### A PROJECT REPORT ON

**“TITLE OF PROJECT”**

Submitted for fulfillment of award of the degree

**BACHELOR OF TECHNOLOGY**

**(Computer Science & Engineering)**

**BY**

Team members Name (enrollment no )

**Under the guidance of**

<Guide Name>



**Department of Computer Science and Engineering**

### MIT School of Computing

### MIT Art, Design and Technology University, Pune

### MAEER’s Rajbaug Campus, Loni-Kalbhor, Pune 412201

**November, 2023**



**MIT SCHOOL OF COMPUTING**

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

MAEER’s Rajbaug Campus, Loni-Kalbhor, Pune - 412201

**CERTIFICATE**

This is to certify that the project report entitled

### “PROJECT TITLE”

Submitted by

Team Members name (enrollment no)

is a bonafide work carried out by students under the supervision of Prof. ………….and it is submitted towards the fulfillment of the requirement of MIT-ADT University, Pune for the award of the degree of Bachelor of Technology (Computer Science & Engineering )

*(Two blank spaces)*

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**DECLARATION**

We, the team members

| Name | Enrollment No |
| --- | --- |
|  |  |
|  |  |

Hereby declare that the project work incorporated in the present project entitled “Collaborative Framework for Information Diffusion in Online Social Network” is original work. This work (in part or in full) has not been submitted to any University for the award or a Degree or a Diploma. We have properly acknowledged the material collected from secondary sources wherever required. We solely own the responsibility for the originality of the entire content.

Date:

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**Name & Signature of the Guide**

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**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

**MIT SCHOOL OF ENGINEERING,**

**RAJBAUG, LONI KALBHOR,**

**PUNE – 412201**

**EXAMINER’S APPROVAL CERTIFICATE**

The project report entitled **“EXPERIMENTAL INVESTIGATION ON SELF CURING CONCRETE USING CURING AGENTS”** submitted by **SHELKE KARAN RAJKUMAR (MITU17MTSE0021)** in partial fulfilment for the award of the degree of **“Bachelor of Technology ( Computer Science & Engineering) ”** during the academic year 2019-20, of **MIT-ADT University, MIT School of Engineering, Pune,** is hereby approved.

**Examiners:**

**1.**

**2.**

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**Name, Enrollment No.**

**Abstract**

**KEYWORDS:** Information Diffusion, Online Social Network, Community Detection, Topic

Modelling, Trend Detection, Influential Nodes

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**CHAPTER 1**

**INTRODUCTION**

The social influence in a network can be identified through tracking communities and studying the behavior in the community. (Kempe et al., 2003) (Bharathi et al., 2007) Social influence was studied in context of influence maximization where method was proposed to find the nodes in the network who will increase the spread of information in the community and hence in the network. (Bonchi 2011)(Domingos & Richardson 2001). Their work highlights the social diffusion model and marketing strategies for various applications. The work of (Leskovec et al., 2007) also relates to study of how one person influences the other person for buying of products. Work is also done in to increase this influence as to increase the spread of information in the network. Social Influence is defined as the force put on a person due to her influencer and homophily is considered as the tendency that the other inactive node or person will follow the active node or influencer. (Goyal et al., 2010)(Saito et al., 2008)(Chen et al., 2010) (Xiang et al., 2010).

(Catadeli et al., 2011) uses the PageRank algorithm (Page et al., 1998) to assess the distribution of influence throughout the network. The PageRank value of a given node is proportional to the probability of visiting that node in a random walk of the social network, where the set of states of the random walk is the set of nodes.

**CHAPTER 4**

**PROJECT PLAN**

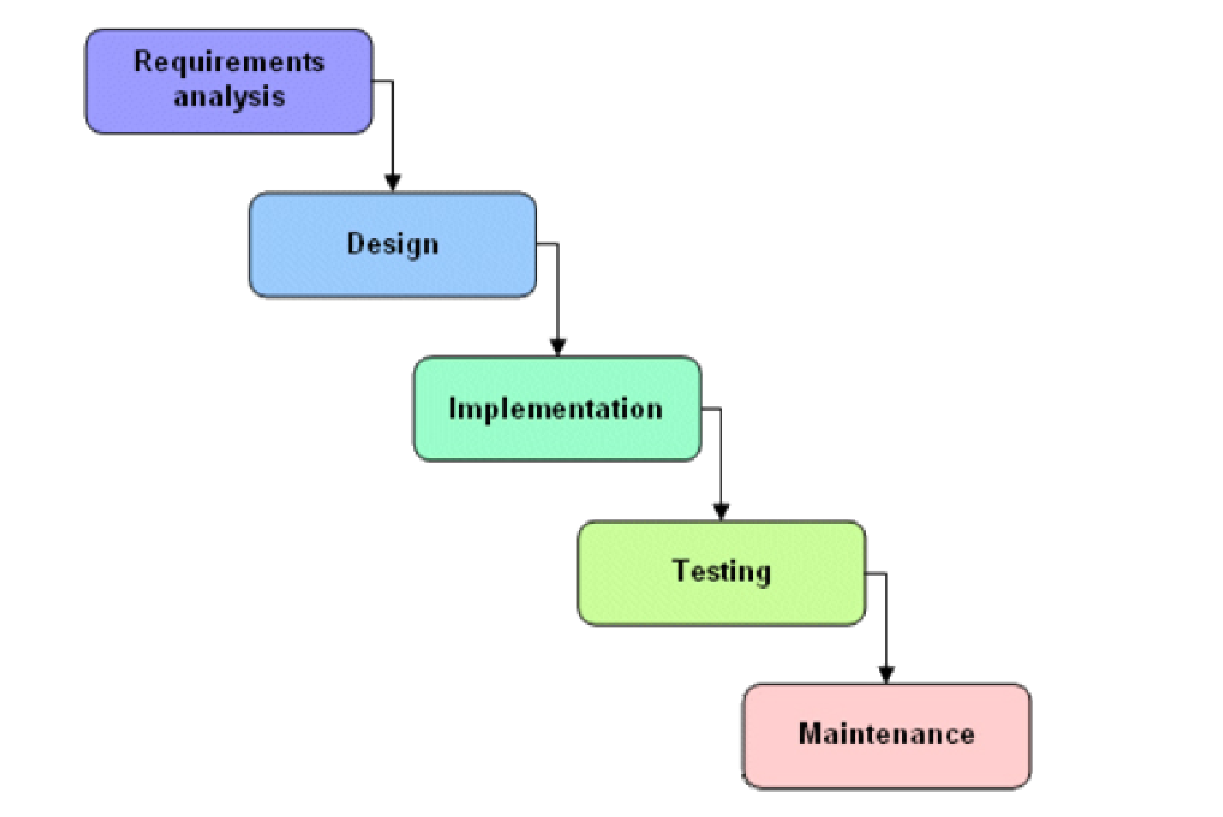
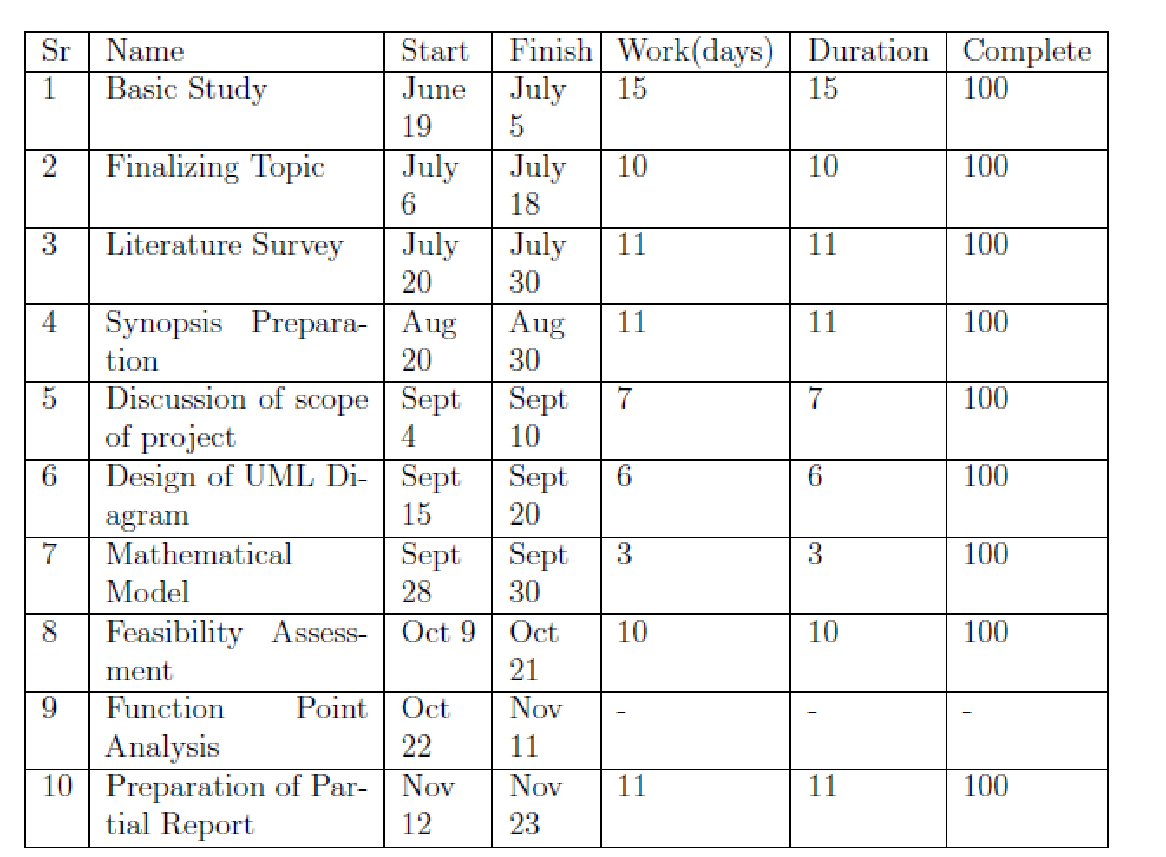
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Figure 4.1: Project Plan

We approached the system development using the waterfall model depicted in the Based on this model, the required estimates have been stated in Annexure. In order to map our estimates with the steps in waterfall model, we considered each phase separately and then stated the required estimates.

**SAMPLE PROJECT PLANNER**



**Risk Analysis**

The risks for the Project can be analyzed within the constraints of time and Quality

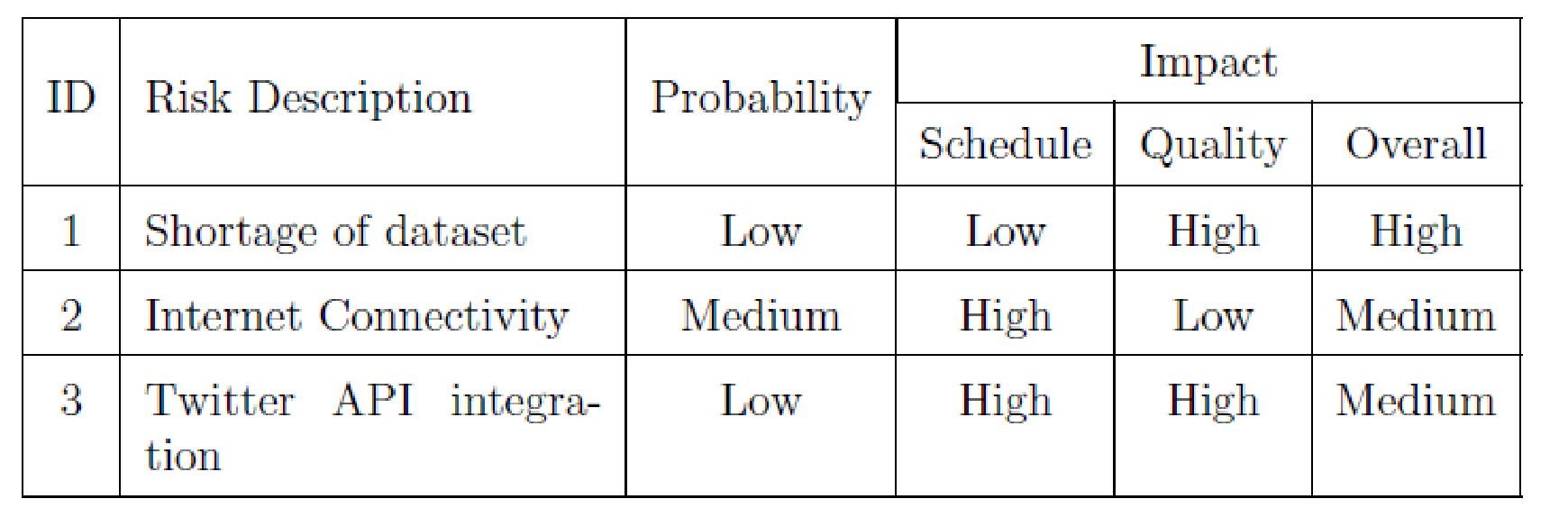


Table 4.1 : Risk table

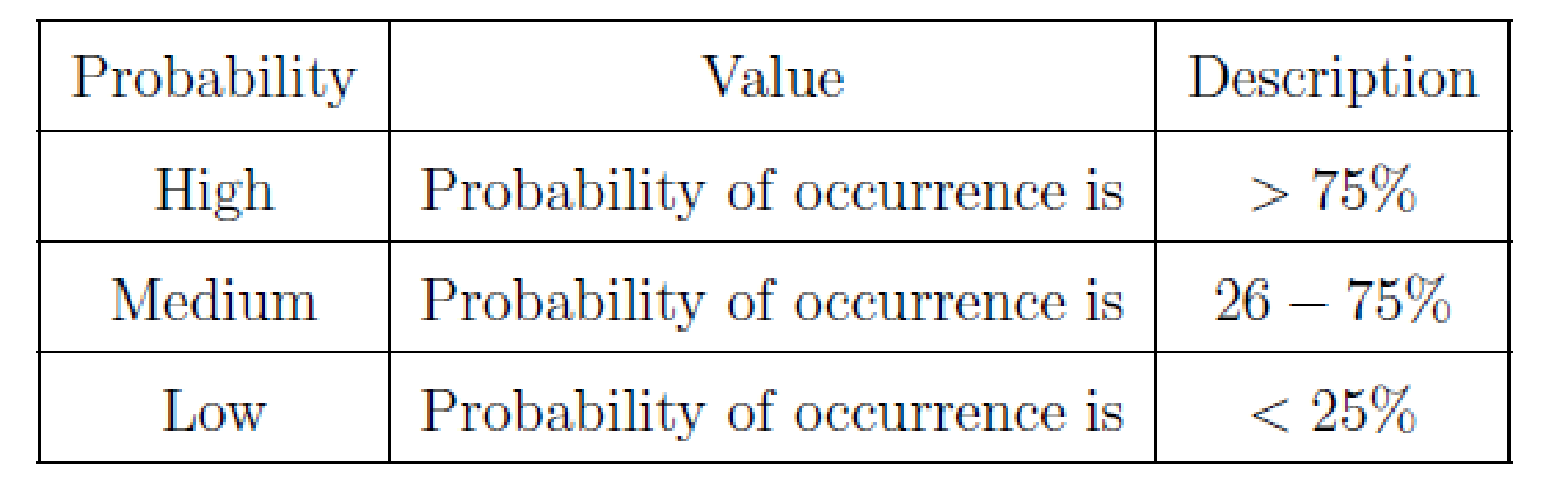


Table 4.2 : Risk probability definitions

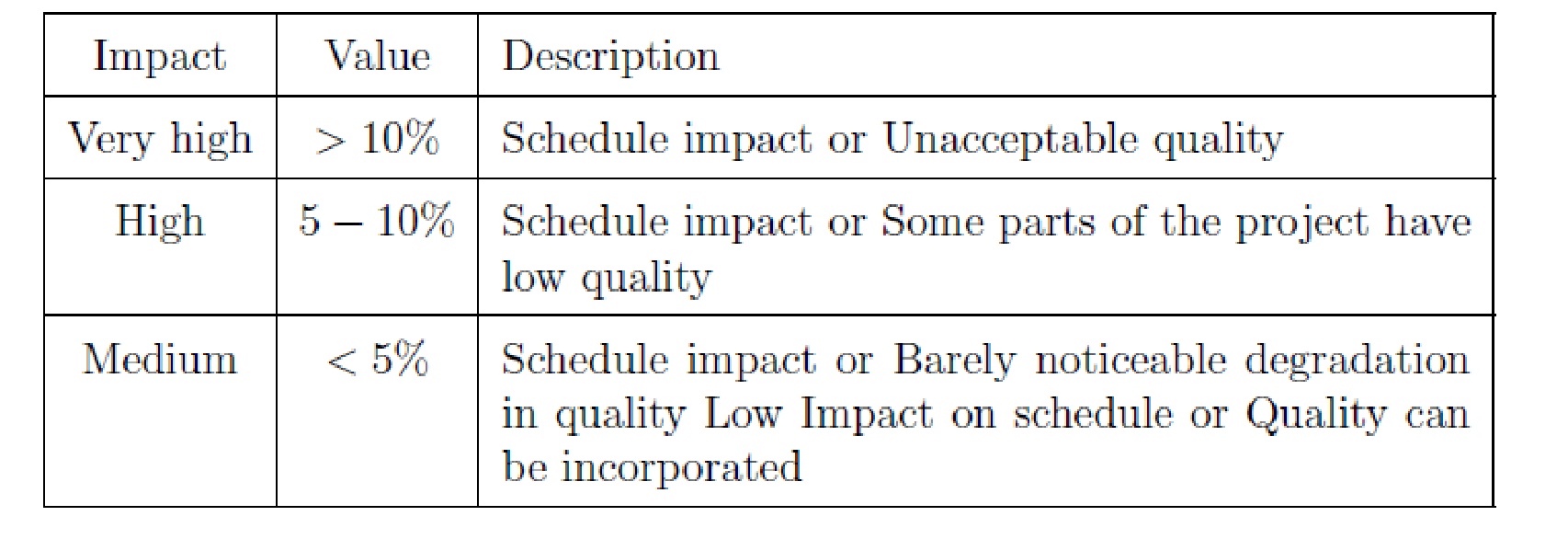
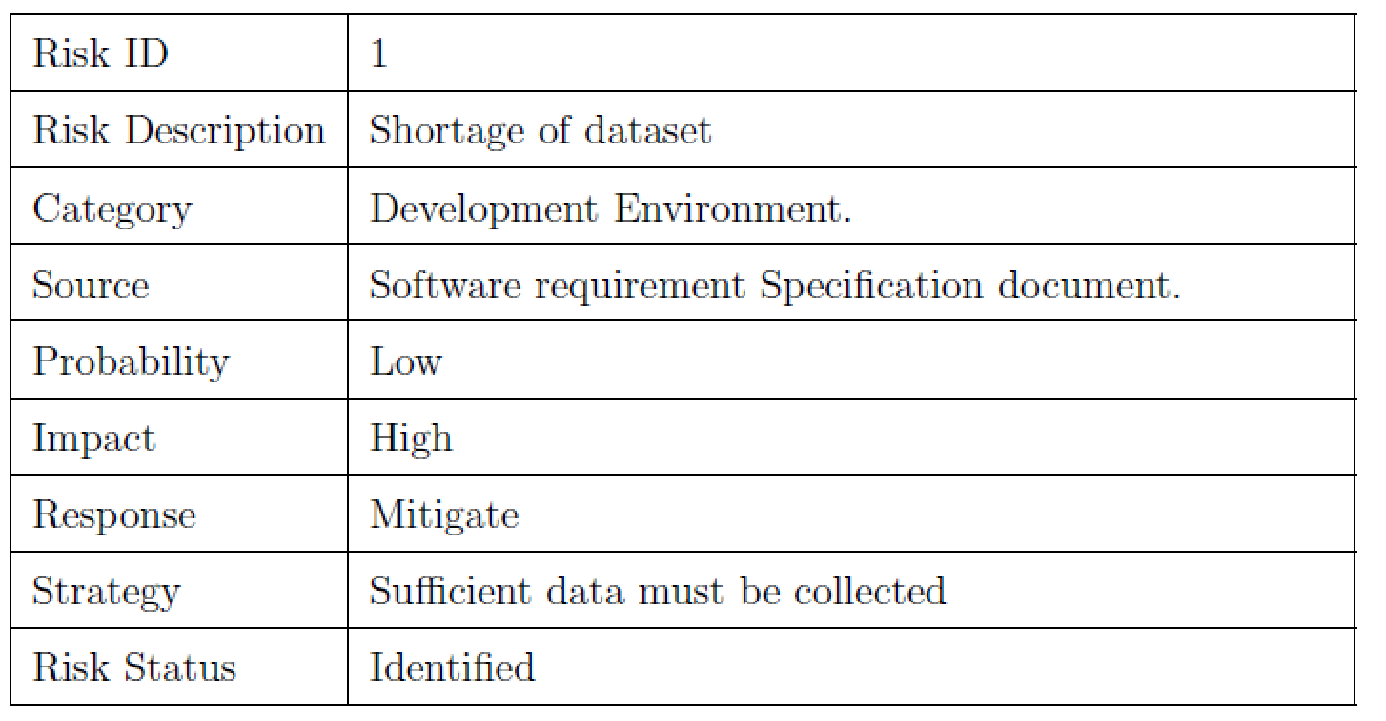
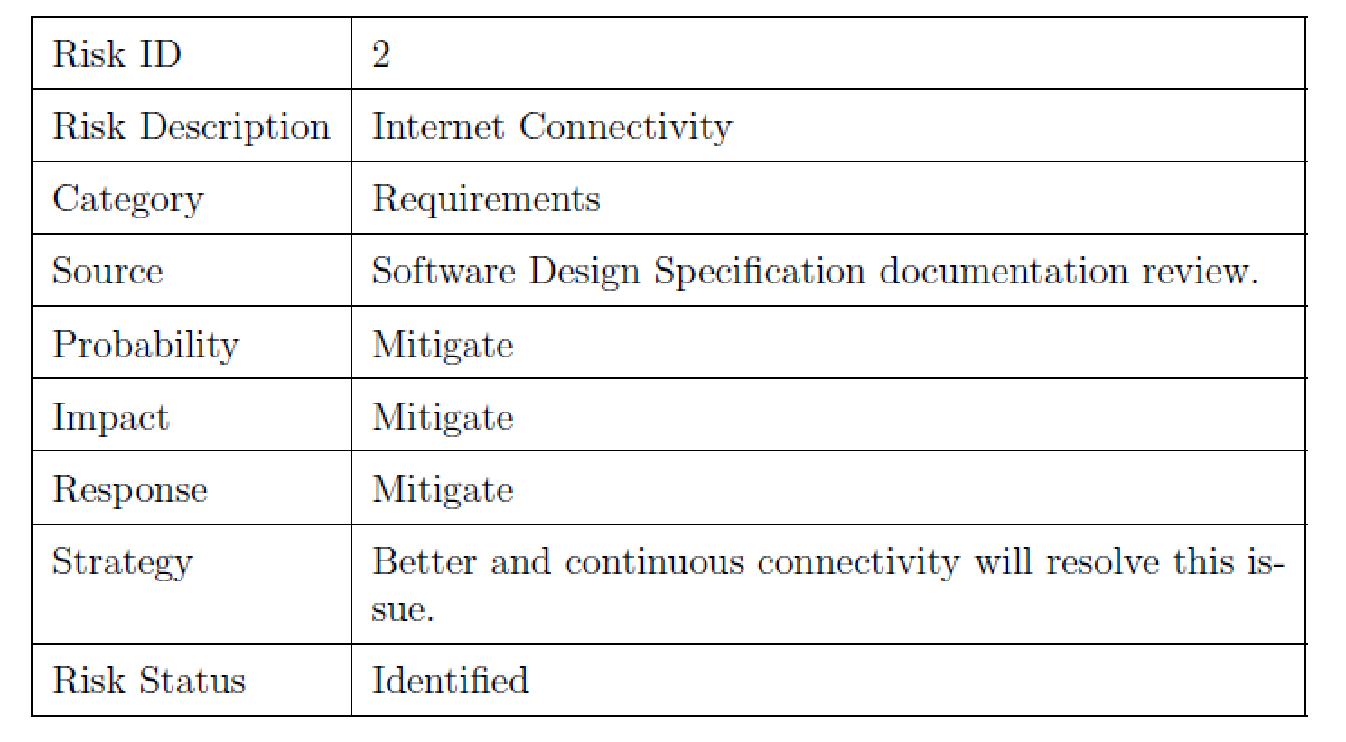
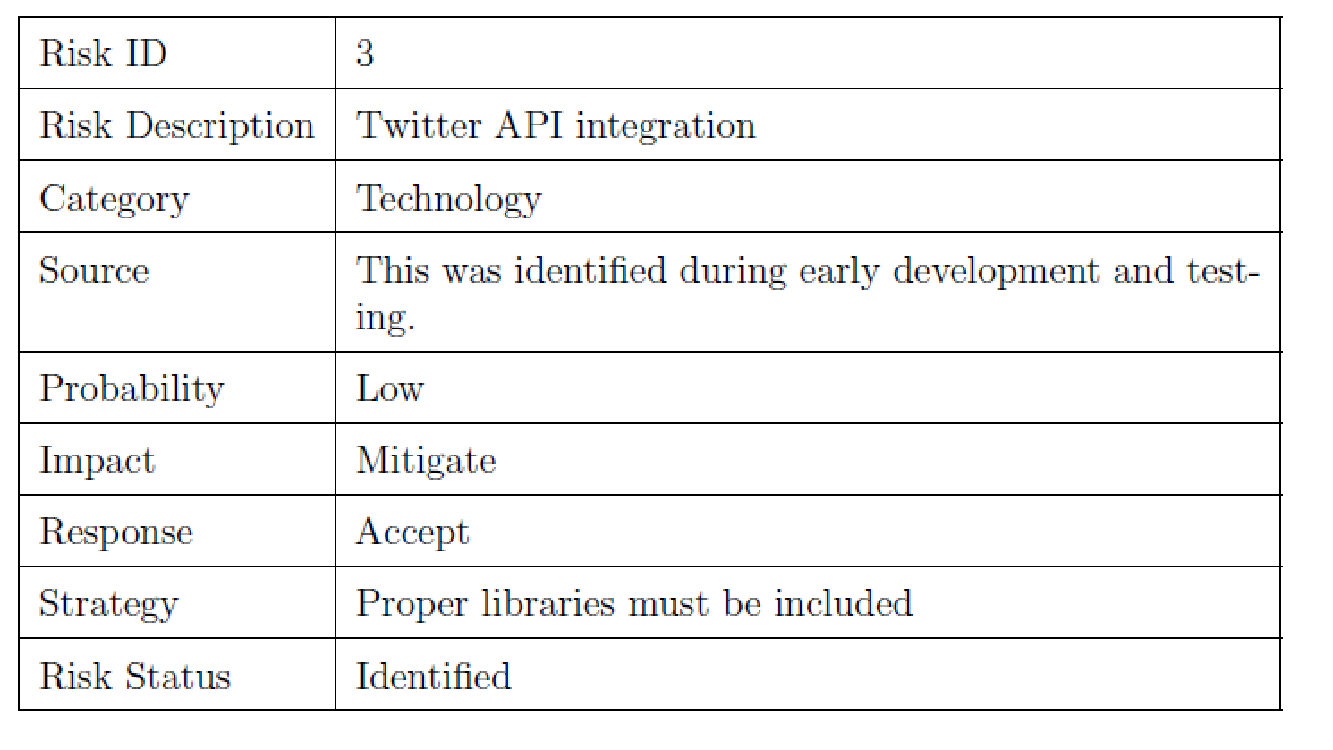


Table 4.3 : Risk impact definition

Following are the details for each risk.







**CHAPTER**

**SOFTWARE TESTING**

**8.1** **Type of Testing Used**

1. Unit Testing

Unit testing, also known as component testing, refers to tests that verify the functionality of a speci\_c section of code, usually at the function level. In an object-oriented environment, this is usually at the class level, and the minimal unit tests include the constructors and destructors.

These types of tests are usually written by developers as they work on code (white-box style), to ensure that the speci\_c function is working as expected. One function might have multiple tests, to catch corner cases or other branches in the code. Unit testing alone cannot verify the functionality of a piece of software, but rather is used to ensure that the building blocks of the software work independently from each other.

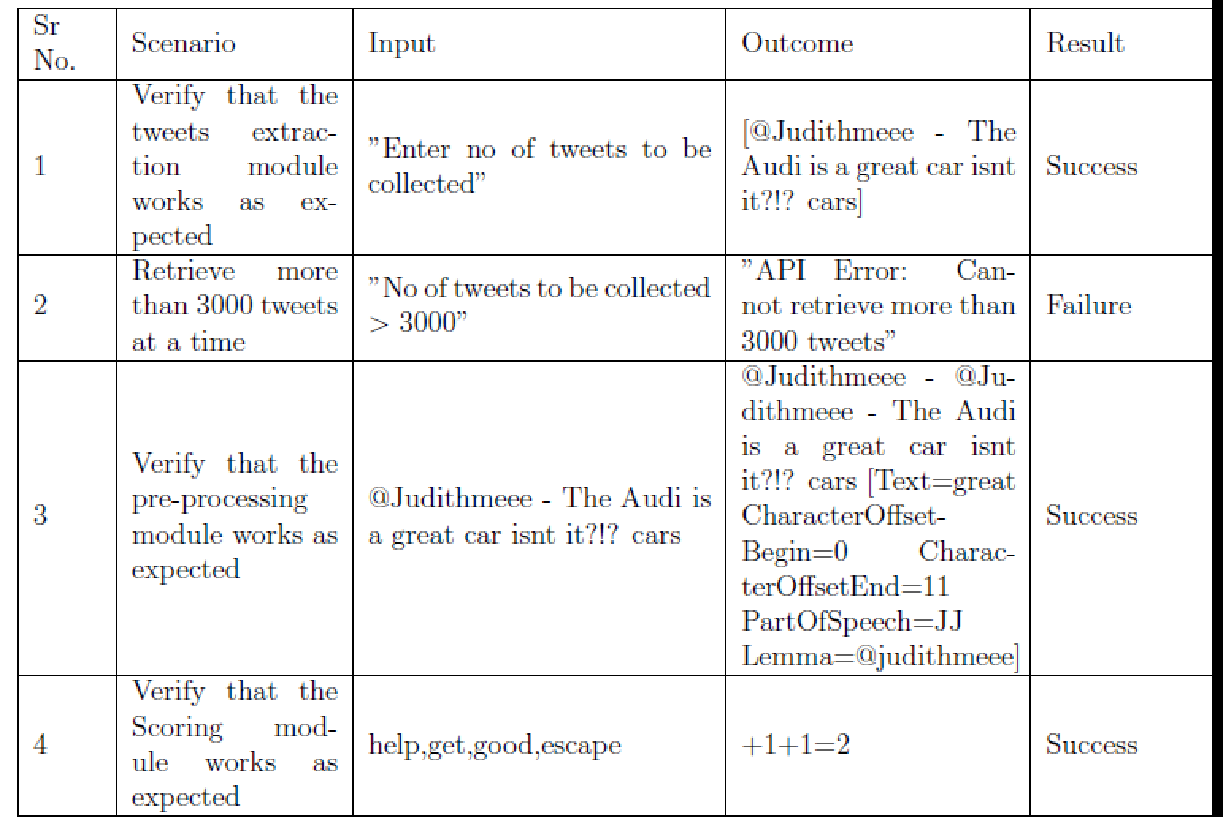
2. Component interface testing

The practice of component interface testing can be used to check the handling of data passed between various units, or subsystem components, beyond full integration testing between those units.The data being passed can be considered as "message packets" and the range or data types can be checked, for data generated from one unit, and tested for validity before being passed into another unit. One option for interface testing is to keep a separate log \_le of data items being passed, often with a timestamp logged to allow analysis of thousands of cases of data passed between units for days or weeks. Tests can include checking the handling of some extreme data values while other interface variables are passed as normal values.Unusual data values in an interface can help explain unexpected performance in the next unit. Component interface testing is a variation of black-box testing,with the focus on the data values beyond just the related actions of a subsystem component.

3. System testing

System testing, or end-to-end testing, tests a completely integrated system to verify that it meets its requirements.For example, a system test might involve testing a logon interface, then creating and editing an entry, plus sending or printing results, followed by summary processing or deletion (or archiving) of entries, then logo

**8.2 Sample test Cases**



**CONCLUSION AND FUTURE WORK**

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**ANNEXURE**

**PLAGIARISM REPORT**