively wealthy, or earning over \$75,000 per year.

Social media has changed the way we all interact with each other online. It gives us the ability to discover what's happening in the world in real-time, to connect with each other and stay in touch with long-distance friends, and in order to have access to endless amounts of information at our fingertips. In many senses, social media has helped many individuals find common ground with others online, making the world seem more approachable.

According to a survey by Pew Research Center, the use of social media is correlated with having more friends and more diverse personal networks, especially within emerging economies.

For many teenagers, friendships can start virtually, with 57% of teens meeting a friend online.

Businesses are also using social media marketing to target their consumers right on their phones and computers, building a following in order to build a loyal fan base, and create a culture behind their own brand. Some companies, such as Denny's, have created entire personas on Twitter in order to market to younger consumers using their own language and personas.

SOFTWARE AND HARDWARE REQUIREMENTS

- Visual studio code
- XAMPP
- Notepad
- Internet connection
- 4 GB Ram
- Window 10

PROJECT DESCRIPTION

A social networking site is an online platform that allows people to create a public account and interact with other people on the website using internet. In this social networking site project users can create free account and communicate with other users by making friends.

The project is divided into 3 modules – student, course expert and administrator. The roles of the modules are as follows:

- **Student :**

The student selects from various courses available. The student takes a test on a course. There might be courses, which has only test modules. Each question has multiple choices with only one correct answer. The test will be time bound. Student can see the test schedule. New Users will be able to register themselves in the system as students. All students will be able to modify their own profile. Student views previous test reports, receives feedback for a test taken. Student can go to the discussion board and browse through questions and answers and discussing solutions of questions asked in test. Student can chat with course expert. Student can also send messages to the course expert.

- **Course Expert :**

Creating test questions for the course, test questions will reside in the Draft area if either it is saved while creating/modifying or it has been rejected by admin. Modifying test questions, deleting the entire test, browse through the tests that students have submitted, just as a student would., view the results of those students that have taken test for his courses. Replying back to the messages from students.

- **Administrator:**

Publish tests submitted by Course Experts. Before publishing test questions it is customary to get it reviewed by admin. After going through its content either it gets approved or gets rejected. Modify the profile of other users registered in the system. Change user status from inactive to active.

WORKING

Friends_HUB is a social networking website that allowed you to create user profiles and connect with (as the name suggests) your friends, family, and colleagues . Much like Facebook these days, users were able to make new connections by adding them to their list of friends.

IMPLEMENTATION

Java script is a scripting language used to enhance the functionality of the browser. Java script is integrated with HTML and navigator 2.02. Java script facilitates the developer with properties related to document windows , frames , loaded documents and link . The Friends _HUB platform specifies the logical application components within a system and defines the role played in the Social process.

Tomcat started off as a servlet specification implementation by James Duncan Davidson who worked as a software architect at Sun. He later helped in making the project open-source and in its donation by Sun to the Apache Software Foundation.

Oracle is a trade mark of Oracle Corporation and in common usage refers to the database engine (which actually looks for the data) and the range of frontend products. Oracle 8i is the largest selling SQL-based RDBMS and a most commercially useful product.

REFERENCES;

Books:

- Head First HTML and CSS
A Learner's Guide to Creating Standards- Based Web Pages
Elisabeth Robin
Eric Freeman
- HTML & CSS : design and Build websites
- Learning Web design

- JavaScript

Websites:

- www.w3schools.com
- www.GeeksforGeeks.com
- www.javatpoint.com
- www.codecademy.com
- www.projectdeveloper.com

Faculty Guidelines:

Dr. Manoj varshney

Github Repository link:

https://github.com/Suryanshverma213202/FRIENDS_HUB

