# **Minutes Of Meeting**

Date:Sept 9 2017

Title: Social Media Website

### **Group Member Names:**

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B Sai Ram b.s.ram@st.niituniversity.in U101115FCS067 7737148889 S-4

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### **Short description of the project:**

It's a social network where, we can give rating on other people on three different category i.e.. Personal, Professional, Dating.

Common features which includes live chat, status update, feed photos, videos and location. We have profile privacy mode's i.e., Private, Only to my followers, Public.

#### Tools to be used:

Visual Studio Code, Sublime Text, Notepad ++, Brackets, Dreamweaver, MySQL Workbench Technology: MySQL, PHP, HTML, CSS, JS, Bootstrap, Photoshop.

#### Timeline:

Aug: Project selection and background work.
Sept & Oct: Frontend and backend development.

Oct & Nov: Integration backend and frontend and server installation.

Nov: Finalizing the project and documentation.

#### Roles of individuals in the group:

G Vaishno Chaitanya

- Backend

Creating Database, Installation of Server, Website Backend programming.

Vadlamudi Vamsheeth

- Backend

Website Backend programming, Frontend and Backend Connections

Velineni Manish Sai

- Frontend

Website Designing, Java Script Programming (Pop ups, banners, etc.)

B Sai Ram

- Frontend

Website Designing, User Experience

Mohit Singh

- Frontend

Website Designing. User Interface

### Deliverables:

- Project Source Code, Project Documentation, Project Versions and Upgrades

Date:23 Sept 2017

#### Regarding the SRS

Software Requirement Specification (SRS) for Social Networking Site(SNS)

### 1. Introduction

1.1 **Purpose:** .We are designing and developing a social networking website where we can rate and give comments on friends and colleagues profile's on three different basis/ perspectives i.e., Personal, Professional and Dating.

This document is meant to delineate the features of SNS, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other.

1.2 **Scope**: We describe what features are in the scope of the software and what are not in the scope of the software to be developed

In Scope: A. Rating the People's Profile

 $\ensuremath{\mathsf{B}}$  .They can follow/unfollow the people

C. They can chat with his/her followers

D. They can post their News Feed

E. Location SharingF. Direct Messages

G. User authentication

Out of Scope: A. Document Sharing

B. Voice/Video Calling

C. URL Shortening

#### 1.3 Definitions, Acronyms, and Abbreviations:

Acronyms and Abbreviations:

a. SNS: Social Networking Site

b. SRS: Software Requirements Specification.

c. WWW: World Wide Web.d. GUI: Graphical User Interface.

e. UX: User Experience

#### Definitions:

- a. Social Network: A social networking service (also social networking site, SNS or social media) is an online platform which people use to build social networks or social relations with other people who share similar personal or career interests, activities, backgrounds or real-life connections. The variety of stand-alone and built-in social networking services currently available online introduces challenges of definition; however, some common features exist
- b. **Rating**: A **rating** is the evaluation or assessment of something, in terms of quality (as with a critic rating a novel), quantity (as with an athlete being rated by his or her statistics), or some combination of both.
- c. **Portfolio**: A set of user details.
- d. **UI**: The **user interface** (**UI**), in the industrial design field of human–computer interaction, is the space where interactions between humans and machines occur.
- e. **UX**: **User Experience** (**UX**) refers to a person's emotions and attitudes about using a particular product, system or service. It includes the practical, experiential, affective, meaningful and valuable aspects of human–computer interaction and product ownership.
- 1.4 References: Wikipedia, Github
- 1.5 Overview: The rest of this SRS is organized as follows: Section 2 gives an overall description of the software. It gives what level of proficiency is expected of the user, some general constraints while making the software and some assumptions and dependencies that are assumed. Section 3 gives specific requirements which the software is expected to deliver. Functional requirements are given by various use cases. Some performance requirements and design constraints are also given. Section 4 gives some possible future extensions of the system. Finally the appendices in Section 5 describe respectively the formula for ROI calculation for shares and user screen.

#### 2. Overall Description:

**2.1 Product Perspective**: We are designing and developing a social networking website where we can rate and give comments on friends and colleagues profile's on three different basis/ perspectives i.e., Personal, Professional and Dating.

SNS is intended to be a stand-alone product and should not depend on the availability of other software. It should run on any browser or OS..

#### **2.2 Product Functions**: SNS should support the following use cases:

## 1. Free web space:

Each member is provided free web space to publish content.

#### 2. Free web address:

Each member gets a unique web address that becomes the identity of that individual or business. The members can then use their web address or url to promote themselves or their business.

#### 3. Build Profile:

Members are provided web space to build their profiles. The profiles serve a dual purpose: one, they allow friends or contacts to identify members from their profiles; and two, the data entered by the members is used by Social Networking Sites to connect with other members who have a similar background.

#### 4. Upload content:

The Social Networking Sites allow members to upload text messages, photographs, audio and video files free of cost. All posts are arranged in descending order with the last post coming first. Further, all content is published in real time, and becomes visible instantly.

#### 5. Build conversations:

Content posted by members can be browsed and commented upon by all members who form part of the community. Content can also be tagged from third party sites on subjects that interest the group.

#### 6. Chat client:

Most Social Networking Sites have chat clients and members who can chat with each other in real time.

#### 2.3 User Characteristics:

- a. The user should be familiar with the internet.
- b. The user should know how a social network works..
- **2.4 Principal Actors**: The principal actors in SNS are "User" and "System"

#### 2.5 General Constraints:

- a. For full working SNS requires Internet connection.
- b. SNS is Multi-user software.

### 2.6 Assumptions and Dependencies:

- a. Full working of SNS is dependent on the availability of Internet connection.
- b. Central server of the system must be able to handle all the incoming requests simultaneously.
- c. Back up of the databases in case of hardware failure, disaster, natural calamities.
- d. No data loss in case of handling of the system by the administrators or the system related personnel.

#### 3. Specific Requirements:

**3.1 Functional Requirements**: We describe the functional requirements by giving various use cases.

#### Use case related to installation:

Use Case 1: Signing Up Primary Actor: User

Precondition: Internet connection available.

Main Scenario: 1. User initiates SNS registration program.

- 2. System asks the user for his/her email address..
  User is also asked for the initial login and password.
- 3. User specifies the login/password.
- a. Authorization information.
- 5. System registers the information in the mysql database.

Alternate Scenario:

5(a). Internet connection failure.

5(a)1. Registration aborted.

### Use cases related to system authorization:

Use Case 2: Login
Primary Actor: User
Pre Condition: Signing up

Main Scenario:

- 1. Start the application. User prompted for login and password.
- 2. User gives the login and password.
- 3. System does authentication.
- 4. Main screen is displayed.

#### Alternate Scenario:

- 4(a). Authorization fails
- 4(a)1. Prompt the user that he typed the wrong password
- 4(a)2. Allow him to re-enter the password. Give him 3 chances.

### **Use Case 3: Change Password**

Primary Actor: User

Pre Condition: User logged in

#### Main Scenario:

- 1. User initiates the password change command.
- 2. User is prompted for old password, new password and confirm new password.
- 3. User gives the old password, new password and confirm new password.
- 4. System does authentication.
- 5. New password is registered with the system.

#### **Alternate Scenario:**

- 4(a). Authorization fails
- 4(a)1. Prompt the user that he typed the wrong password
- 4(a)2. Allow him to re-enter the password. Give him 3 chances.

- 4(b). New password and confirm new password do not match.
- 4(b)1. Allow him to re-enter the attributes. Give 3 chances.

## Use cases related to portfolios:

Use Case 4: Create Portfolio

Primary Actor: User

Pre Condition: User logged in.

Main Scenario:

- 1. User initiates the "create portfolio" functionality.
- 2. System asks the user for the portfolio name.
- 3. User enters the portfolio name.
- 4. An empty portfolio is created.

#### Alternate Scenario:

- 4(a). Portfolio with the same name exists.
- 4(a)1. System asks the user for a different name.
- 4(a)2. User enters a different name.
- 4(a)3. Empty portfolio gets created.

## Use Case 5: Rename portfolio.

Primary Actor: User

Pre-Condition: User logged in.

Main Scenario:

- 1. User initiates the "rename portfolio" functionality.
- 2. System asks for the portfolio to be renamed and the new name.
- 3. User enters the new name.
- 4. Portfolio is renamed.

#### Alternate Scenario:

- 4(a). The portfolio whose name is supposed to change does not exist.
- 4(a)1. Renaming fails, the error message is displayed.
- 4(b). Portfolio with the same new name exists.

Use Case 6: Delete portfolio.

Primary Actor: User

Pre-Condition: User logged in.

Main Scenario:

- 1. User initiates the "delete portfolio" functionality.
- 2. System asks for the name of the portfolio.
- 3. The portfolio is deleted.

#### Alternate Scenario:

- 3(a). Portfolio does not exist.
- 3(a)1. Deletion fails, error message is displayed.

#### **Use cases related to Notifications:**

Use Case 7: Follower Notification

Primary Actor: User

Pre-Condition: User logged in.

#### Main Scenario:

- 1. If User get a follower then he/she will get a follow notification..
- 2. If user click on the notification then he/she will be redirected to his/her followers page.
- 3. If user click on the notifications then the notification will be marked as read.

#### Alternate Scenario:

- 4. If user do not click on notification then it will be marked unread.
- 5. No notification will appear if the user do not get any follower.

#### Use Case 8: Rating Notification

Primary Actor: User Pre-Condition: User logged in.

#### Main Scenario:

- 1. If User get a rating on his profile he/she will get a rating notification..
- 2. If user click on the notification then he/she will be redirected to his/her followers page.
- 3. If user click on the notifications then the notification will be marked as read.

#### Alternate Scenario:

- 4. If user do not click on notification then it will be marked unread.
- 5. No notification will appear if the user do not get any rating.

Use Case 9: Comment Notification.

Primary Actor: User

**Pre-Condition**: User logged in.

Main Scenario:

- 1. If User get a comment on his post he/she will get a comment notification.
- 2. If user click on the notification then he/she will be redirected to his/her post page.
- 3. If user click on the notifications then the notification will be marked as read.

#### **Alternate Scenario:**

- 4. If user do not click on notification then it will be marked unread.
- 5. No notification will appear if the user do not get any comment.

## Use cases related to posting in News Feed:

**Use Case 10**: Posting a Text Feed.

Primary Actor: User.

**Pre-Condition**: User logged in.

Main Scenario:

- 1. User can post a text feed from his news feed section in dashboard.
- 2. Other users will receive the news feed if he/she follows him/her.
- 3. Followers can comment on news feed.

**Use Case 11:** Posting a Image Feed.

Primary Actor:: User

Pre-Condition: User logged in.

Main Scenario:

- 1. User can post a image feed from his news feed section in dashboard.
- 2. Other users will receive the news feed if he/she follows him/her.
- 3. Followers can comment on news feed.

Use Case 12: Posting a video News Feed.

Primary Actor: User. Pre-Condition: User logged in.

#### Main Scenario:

- 1. User can post a video feed from his news feed section in dashboard.
- 2. Other users will receive the news feed if he/she follows him/her.
- 3. Followers can comment on news feed.

Use Case 13: Posting a audio News Feed

Primary Actor: User.

Pre-Condition: User logged in.

Main Scenario:

- User can post audio feed from his news feed section in dashboard.
   Other users will receive the news feed if he/she follows him/her.
- 3. Followers can comment on news feed.

Use Case 14: Posting a location News Feed

Primary Actor: User

Pre-Condition: User logged in.

Main Scenario:

- 1. User can post location feed from his news feed section in dashboard.
- 2. Other users will receive the news feed if he/she follows him/her.
- 3. Followers can comment on news feed.

Use Case 15: Delete News Feed

Primary Actor: User

Pre-Condition: User logged in.

Main Scenario:

- 1. User can delete audio feed from his news feed section in dashboard.
- 2. User can delete text feed from his news feed section in dashboard.
- 3. User can delete video feed from his news feed section in dashboard.
- 4. User can delete image feed from his news feed section in dashboard.
- 5. User can delete location feed from his news feed section in dashboard.

Use cases related to Profile Page
Use Case 16: View in Public Mode

Primary Actor: user

Pre-Condition: User logged in

Main Scenario:

- 1.All Users can view his/her friends profile & Activities.
- 2.Random Users Can view without following him/her.

Use Case 17: View in Private Mode.

Primary Actor: User.

Pre-Condition: User logged in

Main Scenario:

- 1. Only the user of that particular profile can view the post.
- 2.No Random User can view his/her friends profile & Activities without following her.
- 3.Random Users cannot view his/her friends profile & Activities after following him/her.

Use Case 18: View in Only Followers Mode.

Primary Actor: User.

Pre-Condition: User logged in.

Main Scenario:

1.Only Followers can view his/her profile & Activities.
2.Random Users cannot view without following him/her.

.

#### Use cases related to user profile

**Use Case 19**: User Rating **Primary Actor**: User.

Pre-Condition: User logged in.

Main Scenario:

- 1. Users can rate him/her in different aspects.
- 2. It's the choice of user whether to comment after rating.

Note: Regarding Rating Refer Appendix

**Use Case 20**: Profile Edit . **Primary Actor**: User.

Pre-Condition: User logged in.

Main Scenario:

1. User can edit his/her bio data

2.User can edit his/her profile pic and basic settings

.

#### Use cases related to user profile

Use Case 21: Messaging Primary Actor: User.

Pre-Condition: User logged in.

Main Scenario:

- 1. User can chat with his/her followers .
- 2.User can share data
- 3.User can view status of his/her followers.

#### Use cases related to user validation

Use Case 22: User Validation

Primary Actor: User.

Pre-Condition: User logged out/ in.

Main Scenario:

- 1. User will receive a validation email when he/she will sign up on the website.
- 2. User will be validated if he/she click on verification email in their inbox.

#### Use cases related to user Profile Verification

Use Case 23: Profile Verification

Primary Actor: User.

Pre-Condition: User logged out/ in.

Main Scenario:

1. Admin team will verify user profile, if he/she comes in verified profiles categories.

#### **Use cases related to Internet Disconnection**

Use Case 24: Special Case

**Primary Actor:** Internet / User **Pre-Condition:** Logged In/Out

Main Scenario:

1. User will not get any access to website features.

2. User won't be able to access the website.

## Use cases related to Logged out

Use Case 25: Logged out Primary Actor: User.

Pre-Condition: User logged out.

Main Scenario:

- 1. After Logging out User cannot view his/her own or any others profile.
- 2. After Logging out User cannot send messages.
- 3. After Logging out User cannot see his dashboard.
- 4. After Logging out User cannot post news feed.

#### 3.2 Performance Requirements:

1. Scalability: System should be able to handle a number of users.

For e.g. Handling around thousand users at the same time.

2. Usability: Simple user interfaces that a Layman can understand.

3. Speed: Speed of the system should be responsive.

#### 3.3 Design Constraints:

- 1. Security: The files in which the information regarding securities and portfolios should be secured against malicious deformations.
- 2. Fault Tolerance: Data should not become corrupted in case of system crash or power failure.

#### 3.4 External Interface:

Website user interface will automatically adjusted for user depend upon brower size and device.

#### 4. Future Extensions:

a.SNS is intended to be a Multi user software but with limited features.

b.A possible future extension would be it containing many advanced features which a user can use the site with an ease.

- c.Self Chat will be included.
- d."Rate as Anonymous" will be included in the future.
- e. Video Call & Group Chat will be available.
- f. Online Gaming will be available.

## **Appendix**

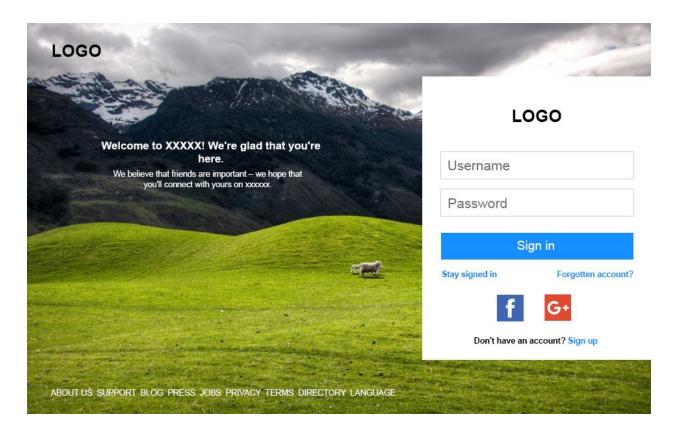
Appendix A: The formula for calculation of Average of all the ratings given by the Followers

The average rating calculator takes a number of votes for each option (1 star, 2 stars, 3 stars, 4 stars, 5 stars) and gives you the mean rating. This is a case of a weighted average with 5 consecutive numbers and the number of votes as their weights. An example non-typical usage scenario for our 5 star rating calculator would be when you have a certain number of 1-4 ratings and you want to find out how many new 5-star votes you need in order to achieve a certain mean rating.

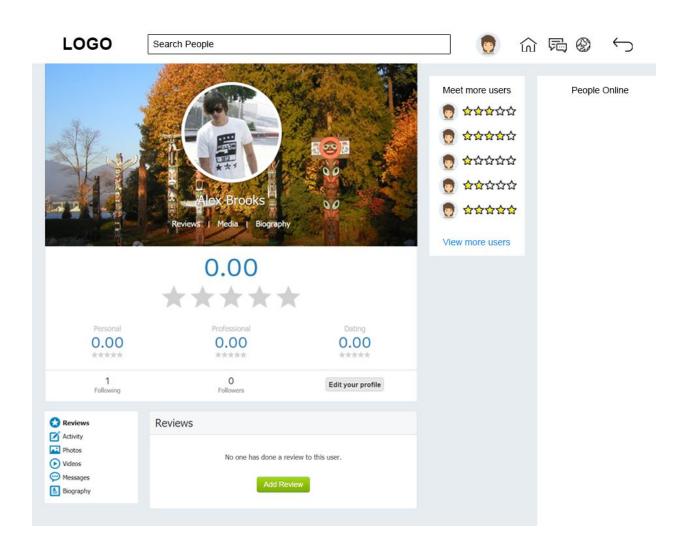
.

# **User Sceens:**

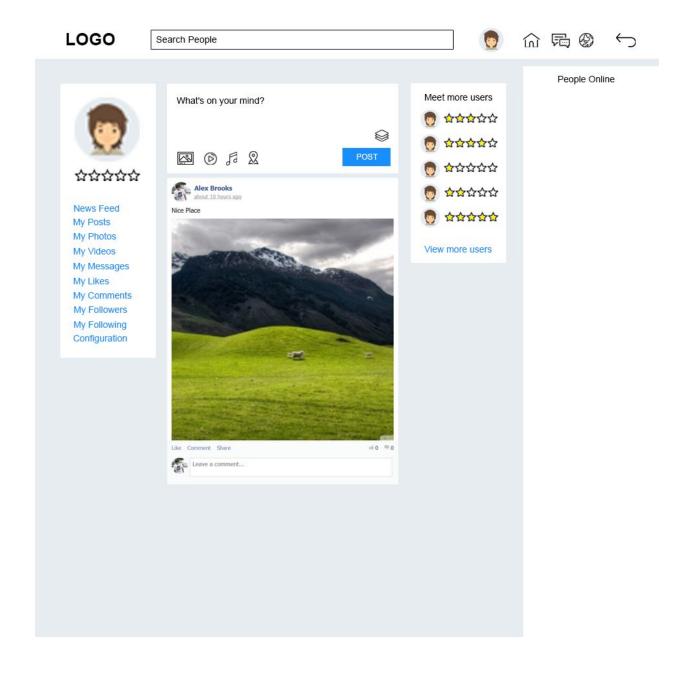
## Login Page:



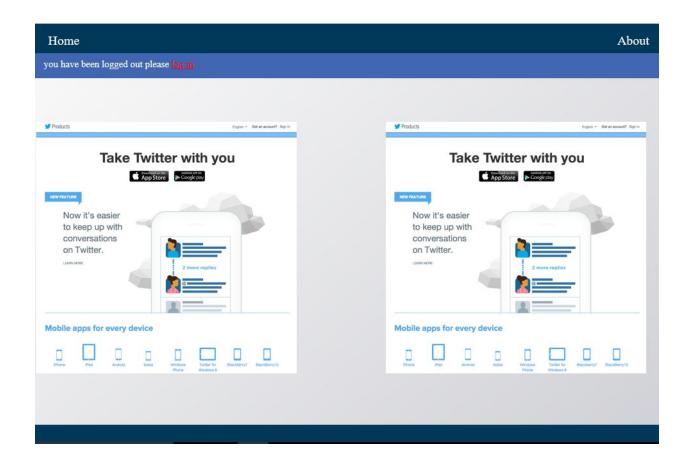
## **Profile Page:**



## **Home Page:**



## **Logout Page:**



\*\*Note: There are the fictitious images original may differ from these images

**Use Cases:** 

**Use Case 1: Signing Up - Vaishno** 

Use Case 8: Rating Notification - Vaishno

Use Case 10: Posting a Text Feed - Vaishno

**Use Case 17: View in Private Mode - Vaishno** 

**Use Case 21: Messaging - Vaishno** 

**Use Case 2: Login - Vamsheeth** 

**Use Case 7: Follower Notification - Vamsheeth** 

Use Case 11: Posting a Image Feed - Vamsheeth

Use Case 16: View in Public Mode - Vamsheeth

**Use Case 23: Profile Verification - Vamsheeth** 

**Use Case 3: Change Password - Sai Ram** 

Use Case 5: Rename portfolio. - Sai Ram

Use Case 13: Posting an Audio Feed - Sai Ram

Use Case 15: Delete News Feed - Sai Ram

Use Case 19: User Rating - Sai Ram

Use Case 4: Create Portfolio - Mohit

Use Case 6: Delete portfolio. - Mohit

**Use Case 14: Posting a Location Feed - Mohit** 

**Use Case 22: User Validation - Mohit** 

Use Case 18: View in Only Followers Mode. - Mohit

**Use Case 9: Comment Notification. - Manish** 

**Use Case 12: Posting a Video Feed - Manish** 

Use Case 20: Profile Edit - Manish

**Use Case 24: Special Case - Manish** 

**Use Case 25: Logged out - Manish** 

Date: 25th Sept 2017

## **Other Non Functional requirements**

### **5.1 Performance Requirements**

- Website will be best viewed/working in Google Chrome, Mozilla Firefox, Internet Explorer 8.
- High Internet Speed is recommended for better user experience.
- We are developing our website, which will be compatible with any browser and any device in market.

## **5.2 Safety Requirements**

- Sessions have been included for every login Page as well as logout Page.
- In Case, if there is a break in Internet Connection, Cookies will be helpful for restoring users recent activities.

## **5.3 Security Requirements**

- In case, If a user forgets his/her password 3 attempts will be given and further E-mail Backup is provided.
- Website has a private mode for a user so that he/she can secure his/her activities or personal details.
- Website Password requires a combination of Letters, Numbers & Symbols for a strong password strength.
- Website Has a Captcha to prove you are not a robot.
- If a user encounters a problem, he can contact to the website admins in various topics.

## **5.4 Software Quality Attributes**

• Our Website has attributes like adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability.

#### **5.4 Software Business Rules**

- SuperAdmin and Admins are assigned for different roles in case of any problems or issues.
- Terms and Conditions as well as privacy policies are mentioned.

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Beta Site Completed and Discussion on Main Site CSS

Work Division:

Vaishno: Backend Bug Detection and Clearing(Full Backend)

Manish: Login Page, Registration Page, Home Page(icons)

SaiRam: Home Page(Theme and Remaining including Fonts)

Mohit: User Profile page as well as rating options.

Use of Colours depends on Person to person and page to page. All Guys Requested to go through the Google material Design and Look after the colours and make sure every page colour matches the next page there should not be any differences from page to page So guys please discuss among yourselves and get the work done.

\_\_\_\_\_

#### 9th October 2017

Plz update the work do

\_\_\_\_\_

Date: 12th October 2017

# **Software Design Specification**

#### 1. Introduction

**1.1 Purpose of this document :** We are designing and developing a social networking website where we can rate and give comments on friends and colleagues profile's on three different basis/ perspectives i.e., Personal, Professional and Dating.

This document is meant to delineate the features of SNS, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other

- **1.2 Scope of the development project :** We describe what features are in the scope of the software and what are not in the scope of the software to be developed
- **In Scope**: A. Rating the People's Profile
  - B. They can follow/unfollow the people
  - C. They can chat with his/her followers
  - D. They can post their News Feed
  - E. Location Sharing
  - F. Direct Messages
  - G. User authentication

Out of Scope: A. Document Sharing

- B. Voice/Video Calling
- C. URL Shortening

## 1.3 Definitions, acronyms, and abbreviations:

a. SNS: Social Networking Site

b. SRS: Software Requirements Specification.

c. WWW: World Wide Web.

d. GUI: Graphical User Interface.

e. UX: User Experience

### **Definitions**:

a. **Social Network**: A **social networking service** (also **social networking site**, **SNS** or **social media**) is an online platform which people use to build social networks or social relations with other people who share similar personal or career interests, activities, backgrounds or real-life connections. The variety of stand-alone and built-in social networking services currently available online introduces challenges of definition; however, some common features exist.

- b. **Rating**: A **rating** is the evaluation or assessment of something, in terms of quality (as with a critic rating a novel), quantity (as with an athlete being rated by his or her statistics), or some combination of both.
- c. **Portfolio**: A set of user details.
- d. UI: The user interface (UI), in the industrial design field of human–computer interaction, is the space where interactions between humans and machines occur.
- e. UX: User Experience (UX) refers to a person's emotions and attitudes about using a particular product, system or service. It includes the practical, experiential, affective, meaningful and valuable aspects of human–computer interaction and product ownership.

**1.4 References:** Wikipedia, Github

## 1.5 Overview of document:

A short description of how the rest of the SDS is organized and what can be found in the rest of the document. This is not simply a table of contents. Motivate and briefly describe the various parts!

## 2. Conceptual Architecture/Architecture Diagram

Conceptual Architecture is "Context" for the system's use.

#### 2.1 Overview of modules / components

This subsection will introduce the various components and subsystems.

## 2.2 Structure and relationships

Make clear the interrelationships and dependencies among the various components. Structure charts can be useful here. A simple finite state machine can be useful in demonstrating the operation of the product. Include explanatory text to help the reader understand any charts.

#### 2.3 User interface issues

This section will present the main principles of the product's user interface. Use the personas defined in section 2.1 of your SRS to make specific examples. This section should not touch on technical details. You may want to include sketches and specific text messages.

## 3. Logical Architecture (Class Diagram, Sequence Diagram, State Diagram)

Lines and boxes are a software architect's best friend. UML can help with that, if used appropriately. LA includes "high-level design", "detailed design" and for some components, may extend even to the code.

## 3.1 Logical Architecture Description

Discuss some details(generic) of Logical Architecture

## 3.2 X Component (or Class or Function ...)

Use exactly the template you define in 3.2. If a part of the template is not applicable, then mark it N/A rather than omitting it.

## 3.3 Y Component (or Class or Function ...)

...

## 3.n Z Component (or Class or Function ...)

### 4.0 Execution Architecture

Define the runtime environment, processes, deployment view.

4.0 Reuse and relationships to other products: None

#### 5.0 Design decisions and tradeoffs

Use this section to motivate any decisions that will help the reader understand the design that your team is using. This section can also capture good ideas that were abandoned and the reasons for leaving them out of the design.

## **6.0 Pseudocode for components**

## 7.0 Appendices:

The formula for calculation of Average of all the ratings given by the Followers The average rating calculator takes a number of votes for each option (1 star, 2 stars, 3 stars, 4 stars, 5 stars) and gives you the mean rating. This is a case of a weighted average with 5 consecutive numbers and the number of votes as their weights. An example non-typical usage scenario for our 5 star rating calculator would be when you have a certain number of 1-4 ratings and you want to find out how many new 5-star votes you need in order to achieve a certain mean rating.

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#### 10th November 2017

SRS and SDS -- Completed

Code Metrics -- Chaitanya Anna. (SaiRam, Manish)

All Members:

Conversation Preparation: Video Call

\_\_\_\_\_

Nature of Customer:

Novelty Of Project:

Feedback: Customer to Members

Public to Project

Customer Satisfaction(Video Call)

Testing: tools phpstorm,

Thanksgiving to Mentor and Professor

Vaishno:
Make the Website alive first .
Documentation Need to complete:
Expected Presentations/Submissions: Software Engineering: 20th
15 Nov 2017
Documentations part and Testing Should be Completed by 20 Nov and to be submitted
21 Nov 2017
Complete remaining Documents and Upload in Github
24 Nov 2017
Recheck all the Documents and bugs and Upload the Documentation part
27 Nov 2017
Prepare a ppt for Presentation and Prepare for viva on 30 Nov 2017
29 Nov 2017
Rehearsals for Presentation on 30 Nov 2017

# 30 Nov 2017

Presentation Postponed
Rescheduled: Prepare for tomorrow between 5:30PM to 8PM.

The End