

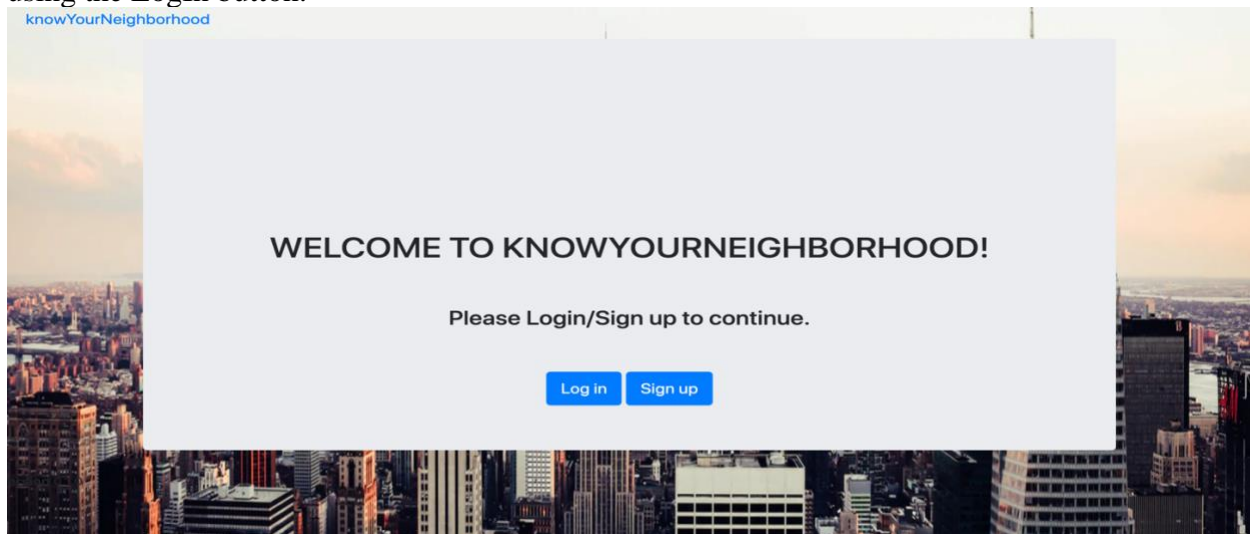
Description:

We have designed a private social network for knowing your neighborhood. ‘KnowYourNeighborhood’ is the best way to stay informed about what’s going on in your neighborhood—whether it’s finding a last-minute babysitter, planning a local event, or sharing safety tips. There are so many ways our neighbors can help us, we just need an easier way to connect with them.

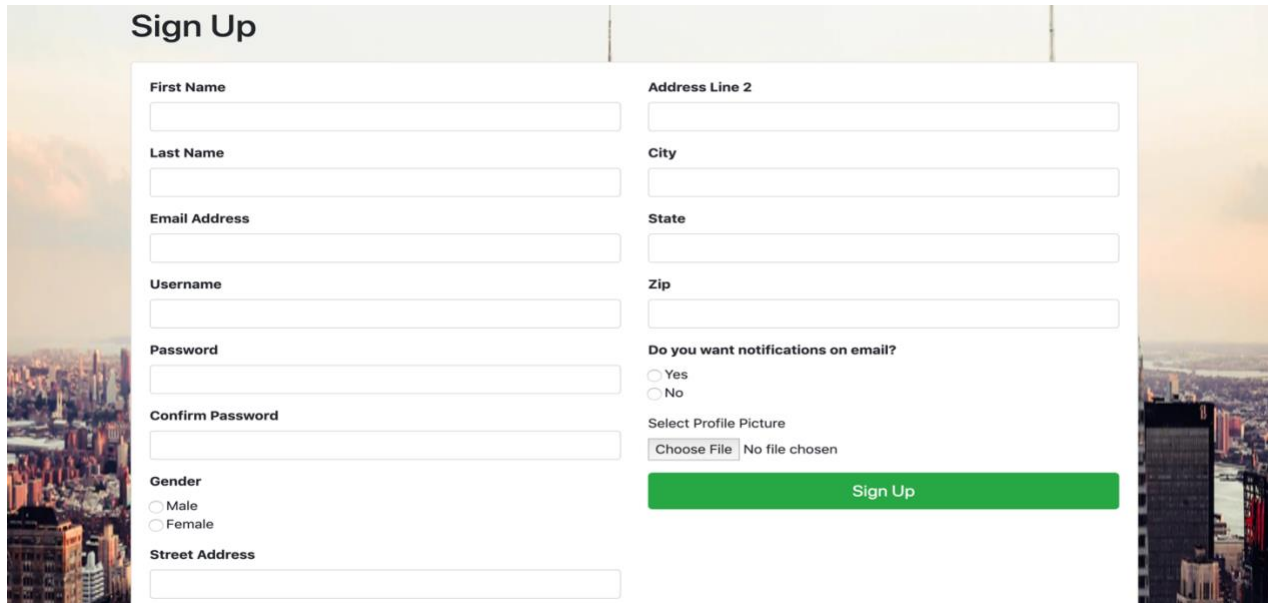
We have designed a relational backend using Flask for this website that allows people to communicate with others in their neighborhood. That is, people should be able to sign up for the service and specify where they live; they can then send and receive messages to other users living close by and participate in discussions with those users.

Workflow:

1. Homepage: The user sees this page when he/she opens the website. This will allow a new user to signup on the website using SignUp button and a returning user to sign into his user account using the LogIn button.



2. Signup: The new user registration page requests the user information with a unique username. The passwords are hashed and stored in the database.

A screenshot of a 'Sign Up' form. The form is titled 'Sign Up' in a large, bold, black font. It contains several input fields: 'First Name', 'Last Name', 'Email Address', 'Username', 'Password', 'Confirm Password', 'Address Line 2', 'City', 'State', 'Zip', and 'Street Address'. There are also radio buttons for 'Gender' (Male, Female) and 'Do you want notifications on email?' (Yes, No). A 'Select Profile Picture' section includes a 'Choose File' button and the text 'No file chosen'. A green 'Sign Up' button is at the bottom right. The background is a cityscape image.

Sign Up

First Name

Last Name

Email Address

Username

Password

Confirm Password

Gender

☐ Male

☐ Female

Street Address

Address Line 2

City

State

Zip

Do you want notifications on email?

☐ Yes

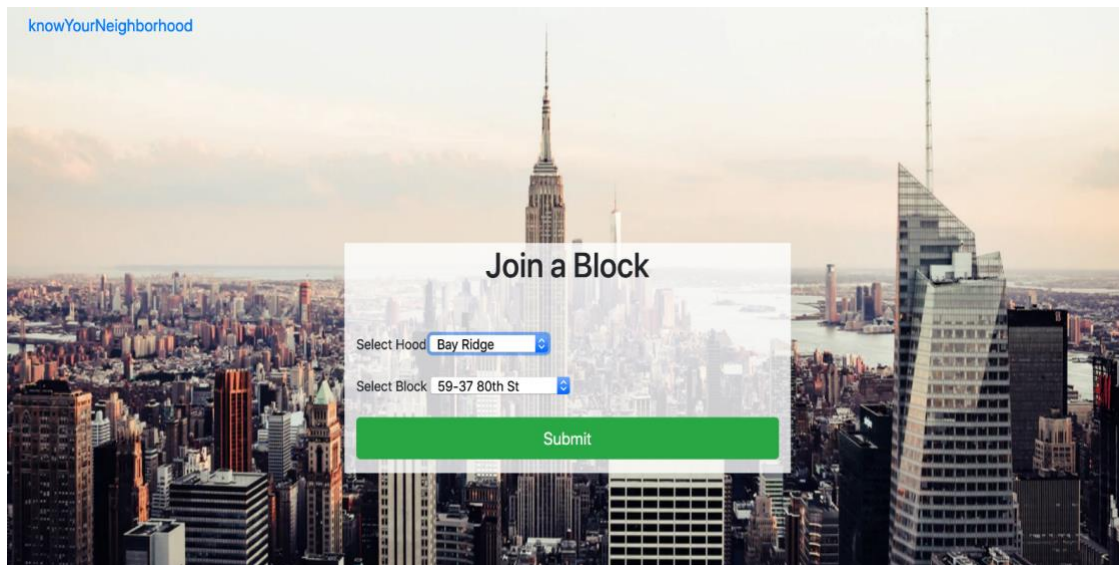
☐ No

Select Profile Picture

Choose File No file chosen

Sign Up

3. Join Block: Once an user account is created, the user is redirected to choose his hood and block. The user can only join a block if at least three existing members (or all members if less than three) approve the user's request. In the mean time, user is redirected to login page. If the request is approved, the user can login and see the feed of the neighborhood otherwise a message is displayed "You are not a part of any block as of now".

A screenshot of a 'Join a Block' form. The form is titled 'Join a Block' in a large, bold, black font. It contains two dropdown menus: 'Select Hood' with 'Bay Ridge' selected and 'Select Block' with '59-37 80th St' selected. A green 'Submit' button is at the bottom. The background is a cityscape image.

knowYourNeighborhood

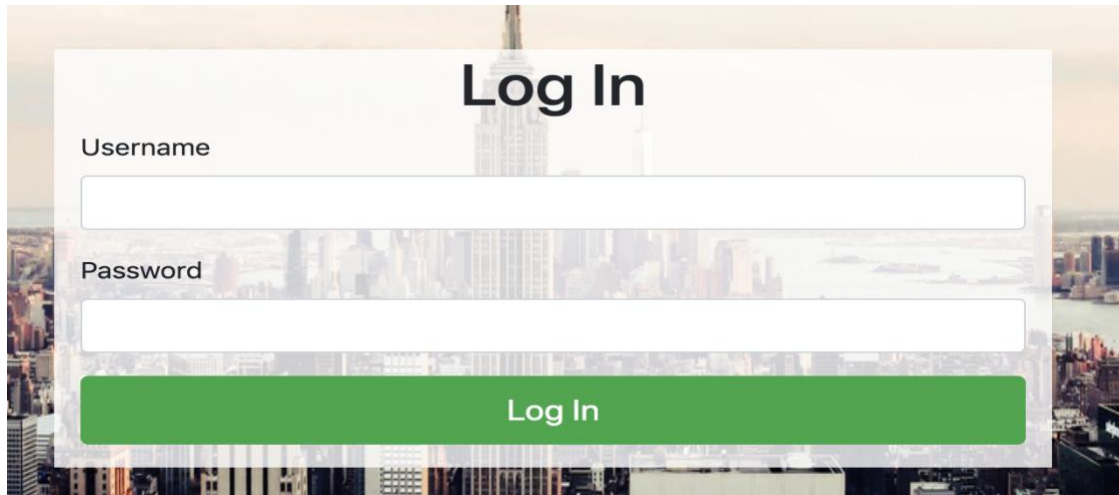
Join a Block

Select Hood Bay Ridge

Select Block 59-37 80th St

Submit

4. Login: The user can login using username and password. The user is redirected to the feed page.

A login form titled "Log In" is centered on the page. It features a "Username" label above a white input field, and a "Password" label above another white input field. Below these fields is a prominent green button with the text "Log In" in white. The entire form is set against a background image of a city skyline, with a large skyscraper (resembling the Empire State Building) visible in the center.

5. User Feed: This page shows all the feeds posted after the user last logged out. It categorises the feed into feeds posted by friends, neighbors, people of same block and hood.

a) Search People: There is a search people tab in which you can search a people and add him as a neighbor or send him a friend request.

b) Search Messages: There is a search message tab in which you can type something and it will list all the feeds that contain that string.

c) Create Thread: This tab allows the user to create a thread and let other people in the same block or their friend to comment on it.

d) Block Approval Request: A new user sends an approval request to all the users within the block that he/she will be joining. Using this tab, a user can allow/deny request of other users to join the block

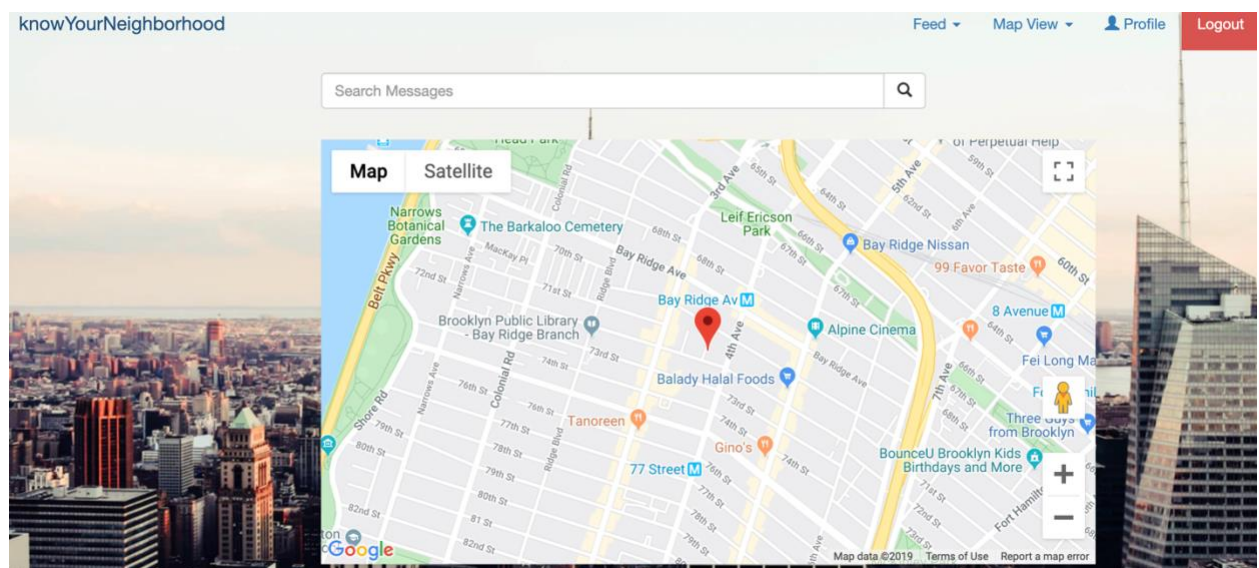
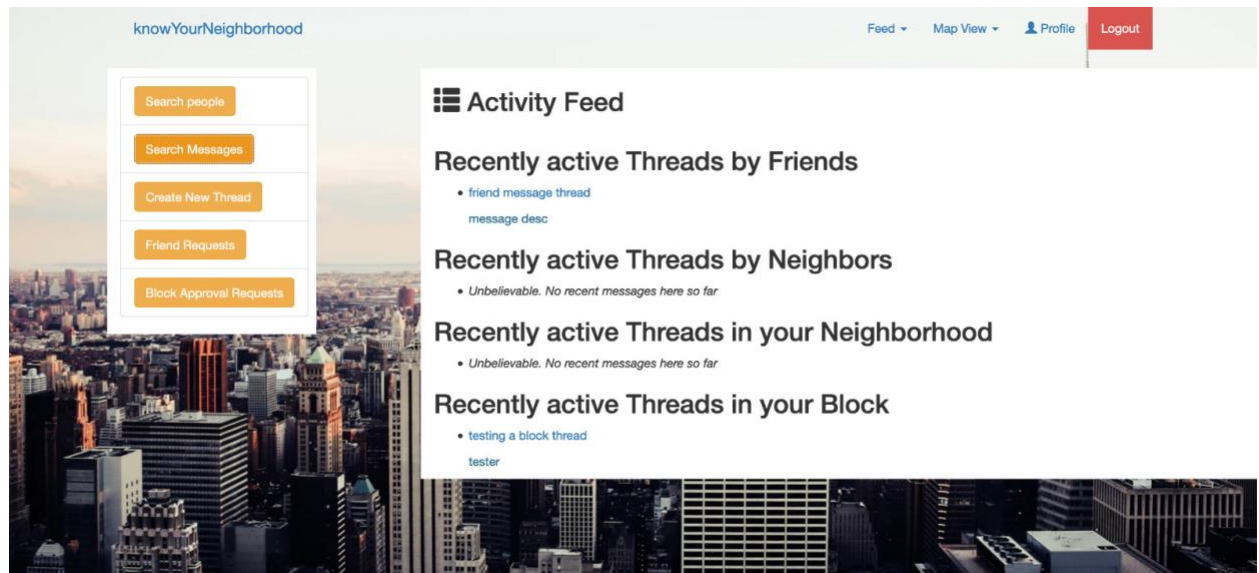
e) Friend Requests: A user can send friend request to any other user and the other user can accept or decline the request.

f) Profile: The user can see/edit his profile and change his password and block.

g) Feed: This button has four options- friend, block, hood and neighbor. On selecting one (say, friend), it will show all the threads and comments on that friend that were created by a friend.

h) Map View: This button has three options- threads, friends and neighbors. On selecting "threads", it will show the location on the map from where the thread was created. On selecting "friends", it will show the location of your friends on the map and same for the neighbors.

i) **Logout:** This button logs the user out and redirect to the login page.



6. Profile: User can see his profile and edit it also. He can change his password and change his block when he wants. When the user changes his block, an approval request is sent to all the members of that block.

Additional Features:

- 1) We are keeping a track of the user session. If the session is expired, user needs to login again.
- 2) We are listing all the crimes in the block that were discussed about using “Crime Feed” option in Feed tab.
- 3) We have enabled logging for every activity.
- 4) We have taken appropriate measures to guard against SQL injection

5) We have enabled CSRF protection globally to guard against cross-site scripting attacks.

Relationship Schema

SIGNUP_DETAILS (uid, username, password, signup_time, last_updated)

Neighborhood_Details (nid, nname, maxl, maxlong, minlat, minlong)

BLOCK_DETAILS (bid, zip, nid, maxlat, maxlong, minlat, minlong, bname)

USER_INFO (uid, fname, lname, email, street_address, apt_suite, city, state, zip, block_id, introduction, photo, logout_time, email_preference)

USER_LOCALITY (uid, bid, starttime, endtime)

LOCALITY_ACCESS_REQUEST (uid, bid, status, isActive)

LOCALITY_APPROVAL (requestor_id, uid, bid, approval)

FRIEND_REQUEST (requestor_id, friend_id, status)

FRIENDSHIP (uid, friends_id, starttime, endtime)

NEIGHBORS (uid, neighbour_id, starttime, endtime)

MESSAGETHREADS (tid, created_by_uid, title, description, bid, created_at, access_level)

THREADCOMMENTS (tid, commentId, comment_text, commented_by, commented_at)

Schema Explanation

From the E-R diagram, we derive the following as the relational schema:

a. USER_INFO

This table contains the user information such as the first name, last name, last_login etc.

b. SIGNUP_DETAILS

Stores signup details such as username, password and timestamp of account creation.

c. Neighborhood_Details

Stores neighborhood details along with latitude and longitude.

d. BLOCK_DETAILS

Stores block name with coordinates.

e. USER_LOCALITY

Stores the block in which the user resides.

f. LOCALITY_ACCESS_REQUEST

Stores all the requests made by new entrants to a locality and whether that user's is active (got a locality assigned).

g. LOCALITY_APPROVAL

Stores all the recipient information on each request for locality access.

h. FRIEND_REQUEST

Stores all the friend request sent.

i. FRIENDSHIP

Stores information about users who are currently friends.

j. NEIGHBORS

Stores information about users who are currently neighbors.

k. MESSAGETHREADS

Stores information about all the message threads like the title, description and access level assigned by the creator.

l. THREADCOMMENTS

Stores message content and all other relevant message metadata.

Primary & Foreign Keys

- In the USER_INFO table, uid is the primary key, bid is foreign key referenced from BLOCK DETAILS.
- In the SIGNUP_DETAILS table, uid is the primary key, and refers to USER.uid.
- In the BLOCK_DETAILS table, bid is the primary key and nid refers to nid in the NEIGHBORHOOD table.
- In the Neighborhood_Details table, nid is the primary key.
- In the USER_LOCALITY table, uid refers to uid in the USER_INFO table and bid refers to bid in the BLOCK_DETAILS table.
- In the LOCALITY_ACCESS_REQUEST table, uid refers to uid in the USER_INFO table and bid refers to bid in the BLOCK table.
- In the LOCALITY_APPROVAL table, requestor_id and uid refer to uid in the USER_INFO table and bid refers to bid in the BLOCK table.
- In the FRIEND_REQUEST table, requestor_id and friend_id refer to uid in the USER_INFO table.
- In the FRIENDSHIP table, uid and friend_id refer to uid in the USER_INFO table.
- In the NEIGHBOR table, uid and neighbour_id refer to uid in the USER_INFO table.
- In the MESSAGETHREAD table, created_by_uid refers to uid in the USER_INFO table, bid refers to bid in the BLOCK table.
- In the THREADCOMMENTS table, tid refers to tid in the THREAD table, commented_by refers to uid in the USER_INFO table.

Database Schema

```
CREATE TABLE SignUp_Details
(
    uid int NOT NULL AUTO_INCREMENT,
    username varchar(20) NOT NULL UNIQUE,
    pwd varchar(50) NOT NULL,
    signuptime datetime NOT NULL,
    PRIMARY KEY (uid)
);
```

uid	username	pwd	signup_time
1	rayin11	tettete	2018-10-31 23:59:59
2	ringoStarr1	tettetesahcjs1	2018-10-05 13:00:00
3	paulMacca	ipoiFWpoj2	2018-10-06 13:00:00
4	theJohnLennon	ueuueueueu3	2016-01-31 23:51:59
5	GeoHarrison	bvbvbvbv4	2013-12-30 23:59:59
6	NeetuforApoo	ygsjhcbA5	2018-12-26 23:59:59
7	Suchu	yqudajcv6	2018-12-25 23:59:59
8	rinkia	eteyqquaa7	2018-12-22 23:59:59
9	anjuuuuu	dahasdad8	2018-12-12 23:59:59
10	gary11	adacsdldfs9	2018-12-17 23:59:59
11	masterBlaster69	sdcajqdnakc10	2018-12-01 23:59:59
12	abba	akjcbksjc	2018-12-03 23:59:59
13	harmoniumVitu...	uyuuueueue	2018-06-17 23:59:59
14	goodForNothing	yyyyyyyyy	2018-11-11 23:59:59
15	fmiXOXO	wewewewewe	2018-11-14 23:59:59
16	mistermaster	yyessss	2018-10-14 23:59:59

```
CREATE TABLE Neighborhood_Details
(
    nid int NOT NULL AUTO_INCREMENT,
    nname varchar(100) NOT NULL,
    maxlat decimal(9,6) NOT NULL,
    maxlong decimal(9,6) NOT NULL,
    minlat decimal(9,6) NOT NULL,
    minlong decimal(9,6) NOT NULL,
    PRIMARY KEY(nid)
);
```

[illegible]

```
CREATE TABLE Block_Details
(
  bid int NOT NULL AUTO_INCREMENT,
  bname varchar(100) NOT NULL,
  pincode int NOT NULL,
  nid int NOT NULL,
  endlat decimal(9,6) NOT NULL,
```


) ;

) ;

▶	1
	2

[illegible][illegible]

uid	requestor_id	bid	Approval_Status
1	1	101	Approved
1	3	101	Approved
1	1	102	Approved
3	4	101	Approved
3	6	101	Approved
4	6	101	Approved
3	2	101	Approved
4	2	101	Approved
6	2	101	Approved
3	5	101	Pending
4	5	101	Pending
6	5	101	Approved
2	5	101	Declined
1	7	102	Approved
7	5	102	Approved
1	5	102	Declined

[illegible]

[illegible]

```
(
uid int NOT NULL,
NeighborId int NOT NULL,
starttime datetime NOT NULL,
endtime datetime DEFAULT NULL,
FOREIGN KEY (uid) REFERENCES SignUp_Details (uid) ON DELETE CASCADE,
FOREIGN KEY (NeighborId) REFERENCES SignUp_Details (uid) ON DELETE CASCADE
);
```

[illegible]

```
(
tid int AUTO_INCREMENT,
Created_By int NOT NULL,
Title varchar(50) NOT NULL,
Description_Msg varchar(200),
Created_Time datetime NOT NULL,
Access_Level Enum('f','n','b','h'),
PRIMARY KEY (tid),
FOREIGN KEY (Created_By) REFERENCES SignUp_Details (uid) ON DELETE
CASCADE
);
```

