SOCIAL NETWORKING SITES

A MINI PROJECT - I REPORT

Submitted by

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In

INFORMATION TECHNOLOGY

VEL TECH HIGH TECH

Dr.RANGARAJAN Dr.SAKUNTHALA ENGINEERING COLLEGE
An Autonomous Institution

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BONAFIDE CERTIFICATE

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ABSTRACT

A social networking site is an online platform that allows people to create a public account and interact with other people on the site over the Internet. In this social networking project, users can create free accounts and interact with other users by making friends. A registered user can create his own virtual world on our website and share good thoughts and ideas with other users by writing a post on this website. After becoming a member of the site, users can search for people, find friends, send messages, send text messages via mobile, create photo galleries, share photos. Nowadays, facebook , youtube, twitter and many other popular social networks are in every home. In this edition of the .net project, we are trying to develop a social website like Facebook to communicate with all people in one place. A website that provides a social community for people interested in a particular topic or interest to come together. Members create their online profile with data, images and other information. Today there are many websites dedicated to social networks, some popular websites are like that. Facebook, Twitter are very common in the use of people. These sites are also known as community sites. Social networks act as an online community of internet users. Depending on the site in question, many members of the online community share common interests, hobbies and conversations.

Keywords: Social networking, connect with friends, messaging and chat, user profiles, friend request.

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LIST OF ABBREVIATIONS

ABBREVIATIONS	DESCRIPTION
HTML	Hyper Text Markup Language
CSS	Cascading Style Sheets
PHP	Hypertext preprocessor
MYSQL	Structured query language

CHAPTER 1

INTRODUCTION

1.1 OVERVIEW OF THE PROJECT

Social network sites (sns) such as myspace , facebook , cyworld , and bebo have attracted millions of users, many of whom have integrated these sites into their daily practices. As of this writing, there are hundreds of snss, with various technological affordances, supporting a wide range of interests and practices.

While their key technological features are fairly consistent, the cultures that emerge around snss are varied. Most sites support the maintenance of pre-existing social networks, but others help strangers connect based on shared interests, political views, or activities. Some sites cater to diverse audiences, while others attract people based on common language or shared racial, sexual, religious, or nationality-based identities.

Sites also vary in the extent to which they incorporate new information and communication tools, such as mobile connectivity, blogging, and photo/video-sharing. Scholars from disparate fields have examined sns in order to understand the practices, implications, culture, and meaning of the sites, as well as users' engagement with them.

This special theme section of the journal of computer-mediated communication brings together a unique collection of articles that analyze a wide traditions, and analytic approaches. By collecting these articles in this issue, our goal spectrum of social network sites using various methodological techniques, theoretical is to showcase some of the interdisciplinary scholarship around these sites .

1.2 STATEMENT OF THE PROBLEM

Building this feature has the outcome to develop social networking sites based approach to connect users with different communities like an healthy online interaction without cyber bullying. It protect user's privacy and personal information. It is more user friendly the user can experience new community and get entertained with the new peoples.

1.3 WHY THE PROBLEM STATEMENT IS OF INTEREST

A social networking service is an online service, platform, or site that focuses on facilitating the building of social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections. A social network service consists of a representation of each user (often a profile), his/her social links, and a variety of additional services. Most social network services are web-based and provide means for users to interact over the internet, such as c-mail and instant _messaging. Online community services are sometimes considered as a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered.

Social networking sites allow users o share ideas, activities, events, and interests within their individual networks . social networking sites are not only for you to communicate or interact with other people globally but , this is also one effective way for business promotion. A lot of business minded people these days are now doing business online and use these social networking sites to respond to customer queries, t isn't just a social media site used to socialize with your friends but also, represents a huge pool of information from day today living.

1.4 OBJECTIVE OF THE STUDY

Social media objectives are goals that marketing leaders set to improve the outcomes of their social media strategies. These objectives help the marketing team determine what part of their social media strategy to improve, and setting specific goals helps them measure progress toward reaching those goals. The process of defining social media objectives allows the marketing team to develop specific plans and assess the effectiveness of those plans in fulfilling the company's marketing goals .

For example, the social media strategy team may set a goal to improve the number of followers the company has on one of its platforms. After setting the goal, the team can develop a strategy to increase the number of individuals who follow their platform. The team then reviews the effectiveness of the strategy after a defined length of time to assess its success. Based on its success, they may either continue to use the same strategy or make changes to improve it.

CHAPTER 2

LITERATURE SURVEY

2.1 TITLE: PRIVACY PROTECTED PHOTO SHARING IN SOCIAL MEDIA PLATFORM

AUTHOR: REGIN RAJAN

PUBLISHER: IEEE

YEAR: 2022

DESCRIPTION :

Photo sharing on Online Social Networks (OSNs) has become one of the most popular social activities in our daily life. However, some associated friends or bystanders in the photos may not want to be viewed due to privacy concerns. In this paper, we propose the design, implementation and evaluation of Hide Me, a framework to preserve the associated users' privacy for online photo sharing.

Hide Me acts as a plugin to existing photo sharing OSNs, and it enables the following:

a) extraction of factors when users upload their photos,
b) associated friends in the uploaded photos are able to set their own privacy policies based on scenarios, instead of a photo-by-photo setting,
c) any user in other friend's uploaded photos could be hidden away from unwanted viewers based on one time policy generation.

We also design a distance-based algorithm to identify and protect the privacy of bystanders. Moreover, Hide Me not only protects users' privacy but also reduces the system overhead by a carefully designed face matching algorithm.

2.2 TITLE: DESIGN OF SOCIAL MEDIA WEBSITES AS USER'S VIRTUAL NEEDS AND EXPECTATIONS

AUTHOR: DENIZ ENGINAL ALPEREN KANTARCI SEC, ILARSLAN HAZIM KEMAL EKENEL

PUBLISHER: RESEARCH GATE

YEAR: 2020

DESCRIPTION:

Social networking sites (SNSs) are one of the most widely used means of communication. For a productive and effective design of social media websites, two factors are critical; to know the psyche of the user, and to be able to foresee the latent needs while developing a design or feature of social media. As the use of social media such as Facebook, Twitter, Instagram, and Myspace are increasing with the rapid growth especially in mobile users, there are many theories describing the interplay of virtual needs and user expectations in web designing. Social media is not used for the purpose of communication only but also for the sake of playing a part in society, satisfying the need for social acceptance, the realization of one's self, and form associations with a certain group of people. This study provides a detailed overview of different theories and models that discuss the inherent properties of social media platforms and provides an explanation for the different observations that result from the interplay of these factors.

2.3 TITLE: WEBSITE DESIGNING USING HTML , CSS, JAVASCRIPT AND WORDPRESS

AUTHOR : Mr. R. MOHAN SIR , K.JAYA CHITRA MAM , HIMANSHU SHEKER

PUBLISHER: IRJMETS

YEAR: 2022

DESCRIPTION:

The main Purpose Of this project is to create a Self-Designed Website using HTML, CSS, and JS, which is not only Unique, but it is highly Optimized also, and make sure that this Website is used for Online Business such as Shopping, Blogging, Digital-Marketing, etc. We will attempt to utilize the WordPress for nearby hosting of the site. Through WordPress viewpoint can see effectively by the engineer and client and change the code according to necessity. WordPress is a free open-source cross stage created by Apache and comprising HTTP worker and deciphers with the contents written in HTML-CSS & JS programming language. It is basic, adaptable and light weight device that can makes extremely simple for designers to make a nearby web worker for site testing what's more, advancement measure. The scope and essentialness work are given here under. In existing work, no worker space is utilized and no expense utilization for DNS will be utilized. Applying the PHP Coding with help and certainty detail on various phases of plans will improve the precision. We also create 3-4 websites which can be used to Blogging, Marketing, Advertising, etc. Our development process enables the rendering of Web pages in a very fast and optimized way by ensuring the good user experience on mobile, tablet and desktop devices.

2.4 TITLE: DESIGN AND IMPLEMENTATION OF WEB-BASED NETWORK DESIGN SITES.

AUTHOR: AISHA, MUHAMMAD KABIR

PUBLISHER: IEEE

YEAR: 2021

DESCRIPTION:

Web services are Web-based enterprise applications that use open, XML-based standards and transport protocols to exchange data between calling clients and servers. In this paper, we demonstrate that Web services can be used to construct a distributed file system, called the Web-services-based network file system (WSNFS). One of the goals of the WSNFS is to provide a platform for file sharing among heterogeneous distributed file systems. Also, as the technology of Web services is widely applied to the field of grid computing, the proposed system can aid the deployment of Web services to the data grid applications. We present the architecture of the WSNFS and define the communication-protocol standard based on Web services. Our experiences in implementing the prototype as well as the experimental results demonstrate that the practicality of the WSNFS; the performance of the prototype is comparable to that of the Sun network file system.

2.5 TITLE: DESIGN AND IMPLEMENTATION OF WEB- BASED NETWORK TO SUPPORT COLLECTIVE REFLECTIVE PRACTICE

AUTHOR: ANDREW FAST , DAVID JENSEN , AND BRIAN NEIL LEV

PUBLISHER: RESEARCH GATE

YEAR: 2020

DESCRIPTION:

The objective of this paper is to describe the design case of a web-based system that aims to facilitate the collective reflec- tive practice of a learning group in an academic setting. The technical infrastructure of the system is fully implemented using free web services, which requires minimum technical knowledge or expertise. A key technical component of the proposed system is a web mash-up hub node that filters and aggregates the relevant posts coming from the participating members' blogs. The overall design process, including the theoretical inspiration, the context, and the implementation, is presented in full detail. This design case can be utilized to inform and inspire other educators or reflective practitioners to design similar systems. we demonstrate the architecture of a particular system based on face-to-face group reflective discussions, followed by online personal reflections. Face-to-face meetings can be replaced by online synchronous group discussions to meet the requirements of other learning or professional development groups. The detailed presentation of this design case can also be utilized as a blueprint guide for researchers, educators and other professionals in many fields who are interested in setting up a similar system.

CHAPTER 3

SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

The current Online Social Networking Website system allows a user to make contact with their friends and provide a way to share various files through it. There are various social networking sites available from the year 1997, but the popularity of social networking has increased since 2005. Even though the current Online Social Networking Websites have many tools which enhance the user experience they fail to provide security for an individual on the web. Some people randomly send the friend request to anyone while any person can view the profile of the other. The current Online Social Networking Website is one of the major platforms where a user gets assaulted.

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3.1.1 DISADVANTAGES

Data breaches or misuse:

Users may have limited control over their personal information and may be vulnerable to data breaches or misuse.

Addiction:

Excessive use can lead to addiction and negatively impact mental health and productivity.

Fraud assaults:

Social media platforms can facilitate the spread of false information, leading to confusion and polarization.

Cyber bullying:

Online harassment and bullying are prevalent on social networking sites, affecting users' well-being.

Spending more time:

Excessive time spent on social media can detract from real-life relationships and activities.

Feeling depressed:

Constant exposure to curated content can lead to feelings of inadequacy and low self-esteem among users.

Spreading false information:

False information can spread rapidly on social media, leading to public confusion, distrust, and even real-world consequences.

Distractions:

Constant notifications and updates can distract users from important tasks and reduce productivity, affecting both personal and professional lives.

3.2 PROPOSED SYSTEM

The proposed Online Social Networking Website system will use the database for each user and will monitor the status of the user so if any user will abuse any other person on the site, then it will block that user and if anyone views the profile of another user then it will notify that user about the user who is looking the profile so if a user will report that someone has tried to edit or download the private documents of the user than the person who had tried will not allow using their own profile. The project's objective is to enable users to communicate with other people . It allows the user to search for friends . This website provides users the ability to upload the photographs. It also enables the user to leave the scraps & send the testimonials.

They act as a resource for advertisers to promote their brands through word-of-mouth to targeted customers . They provide a base for a new teacher-student relationship with more interactive sessions online. They promote the use of embedded advertisements in online videos. They provide a platform for new artists to show their profile

3.2.1 ADVANTAGES

It has Efficient usage of resources and also it provides security through the verification process where the user can use safely without worrying about the fraud assaults it's Performance is high and also Reduces the effort and time in gathering the information about the users it Provides a complete record of all the available vehicles for pooling .The constraints and checks lead to valid data**.** the data has been stored in the database where the user can easily access the data. It provides a complete security of database that the user can easily access and use the databases.

CHAPTER 4

REQUIREMENTS SPECIFICATIONS

4.1 INTRODUCTION

Requirements are the basic constraint hat are required to develop a system. Requirements are collected while designing the system. The following are the requirements that are to be discussed

1. Functional requirements.
2. Non-Functional requirements.
3. System requirements.
    A. Hardware requirements
    B. Software requirements

4.1.1 FUNCTIONAL REQUIREMENTS

User registration and authentication:

Allow users to create accounts, log in securely, and manage their profiles.

Profile customization:

Enable users to personalize their profiles with profile pictures, cover photos, bios, and other information.

Posting and sharing content:

Provide a platform for users to create, publish, and share various types of content such as text, photos, videos, links, and status updates.

News feed:

Display a personalized news feed that aggregates content from users' connections or followed accounts, prioritizing recent and relevant posts.

Interactions and engagement:

Facilitate interactions between users through features such as likes, comments, shares, mentions, and direct messaging.

Privacy settings:

Allow users to control the visibility of their content and manage their privacy settings, including who can view their profile, posts, and personal information.

Groups and communities:

Enable users to create, join, and participate in groups or communities based on shared interests, hobbies, or affiliations.

Event creation and management:

Allow users to create and RSVP to events, view event details, and invite others to attend.

Notifications:

Notify users about relevant activities, such as new friend requests, messages, comments, likes, and event invitations.

Search and discovery:

Provide search functionality to help users find other users, content, groups, events, and pages of interest.

4.1.2 NON – FUNCTIONAL REQUIREMENTS:

Scalability:

Ensuring that the system can handle large volumes of data efficiently, especially as more data becomes available over time

Performance:

Performance wise it is more convenient it works only when the internet connection is good it is easy to use. It performs by using the Wampserver software.

User Interface Design:

The user interface design is that how this project works and it is easy to handle by the user's.

Privacy and Security:

It has privacy and security that if the user enters their information in this website the data is stored securely it has password access that the user account has more privacy.

Maintainability:

The maintainability is simple to handle this website nothing will be changed on the entered databases.

Usability:

It is more easy to use that the user can connect or interact with their closed ones, friend's and families.

4.1.3 HARDWARE AND SOFTWARE REQUIREMENTS

1. SOFTWARE REQUIREMENTS :

OPERATING SYSTEM: WINDOWS

TOOL:WAMPSERVER.

LANGUAGES USED: PHP , CSS ,HTML

2. HARDWARE REQUIREMENTS

WINDOWS:

Windows 10 and newer systems is enough for the entire project.

RAM and ROM

8 GB and more of RAM is sufficient.

KEYBOARD and MOUSE

A sensitive mouse and keyboard are required.

4.2 SOFTWARE DESCRIPTION

WAMP SERVER is a highly popular and versatile source code editor developed by Microsoft. It is designed to provide developers with a powerful and customizable environment for writing, editing, and debugging code across multiple programming languages with its sleek and intuitive interface.

Fig 4.2- WAMP SERVER

4.2.1 WAMP SERVER

The WAMP server is a software package developers use to create dynamic web applications. It allows you to set up web servers on their local machines to test websites in a complete development environment . The term WAMP is an acronym, which means it consists of the first letters of Windows, Apache, MySQL, and PHP. These play an important role in web development, and their combination presents a formidable tool for creating dynamic web applications.

How does WAMP Work?

WAMP installs all of the components on your local system allowing you to access and manage your web server from the WAMP control panel. On this interface, you can manage databases, test scripts, etc.

How to Install WAMP?

Getting started with WAMP is straightforward and easy, and we've broken it down into 4 steps. However, if you'd rather not do it yourself, we can help you handle all your WAMP-related concerns or questions.

Fig 4.2.1 – USER INTERFACE OF WAMPSERVER

4.2.2 TO RUN WAMPSERVER

To run WAMPSERVER, follow these steps:

Download and install Wampserver:

Download and install WampServer from the official website (https://www.wampserver.com/en/).

Launch Wampserver:

Launch the WampServer application . Once WampServer is running, you should see a green WampServer icon in the system tray (Windows) or menu bar (Mac).Click on the WampServer icon to access the menu.

Start Wampserver:

From the menu, you can start or stop the Apache and MySQL services. Click on "Start All Services" to start both Apache and MySQL.

Open wampserver:

Once the services are started, you can open your web browser and navigate to http://localhost/ to access the WampServer homepage.

Installation directory:

You can now create and manage your website files in the "www" directory located in the WampServer installation directory (usually C:\wamp\www\ on Windows).

To stop services:

To stop WampServer, click on the WampServer icon and select "Stop All Services“ Remember to configure your Apache and MySQL settings as needed for your web development projects.

Fig 4.2.2.1 wampserver setup

Fig 4.2.2.2 License agreement

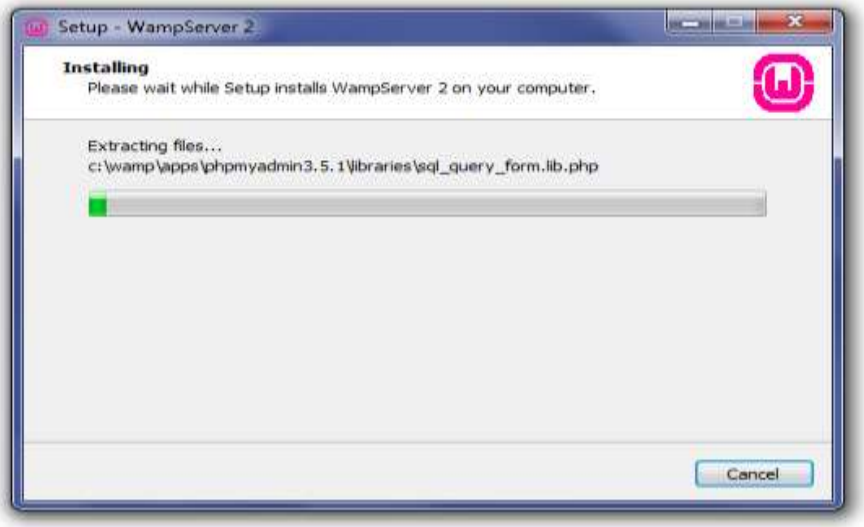

Fig 4.2.2.3 Extraction of files

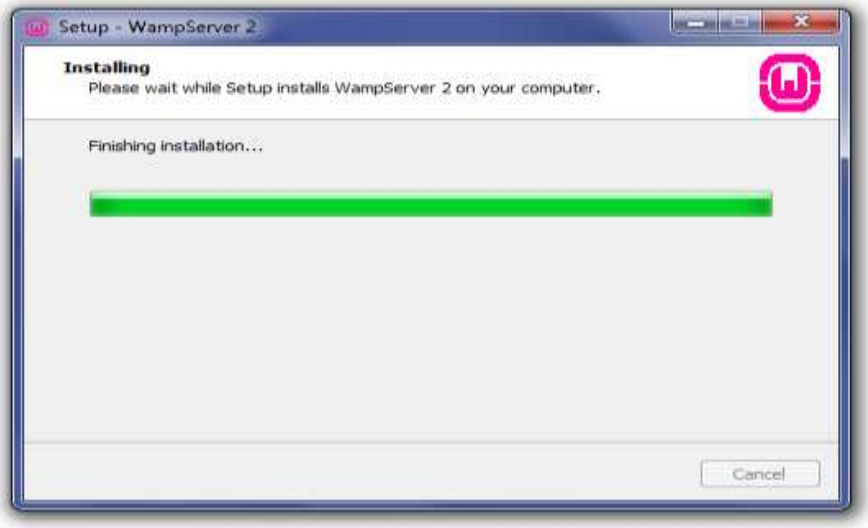

Fig 4.2.2.4 Installation

4.3 PROGRAMMING LANGUAGES

4.3.1 PHP

PHP is a popular server-side scripting language mainly used for web development. It's versatile, powering many websites and web applications, from simple blogs to complex platforms like WordPress and Facebook. PHP stands for Hypertext Preprocessor, and its syntax is similar to C and Perl. It's known for its ease of use, flexibility, and vast community support.

4.3.1.1 FEATURES OF PHP

Here are the key features of PHP, described point by point:

Open Source:

PHP is freely available and distributed under the PHP License, making it accessible to anyone for use and modification.

Cross-platform Compatibility:

PHP runs on various platforms including Windows, Linux, macOS, and Unix, making it highly versatile.

Server-side Scripting:

PHP is primarily designed for server-side scripting, meaning it executes on the server and generates HTML, which is then sent to the client's web browser. This enables dynamic content generation and interaction with databases.

Easy to Learn and Use:

PHP syntax is similar to C, Java, and Perl, making it relatively easy to learn for programmers familiar with these languages. It also integrates seamlessly with HTML.

Extensive Documentation and Community Support:

PHP has thorough documentation and a large community of developers who contribute to its improvement and provide support through forums, tutorials, and online resources.

Wide Adoption:

PHP is one of the most widely used server-side scripting languages, powering a significant portion of websites on the internet, including major platforms like WordPress, Joomla, and Drupal.

Database Integration:

PHP offers built-in support for various databases like MySQL, PostgreSQL, SQLite, and others, allowing developers to easily interact with databases to store and retrieve data.

Security:

PHP includes various built-in security features to help developers write secure code, such as input validation functions and tools for preventing common security vulnerabilities like SQL injection and cross-site scripting (XSS) attacks.

Frameworks and Libraries:

PHP has a vast ecosystem of frameworks and libraries that streamline development tasks, enhance code organization, and provide additional functionalities, such as Laravel, Symfony, and CodeIgniter.

Scalability:

PHP applications can be easily scaled to accommodate increased traffic and growing requirements by deploying them on scalable infrastructure and optimizing code performance.

These features collectively make PHP a powerful and popular choice for developing dynamic and interactive web applications.

4.3.2 HTML

HTML (Hypertext Markup Language) is a markup language used for creating web pages and other information that can be displayed in a web browser. HTML is the standard language used to define the structure and content of web documents, including text, images, links, and other media. HTML uses a system of markup tags and attributes to structure and format content. Tags are

used to indicate the beginning and end of an element, while attributes provide additional information about the element. For example, the <p> tag is used to indicate the beginning of a paragraph, while the class attribute can be used to specify a CSS class to apply to the paragraph.

Web browsers use HTML to render web pages, interpreting the markup to display content in the desired format. HTML is often used in combination with other technologies, such as CSS for styling and JavaScript for interactivity. The latest version of HTML is HTML5, which includes new features such as support for video and audio playback, improved forms and input controls, and new semantic elements for structuring content.

4.3.3 CSS

CSS (Cascading Style Sheets) is a style sheet language used to describe the presentation of a document written in HTML or XML. CSS defines how HTML elements should be displayed, including their layout, fonts, colors, and other visual aspects.

CSS is used to separate the presentation of a document from its content, allowing web designers to create visually appealing layouts without affecting the underlying structure of the document. CSS is used in conjunction with HTML to create visually appealing and responsive web pages. CSS can be written directly into HTML documents using the <style> tag, or in separate CSS files that are linked to the HTML document using the <link> tag. The latest version of CSS is CSS3, which includes new features such as support for animations, gradients, and advanced layout options.

4.3.4 MYSQL

Open-source and compatible: This simply means that anyone can install and use the basic software, while also enabling third parties to modify and customize the source code. More advanced versions, which offer additional capacity, tools and services, come with tiered pricing plans. MySQL is also built to be highly compatible with a wide range of systems, programming languages and database models. This includes alternative DBMS solutions, SQL and NoSQL databases and cloud databases. MySQL also has extensive capabilities for database design and data modeling.

This makes it a simple and practical option for many organizations, while reducing fears of being 'locked in' to the system. Fast and reliable: MySQL was developed for speed, even if this may come at the expense of some additional features. It is also known for its reliability as a database administrator, backed by a large community of programmers that have put the code through tough testing. Another benefit is that it is relatively simple to learn and use. And as it has been around for nearly three decades, it's not hard to find experienced MySQL developers when you need them. Availability: Online businesses and web platforms need to be able to provide round-the-clock services for a global audience.

This is why high availability is a core feature of MySQL. It uses a range of cluster servers and data replication configurations that ensure uninterrupted uptime even if there is a failure. MySQL also uses a variety of backup and recovery strategies to ensure data is not lost in the event of a system crash or unintentional delete. Scalability: As data volumes and user loads increase, the database store needs to be scaled-up. It must be able to cope with the additional workload without a drop in performance

4.3.4.1 ADVANTAGES OF MYSQL:

MySQL is a Relational Database Management System or RDBMS which means that it stores and presents data in tabular form, organized in rows and columns. MySQL is more secure as it consists of a solid data security layer to protect sensitive data from intruders and passwords in MySQL are encrypted. MySQL is compatible with most of the operating systems, including Windows, Linux, NetWare, Novell, Solaris and other variations of UNIX. MySQL provides the facility to run the clients and the server on the same computer or on different computers, via the internet or local network. MySQL has a unique storage engine architecture which makes it faster, cheaper and more reliable.

MySQL gives developers higher productivity by using views, Triggers and Stored procedures MySQL is simple and easy to use. You can build and interact with MySQL with only the basic knowledge of MySQL and a few simple SQL statements. MySQL has a client-server architecture. There can be any number of clients or application programs which communicate with the database server (MySQL) to query data, save changes, etc. MySQL allows transactions to be rolled back.

CHAPTER 5

SYSTEM DESIGN

5.1 ARCHITECTURE DESIGN / BLOCK DIAGRAM

An architecture diagram is a visual representation of all the elements that make up part, or all, of a system. Above all, it helps the engineers, designers, stakeholders and anyone else involved in the project understand a system or app's layout.

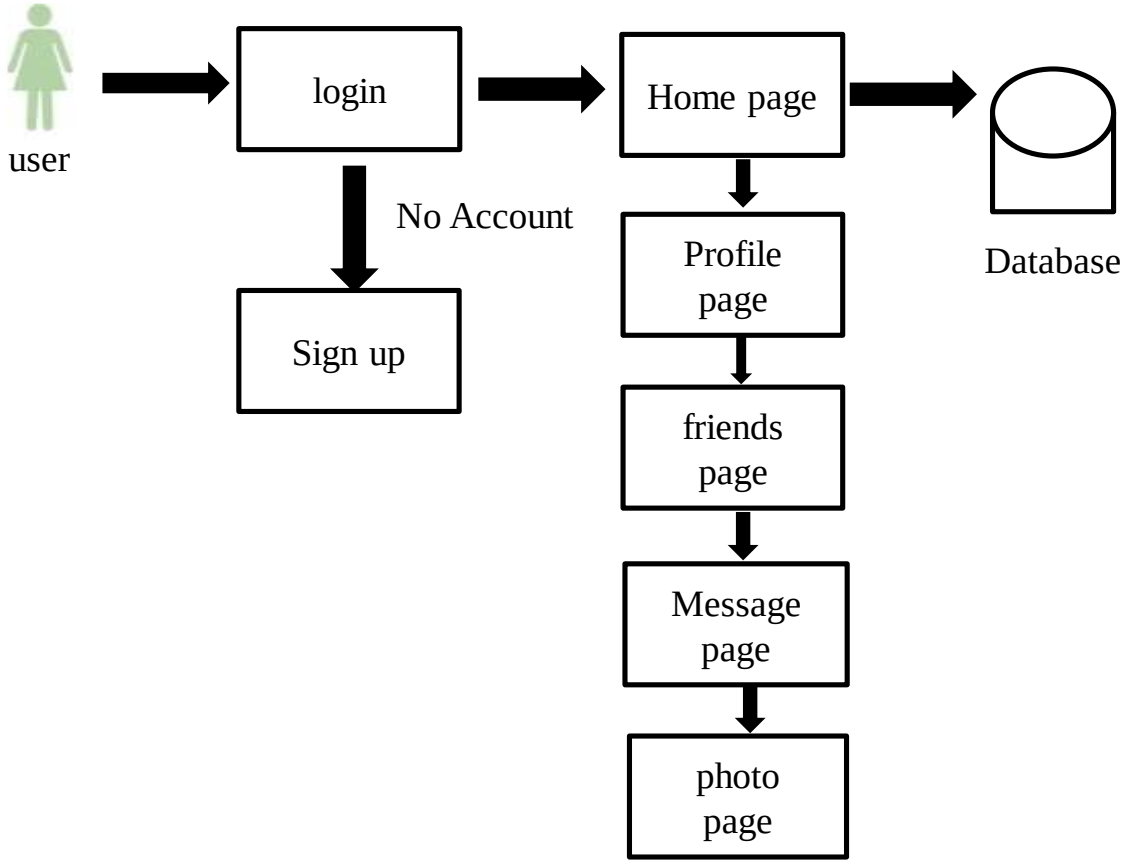

Fig 5.1 – ARCHITECTURE DESIGN

5.1.1 DESCRIPTION:

Over view of this architectural design:

If the user enters into this website called **"CONNECTION CART"** it directs them to the home page. The home page consist of profile page, photo page, friend's page, message page.

Login / Sign up:

The user have to create an account by entering the user name and password an account has been created in the **"CONNECTION CART"** let us see what are the features in the **"CONNECTION CART".**

Home page:

First there is a profile page in the home page . The user should enter their personal details like name, religion, age, status, phone no, address, etc,…. Then the user can change their information by clicking the edit button . They can also change their profile photos by choosing it directly from the folders. Then we have photo page where the user can change their photos like by clicking the upload button it directs the user to the desktop folders where the user can directly choose photos from the folder. Next we have friend's page where the user can add their friends and family account who are already an user in this "**CONNECTION CART"** they can directly message them. The user can add or remove their friend's list. And then we have message page the user message any person who are in their friend's list. The user can also share their photos or comments in the message page.

Database:

A database is an organized collection of structured information, or data, typically stored electronically in a computer system. A database is usually controlled by a database management system (DBMS). You can use software called a database management system (DBMS) to store, retrieve, and edit data.

5.2 UML DIAGRAMS

A UML diagram is a way to visualize systems and software using Unified Modeling Language (UML). Software engineers create UML diagrams to understand the designs, code architecture, and proposed implementation of complex software systems. UML diagrams are also used to model workflows and business processes.

5.2.1 USE CASE DIAGRAMS

The overview of our project is explained with the below use case diagram

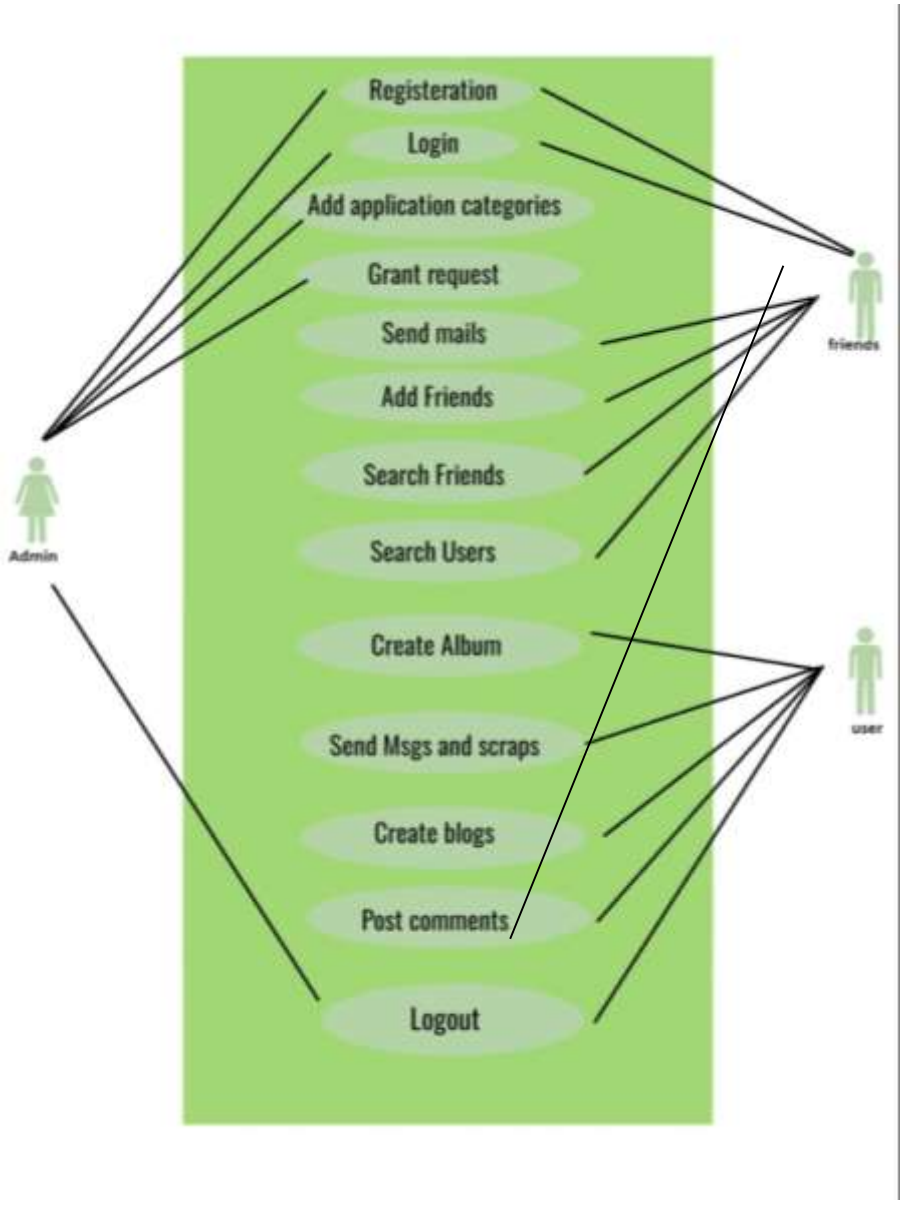

Fig 5.2.1- USE CASE DIAGRAM

5.2.2 WORK FLOW DIAGRAM

First the user has to enter user registration details after getting the details it checks the details and submit id the entered detail is validate data it returns the error message if the entered details is invalid if it is valid it accepts and gives a message “successfully registered.

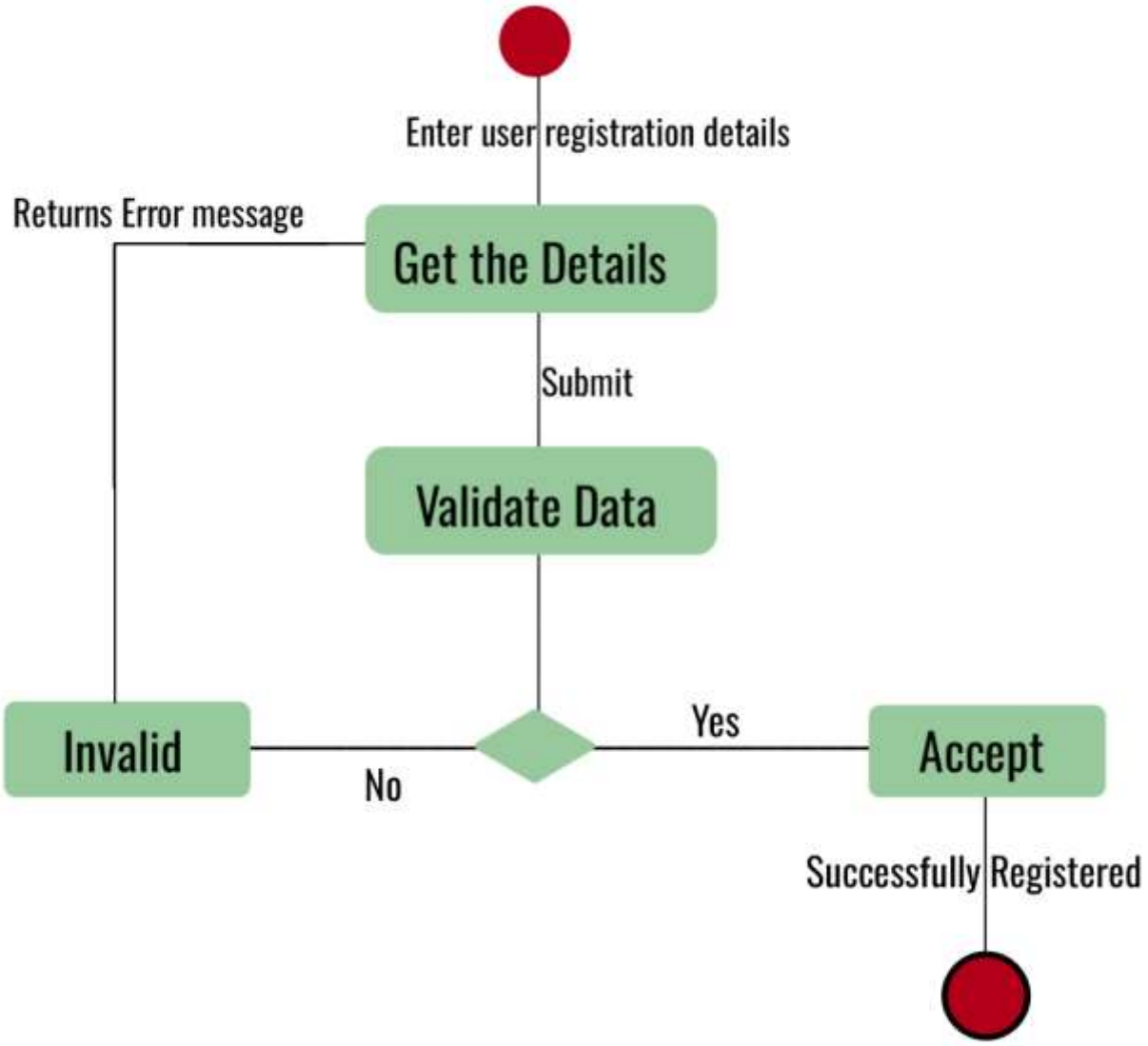

Fig 5.2.2 – WORK FLOW DIAGRAM

5.3 MODULES

5.3.1 LOGIN PAGE:

In the login page the user can directly login to the website "connection cart" if the user has already an account. If the user is new to the website then they can create their own account by clicking the join us button.

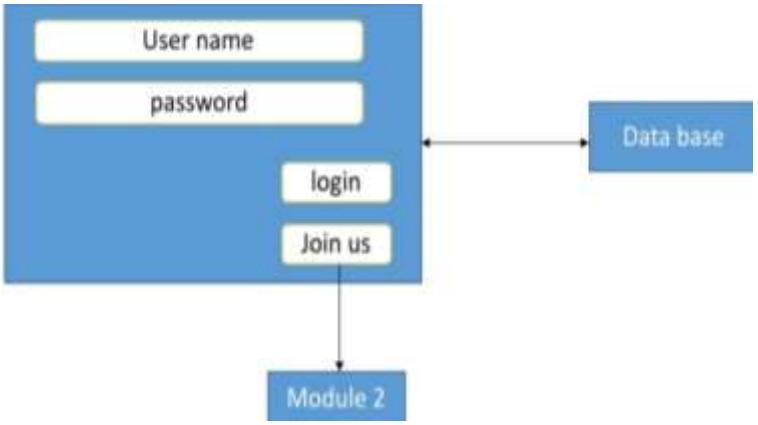

Fig 5.3.1 Login page

5.3.2 SIGN UP PAGE

If the user want to create their account then they should create their username and password and also they need to enter their first name , last name ,and gender.The entered data's are stored in the database after entering the details by clicking the sign up button your account has been created.

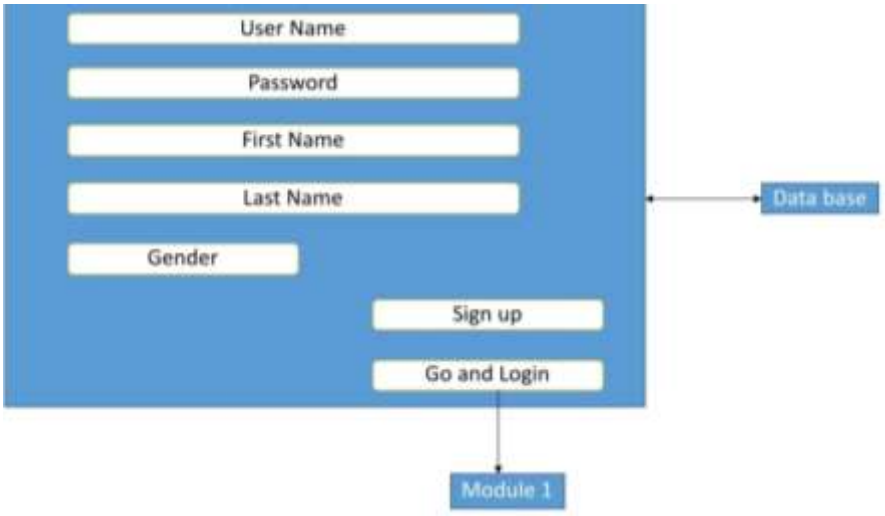

Fig 5.3.2 Sign up page

5.3.3 HOME PAGE

After logging in, it directs you to the home page the home page consist of two features .where first you can change your profile by choosing photo from folder. The second feature is that you can share a comment by typing in share your story here box and then you can click a share button and post your comments.

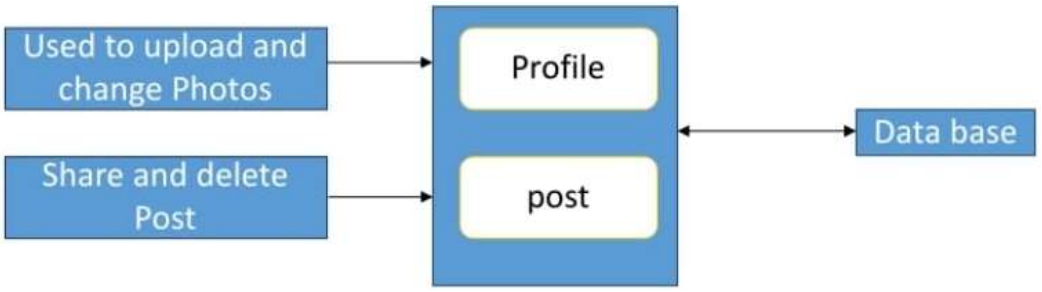

Fig 5.3.3 Home page

5.3.4 PROFILE PAGE:

The user should enter their personal details in the profile page like Name, gender, Birth date, status (married or not), address, contact no, work and religion. The entered details are stored in the database where the user can easily access. The user can also edit their personal information.

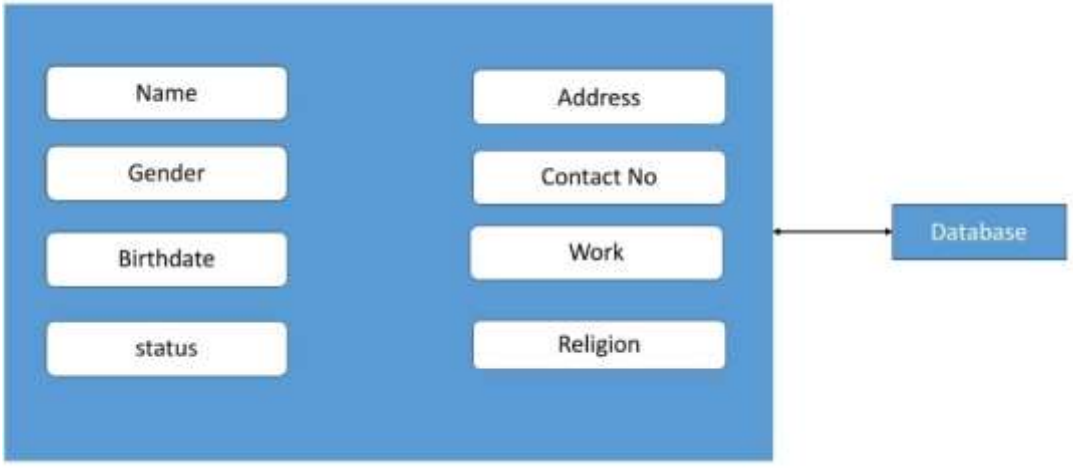

Fig 5.3.4 Profile page

5.3.5 PHOTO PAGE:

In the photo page the user can upload their photos there is a image uploading block by clicking the upload button it asks you to choose file by clicking it directs the user to the desktop. The user can select the image they want to upload it is similar to the other social media web pages.

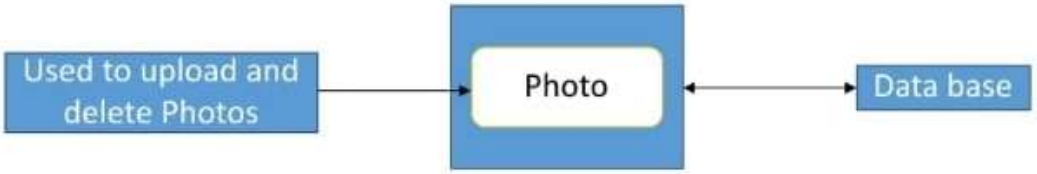

Fig 5.3.5 Photo page

5.3.6 FRIEND'S PAGE:

The user can add their friend's ID by searching the Id and by clicking the enter button that user will be add on your friends list.

You can message them or share post or stories to the another user you can also delete the user from your friend's list.

Fig 5.3.6 Friend's page

5.3.7 MESSAGE PAGE:

The user can message with another user and by sharing post, and sharing images. The user can also message with their friends and family who are a user in the connection cart they can also remove any account from their friend's list.

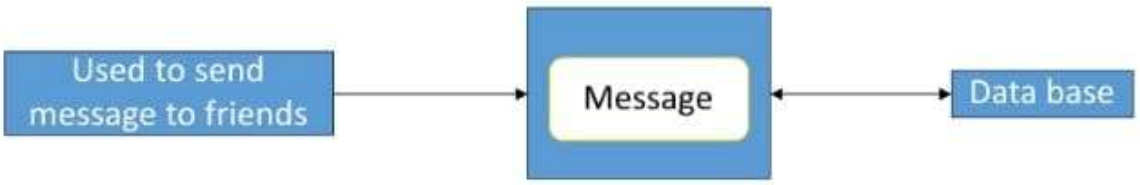

Fig 5.3.7 Message page

CHAPTER 6

METHODOLOGY

6.1 DEVELOPMENT ENVIRONMENT SETUP:

6.1.1 INSTALL WAMPSERVER:

This provides the Apache web server, MySQL database, and PHP scripting language - a popular LAMP (Linux, Apache, MySQL, PHP) stack alternative for Windows.

6.1.2. CHOOSE A PHP FRAMEWORK:

Frameworks like Laravel, CodeIgniter, or Symfony offer pre-built functionalities for user management, authentication, and database interaction, saving you development time.

6.2 BUILDING THE CORE FUNCTIONALITIES:

6.2.1 USER MANAGEMENT:

Develop functionalities for user registration, login, profile creation, and profile editing using the chosen framework and store user data securely in the MySQL database.

6.2.2 SOCIAL INTERACTIONS:

Implement features like creating posts, comments, likes, and friend requests. This likely involves storing post content, comments, and relationships between users in the database.

6.2.3 CONTENT MANAGEMENT:

Develop functionalities for users to share text, images, or videos. You'll need to consider storage solutions for user-generated content and security measures to prevent abuse.

6.3 ADDITIONAL FEATURES:

Search and Discovery:

Allow users to search for other users or content based on profiles or interests.

Notifications:

Implement a system to notify users about mentions, messages, or friend requests.

Security:

Focus on user authentication, data encryption, and user input validation to prevent security vulnerabilities like SQL injection and cross-site scripting (XSS).

6.4 DEPLOYMENT AND MAINTENANCE:

Testing and Debugging:

Thoroughly test all functionalities before deploying your site.

Server Management:

WampServer is suitable for development, but for a production social network, consider a more robust web hosting solution.

CHAPTER 7

CONCLUSION

In conclusion, our project Demonstrates a social networking site to find groups of like-minded people or make new friends. Finding a close-knit community can help us feel valued and accepted. Social media is also an easy way to nurture existing relationships with family and friends who have moved away. Social media is a really convenient and important communication network for all people nowadays. We can use it to get to know friends and keep contact with friends that come from different countries. We can also share our ideas so quickly so that all the things could develop so fast because people could tell us their ideas and we could improve it immediately. We could also learn new things on social media by watching or reading the things that people shared onto the social media. People could also sell things on social media freely which could reduce the expenditure of advertisements.

FUTURE WORKS

Artificial intelligence (AI) can personalize the social media experience and filter content. However, it's crucial to ensure AI is used ethically and transparently. Future platforms might allow users more control over how AI algorithms curate their feeds and suggest content. Social media can be a breeding ground for anxiety, depression, and feelings of inadequacy. Future platforms might prioritize user well-being by incorporating features that promote healthy social interaction, mindfulness, and tools for managing screen time. Imagine using social media to connect with people and places around you in real-time. Social networking could integrate with augmented reality (AR) to overlay social information onto the physical world. This could be used for things like finding friends at a crowded event or discovering hidden gems in your city.

CHAPTER 8

APPENDIX

8.1 APPENDIX-A SOURCE CODE

add_friend php:

```
<?php include('dbcon.php'); ?>
<?php include('session.php'); ?>
<?php
$my_friend_id = $_POST['my_friend_id'];

$conn ->query("insert into friends (my_id,my_friend_id)
values('$session_id','$my_friend_id')"); header('location:friends.php');
?>
```

change_pic php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading2.php'); ?>
</div><!-- /cont -->
<div class="container">
<div class="row">
<div class="col-md-12"><div class="top-spacer"> </div>
</div>
</div><!-- /cont -->
</div>
div class="container">
```

```
<div class="row">
<div class="col-md-12">
<div class="panel">
<div class="panel-body">
<!--/stories→
<div class="row">
<br>
<?php

$query = $conn->query("select * from post LEFT JOIN members on members.member_id  = post.member_id order by post_id DESC");
while($row = $query->fetch()){
$posted_by = $row['firstname']." ".$row['lastname'];
$posted_image = $row['image'];
$id = $row['post_id'];
?>
<div class="col-md-2 col-sm-3 text-center">

<img  src="<?php echo $posted_image; ?>" style="width:100px;height:100px" class="img- circle"></a>
</div>
<div class="col-md-10 col-sm-9">
<div class="alert"><?php echo $row['content']; ?></div>
<div class="row">
<div class="col-xs-9">
<div class="alert"><?php echo $row['content']; ?></div>
<div class="row">
<div class="col-xs-9">
<h4><span class="label label-info"> <?php echo $row['date_posted'];
```

```
?></span></h4><h4>

<small style="font-family:courier,'new courier';"
class="text-muted">Posted
By:<a href="#" class="text-muted"><?php echo $posted_by;
?></a></small></h4></div>

<div class="col-xs-3"><a href="delete_post.php<?php echo '?id='.$id; ?>"
class="btn btn- danger"><i class="icon-trash"></i> Delete</a></div>
</div>
\<br><br>
</div>
<?php } ?>
</div>
<hr>
</div>
</div>
</div><!--/col-12-->
</div>
</div>
<?php include('footer.php'); ?>
</body>
</html>
```

ogin php:

```
<?php
include('dbcon.php';
$username = $_POST['username'];
$password = $_POST['password'];
```

```
$query = $conn->query("select * from members where username = '$username' and
password = '$password'");
$count = $query->rowcount();
$row = $query->fetch(); if
($count > 0){
session_start();
$_SESSION['id'] = $row['member_id'];
 header('location:home.php');
}else{
header('location:index.php');
}
?>
```

friends php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading.php'); ?>
</div><!-- /cont -->
<div class="container">
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
</div>
</div>
</div><!-- /cont -->
</div>
```

```
<div class="container">
 <div class="row">
 <div class="col-md-12">
<div class="panel">
<div class="panel-body">
<!--/stories-->
 <div class="row">
 <br>
<?php  $query  =  $conn->query("select
 members.member_id  ,members.firstname,
 members.lastname  ,  members.image  ,  friends.friends_id from  members,
 friendswhere friends.my_friend_id = '$session_id' and members.member_id =
 friends.my_id OR friends.my_id
 = '$session_id' and members.member_id = friends.my_friend_id");
 while($row = $query->fetch()){
 $friend_name = $row['firstname']." ".$row['lastname'];
 $friend_image = $row['image'];
 $id = $row['friends_id'];
 ?><div class="row">
  <div class="col-md-2 text-cent>
 <imgsrc="<?php  echo$friend_image;  ?>"style="width:100px;height:100px"
 class="img- circle"></a>
  </div>
 <div class="col-md-10">
 <div class="pull-right"><a href="delete_friend.php<?php echo '?id='.$id; ?>"
 class="btn btn- danger"><i class="icon-remove"></i> Unfriend </a></div>
 <div class="alert"><?php echo $friend_name; ?></div>
```

```
</div>
 </div>
<hr>
<br><br>
<?php } ?>
 </div>
 <hr>
<br><br>
<?php } ?>
 </div>
 <hr>
 </div>
 </div>
</div><!--/col-12-->
 </div>
</div>
<?php include('footer.php'); ?>
 </body>
</html>
```

home php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
<body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading.php'); ?>
</div><!-- /cont -->
<div class="container">
```

```
<div class="row">
 <div class="col-md-12">
 <div class="panel">
 <div class="panel-body">
 <!--/stories-->
<div class="row">
 <br>
<?php$query = $conn->query("select * from post LEFT JOIN members
on members.member_id
= post.member_id order by post_id DESC");
while($row = $query->fetch()){
$posted_by = $row['firstname']." ".$row['lastname'];
$posted_image = $row['image'];
$id = $row['post_id'];
?>
 <div class="col-md-2 col-sm-3 text-center">
<img src="<?php echo $posted_image; ?>"
style="width:100px;height:100px" class="img- circle"></a>
 </div>
 <div class="col-md-10 col-sm-9">
<div class="alert"><?php echo $row['content']; ?></div>
<div class="row">
 <div class="col-xs-9">
 <h4><span class="label label-info"> <?php echo $row['date_posted'];
 ?></span></h4><h4>
<small style="font-family:courier,'new courier';" class="text-
muted">Posted By:<a href="#" class="text-muted"><?php echo
$posted_by; ?></a></small>
 </h4></div>
```

```
<div class="col-xs-3"><a href="delete_post.php<?php echo '?id='.$id; ?>"
class="btn btn- danger"><i class="icon-trash"></i> Delete</a></div>
 </div>
 <br><br>
 </div>
<?php } ?>
 </div>
 <hr>
 </div>
 </div>
 </div><!--/col-12→>
 </div>
</div>
<?php include('footer.php'); ?>
 </body>
</html>
```

edit_profile php:

```
 <?php include('header.php'); ?>
 <?php include('session.php'); ?>
  <body>
 <?php include('navbar.php'); ?>
 <div id="masthead">
 <div class="container">
  <div class="row">
 <div class="col-md-2">
 <hr>
 <center><img class="pp" src="<?php echo $image; ?>" height="140"
 width="160"></center>
```

```
 <hr>
<center><img class="pp" src="<?php echo $image; ?>" height="140"
width="160"></center>
<hr>
<button class="btn btn-success">Change Profile Picture</button>
</div>
<div class="col-md-10">
<?php $query = $conn->query("select * from members where member_id =
'$session_id'");
$row = $query->fetch();
$id = $row['member_id'];
?>
<hr>
<form method="post" action="save_edit.php">
<input type="hidden" name="member_id" value="<?php echo $id; ?>">
Username:<input type="text" name="username" value="<?php echo
$row['username']; ?>">
<hr>
Firstname:<input type="text" name="firstname" value="<?php echo
$row['firstname']; ?>">
<hr>
Lastname:<input type="text" name="lastname" value="<?php echo
$row['lastname']; ?>">
<hr>
Gender:
<select name="gender">
<option><?php echo $row['gender']; ?></option>
<option>Male</option>
<option>Female</option>
```

```
</select>
<hr>
Birthdate:<input name="birthdate" type="text" value="<?php echo
$row['birthdate']; ?>">
<hr>
Address:<input name="address" type="text" value="<?php echo
$row['address']; ?>">
<hr>
Status:<input name="status" type="text" value="<?php echo $row['status'];
?>">
<hr>
Mobile:<input name="mobile" type="text" value="<?php echo
$row['mobile']; ?>">
<hr>
Work:<input name="work" type="text" value="<?php echo $row['work'];
?>">
<hr>
Religion:<input name="religion" type="text" value="<?php echo $row['religion']; ?>">
<hr>
<br>
<center>
<button name="save" class="btn edit">Save</button
</center>
<br>
<form>
</div>
 </div>
</div><!-- /cont -->
<div class="container">
```

```
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
</div>
</div>
</div><!-- /cont -->
</div>
<?php include('footer.php'); ?>
 </body> </html>
```

message php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading.php'); ?>
</div><!-- /cont -->
<div class="container">
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
</div>
</div>
</div><!-- /cont -->
</div>
<div class="container">
 <div class="row">
```

```
<div class="col-md-12">
<div class="panel">
<div class="panel-body">
<!--/stories-->
<div class="row">
<br>
<div class="col-md-6 col-sm-3 text-center">
<form method="post" id="send_message" action="send_message.php">
</div><!-- /cont -->
</div>
<div class="container">
<div class="row">
<option></option>
<?php $query = $conn->query("select
members.member_id ,members.firstname ,
members.lastname , members.image , friends.friends_id from members , friends
where friends.my_friend_id = '$session_id' and members.member_id = friends.my_id
OR friends.my_id= '$session_id' and members.member_id = friends.my_friend_id");
while($row = $query->fetch()){
$friend_name = $row['firstname']." ".$row['lastname'];
$friend_image = $row['image'];
$id = $row['member_id'];
?>
<option value="<?php echo $id; ?>"><?php echo $friend_name; ?></option>
<?php } ?>
</select>
</div>
</div>
```

```
 <div class="controls">
<button  class="btn btn-success"><i class="icon-envelope-alt"></i> Send
</button>
 </div>
</div>
 </form>
</div>
 <div class="col-md-6 col-sm-9">
Inbox
<hr>
<?php $query    =  $conn->query("select  * from message  LEFT JOIN
message.sender_id = members.member_id where reciever_id = '$session_id' ");
while($row = $query->fetch()){
$id = $row['message_id'];
?>
<div class="mes">
<div class="message">
<?php echo $row['content']; ?>
<hr>
<div class="pull-left">
<?php echo $row['date_sended']; ?></div>
<div class="pull-right">Sent by: <?php echo $row['firstname']." ".$row['lastname'];
?></div>
<hr>
<br>

<a href="delete_message.php<?php echo '?id='.$id; ?>" class="btn btn-danger"><i
class="icon- remove"></i> Remove</a>
```

```
</div>
</div>
<?php } ?>
</div>
</div>
<hr>
</div>
</div>
</div><!--/col-12-->
</div>
</div>
<?php include('footer.php'); ?>
</body>
</html>
```

photo php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
 <div class="container">
<?php include('heading.php'); ?>
</div><!-- /cont --> <div class="container">
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
 </div>
 </div>
```

```
</div><!-- /cont →
</div>
<div class="container">
<div class="row">
<div class="col-md-12">
<div class="panel">
<div class="panel-body">
<h2 id="po">My Photos</h2>
<div class="pull-right">
<form id="photos"  method="POST" enctype="multipart/form-data">
<label class="control-label" for="input01">Image:</label>
<input type="file" name="image" class="font" required>

<button type="submit" name="submit" class="btn btn-success"><i
class="icon-upload"></i> Upload</button>
</form>
<?php
if (isset($_POST['submit'])) {
$image = addslashes(file_get_contents($_FILES['image']['tmp_name']));
$image_name = addslashes($_FILES['image']['name']);
$image_size = getimagesize($_FILES['image']['tmp_name']);
move_uploaded_file($_FILES["image"]["tmp_name"], "upload/" .
$_FILES["image"]["name"]);
$location = "upload/" . $_FILES["image"]["name"];
$conn->query("insert into photos (location,member_id) values
('$location','$session_id')");
?>
```

```
<script>
window.location = 'photos.php';
</script>
<?php
}
?>
</div>
 <div class="row">
 <hr> <hr>
<?php
$query = $conn->query("select * from photos where
member_id='$session_id'"); while($row = $query->fetch()){
$id = $row['photos_id'];
?>
<div class="col-md-2 col-sm-3 text-center">
<img class="photo" src="<?php echo $row['location']; ?>" width="160"
height="150">
<hr>
<a class="btn btn-danger" href="delete_photos.php<?php echo '?id='.$id;
?>"><i class="icon- remove"></i> Delete</a>
</div>
<?php } ?>
</div>
 <hr>
 </div>
 </div>
```

post php:

```
<?php  include('dbcon.php');
include('session.php');
$content = $_POST['content'];
$conn->query("insertintopost(content,date_posted,member_id)
values('$content',NOW(),'$session_id')");
header('location:home.php'); ?>
```

profile php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading1.php'); ?>
</div><!-- /cont -->
<div class="container">
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
</div>
</div>
</div><!-- /cont -->
</div>
<?php include('footer.php'); ?>
 </body>
</html>
```

search php:

```
<?php include('header.php'); ?>
<?php include('session.php'); ?>
<?php $search = $_POST['search']; ?>
 <body>
<?php include('navbar.php'); ?>
<div id="masthead">
<div class="container">
<?php include('heading.php'); ?>
</div><!-- /cont -->
<div class="container">
<div class="row">
<div class="col-md-12">
<div class="top-spacer"> </div>
</div>
</div>
</div><!-- /cont -->
</div>
<div class="container">
 <div class="row">
<div class="col-md-12">
 <div class="panel">
 <div class="panel-body">
 <!--/stories-->
 <div class="row">
 <br>
<?php
```

```
$query = $conn->query("select * from members where firstname LIKE
'%$search%' or lastname LIKE '%$search%'");
$count = $query-
>rowcount(); if ($count
> 0){
while($row = $query->fetch()){
$posted_by = $row['firstname']." ".$row['lastname'];
$posted_image = $row['image'];
$friend_id = $row['member_id'];
?>
 <div class="col-md-2 col-sm-3 text-center">

<imgsrc="<?php echo $posted_image; ?>" style="width:100px;height:100px"
class="img- circle"></a>
  </div>
 <div class="col-md-10 col-sm-9">
<div class="alert"><?php echo $posted_by; ?></div>
<div class="row">
<div class="col-xs-9">
<form method="post" action="add_friend.php">
 <div class="col-xs-3">
<input type="hidden" name="my_friend_id" value="<?php echo $friend_id;
?>">
<?php $query1 = $conn->query("select * from friends where my_friend_id =
'$friend_id'");
 $count1 = $query1->rowcount();
 if ($count1 > 0){ echo 'All Ready Friend'; }else{
?>
```

```
<button  class="btn btn-info"><i class="icon-plus-sign"></i> Add as
Friend</button>
<?php } ?>
</div>
 </h4></div>
</form>
</div>
<br><br>
 </div>
<?php } }else{ ?>      No Result Found.  <?php }
?> </div>
 <hr>
 </div>
 </div>
 </div><!--/col-12-->
 </div>
 </div>
 <?php include('footer.php'); ?>
 </body>
 </html>
```

delete_friemd php:

```
<?php  include('dbcon.php');
$id = $_GET['id'];
$conn ->query("delete from friends where friends_id = '$id'");
header('location:friends.php');
?>
```

delete_post php:

```
<?php  include('dbcon.php');
$get_id = $_GET['id'];
$conn->query("delete from post where post_id='$get_id'");
header('location:home.php');
?>
```

delete_photo php:

```
<?php  include('dbcon.php');
$get_id = $_GET['id'];
$conn->query("delete from photos where photos_id='$get_id'");
header('location:photos.php');
?>
```

delete_message php:

```
<?php  include('dbcon.php');
$get_id = $_GET['id'];
$conn->query("delete from message where message_id = '$get_id'");
header('location:message.php');
?>
```

save_edit php:

```
<?php
include('dbcon.php'
);
$member_id = $_POST['member_id'];
$username = $_POST['username'];
$firstname = $_POST['firstname'];
$lastname = $_POST['lastname'];
$gender = $_POST['gender'];
$address = $_POST['address'];
$birthdate = $_POST['birthdate'];
```

```
$mobile = $_POST['mobile'];
$status = $_POST['status'];
$work = $_POST['work'];
$religion = $_POST['religion'];

$conn->query("update members set username = '$username',firstname =
'$firstname',lastname='$lastname',gender='$gender',address='$address',

birthdate='$birthdate',mobile='$mobile',status='$status',work='$work',religion='$religion
where member_id = '$member_id"
");
?>
<script>
window.location = 'edit_profile.php<?php echo '?id='.$member_id; ?>'; </script>
```

8.2 APPENDIX B – SCREENSHOT

8.2.1 LOGIN PAGE: The user can easily login to this website by entering their account and password if the user has already an account. If the user is new to this website then they have to create a new account by clicking the join us button.

Fig 8.2.1- LOGIN PAGE

8.2.2 SIGN UP PAGE: In the sign up page the user can create a new account by creating an username and password by entering the first name, last name and gender and by clicking the join us button a new account has been created.

Fig 8.2.2 - SIGN UP PAGE

8.2.3 HOME PAGE: After logging in it directs the user to the home page, the home home page contains two features the user can change their profile photo directly from the folder and the user can post any comments in the comments box.

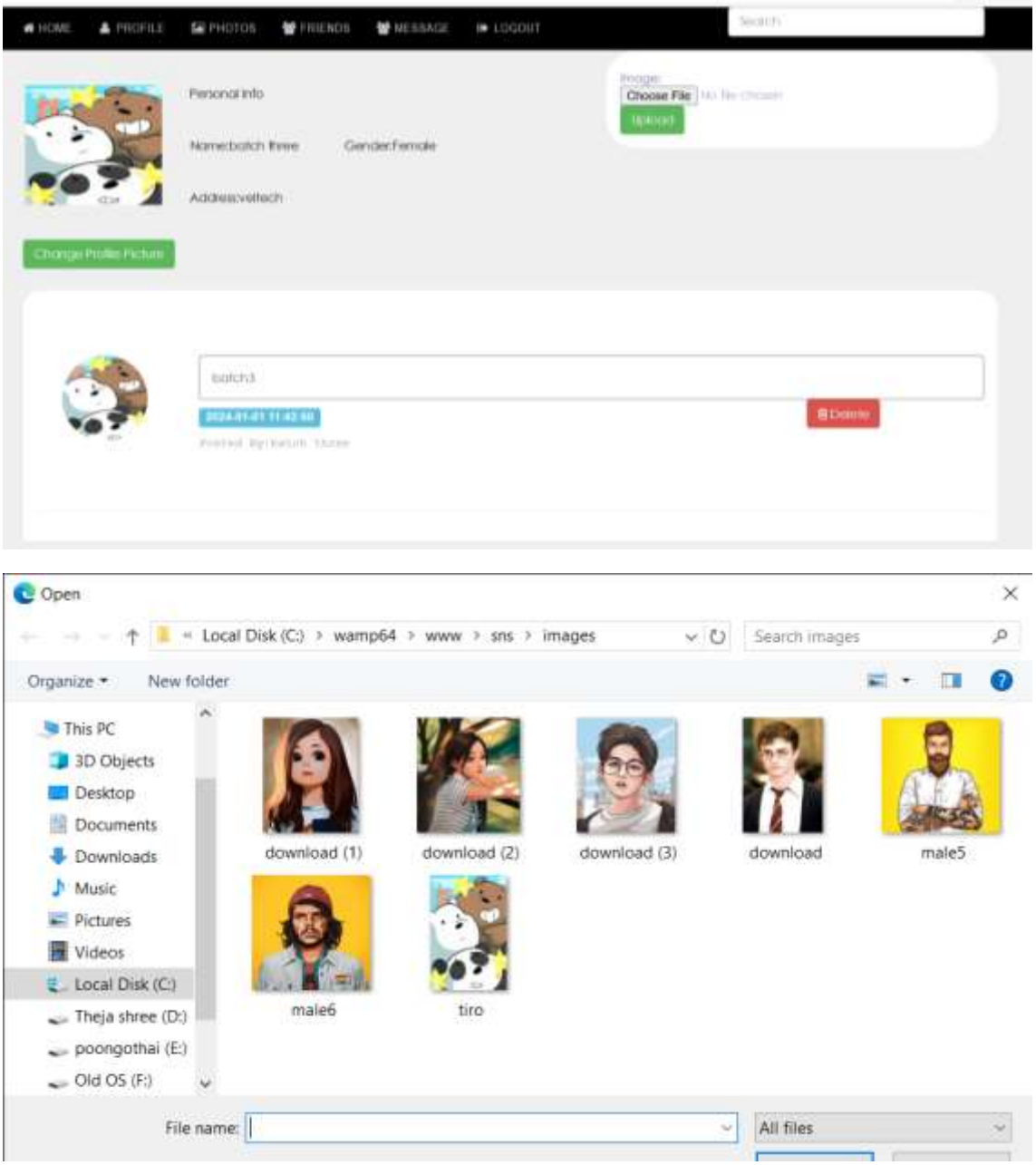

Fig 8.2.3- HOME PAGE

8.2.4 PROFILE PAGE: The profile page consist of the user's information like name, gender, status, religion and the user can also edit their entered information by clicking the edit button.

Fig 8.2.4- PROFILE PAGE

8.2.5 PHOTO PAGE: In the photo page the user can post their photos by clicking the image box and choose file it directs you to the folder and by choosing the photo by clicking the upload button the photo has been uploaded

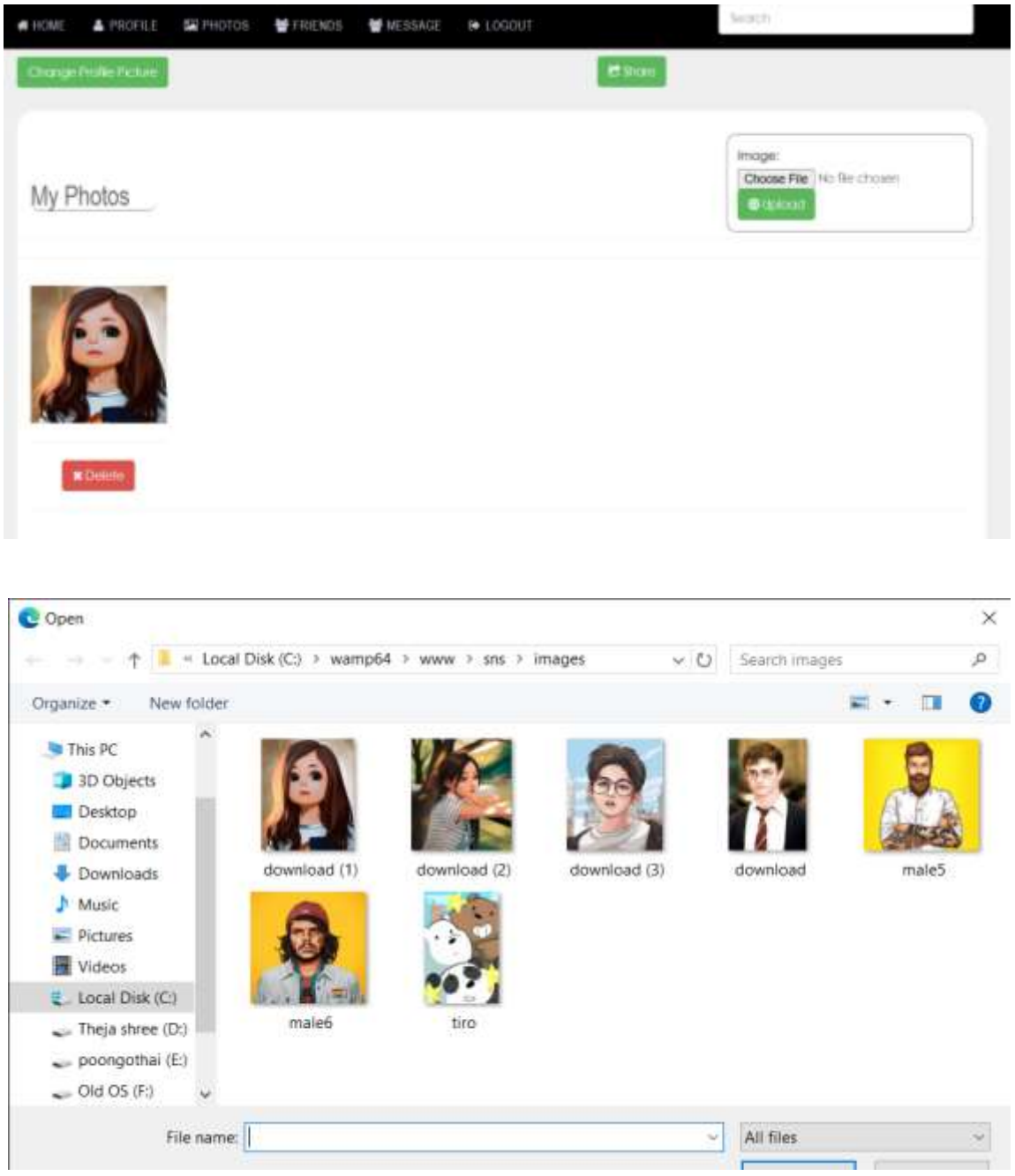

Fig 8.2.5 -PHOTO PAGE

8.2.6 FRIEND'S PAGE: In the friends page the user can add their friends and family accounts if they are a member in this website called "Connection cart" by searching their account and by clicking the enter button the account will be added to your Friend's list.

Fig 8.2.6- FRIEND'S PAGE

8.2.7 MESSAGE PAGE: The user can send message to their friends and family it is more like a chatting room.

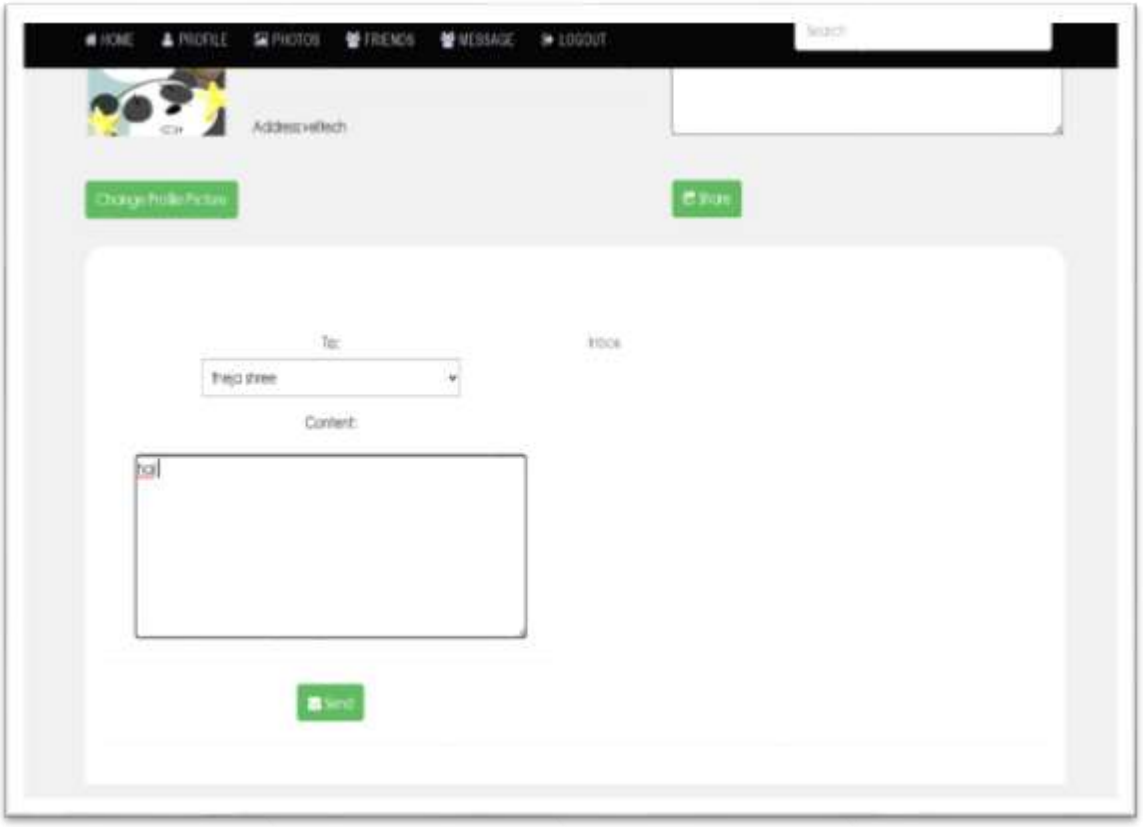

Fig 8.2.7 - MESSAGE PAGE

CHAPTER 9

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