Group members:
Aayush Adoni(img_2020001@iiitm.ac.in)
Lav Kush meena(img_2020034@iiitm.ac.in)
Patil Shahu Shivaji(img_2020048@iiitm.ac.in)

Topic: A Social Interaction Website For College.

Introduction

a. Overview of the project
b. Objectives of the project
c. Th Need for the project
d. Overview of Existing systems and technologies
e. Scope of the project

a. **Overview of the project –** Social Media is a powerful platform that can be used in many ways to share news, information, entertainment. In this project a social media network has been created for college campus communication where everyone associated with the college campus as students, staff members can come together and share their knowledge of academics, projects, placements and all other ongoing campus activities and socialise with each other. It will enhance teaching and learning through a powerful platform without posing any threat to privacy. They will only be allowed to view the details corresponding to their academic or technical perspective. They will be able to view the research conducted by teachers, their department and subjects etc.

b. Objectives of the project –
The main function of the social networking system of the campus is to facilitate and encourage information and knowledge sharing and knowledge creation on campus.

In particular, the key functions of the social media platform are to support online communication, sharing and collaboration in the learning, teaching and research of institutional users.
Information sharing and knowledge creation are closely related and continuously influenced. Because the college social network system provides direct support for information sharing and indirect support for knowledge creation.

Students are among the most active users of online internet services, especially emerging services including social networking services. As this social networking site is related to college campus activities, it will increase the chances of being used by the faculty members and students.
This is a great benefit of this project as it will develop students and intellectuals alike to strengthen their academic and collaborative connections.

c. **The Need for the project –**
As a major achievement the communication network resources that have been acquired over the past few years, so it is considered to be the third version of the Internet after search engine and Web 2.0 applications. Campus members include students and staff among active users of online services, especially emerging resources including social networking services.
Although social networking services such as Facebook, Twitter, Instagram, Weibo and RenRen provide excellent personal and group communication services to their users. For this reason, social networking services have two problems. On the other hand, because it cannot be connected with the real environment and activities of the college, it cannot support the learning, teaching, research and cultural activities of the campus near and in time; in some social networking systems they are unable to provide robust information and privacy protection to their users and the organisations which are also part of users due to their consideration of commercial interests.

It is useful for students to make more friends in a short span of time.
Students will be updated with new views and thoughts.
Students will be able to share and gain knowledge by using this platform.
Student and faculty members will be able to communicate easily.

d. **Overview of existing systems and technologies –** there are many social networking sites but they can't be connected with the real environment and activities of the college campus.
Most of the colleges and institutes are using a traditional process which is a complete manual process. And it is difficult to maintain as the number of records increases.

e. **Scope of the project -** The main idea behind it is to share the job-related details posted by placement officers via adding a post which can be read by all the student as well as faculty using the website. This web application can be handled by the admin and manage students as well as faculty.
Students can register and login into the system once their registration is approved by the admin. Students' posts are first sent to the admin for approval. It keeps the system stable by not posting any spam or miscellaneous content on the web.

Students can register and join the program once their registration has been approved by the administrator.

Once a student has entered the program, he/she can write and submit articles on a variety of topics of their choice. He/she can communicate to other students. Users can also upload photos to their posts.

Users can view the News Feed posted by each student and faculty member.

Admin can approve and reject the student registration and admin can remove the posts.

Feasibility Report

Social Feasibility:
The purpose of the study is to determine the user's level of acceptance of the system. This covers the process of teaching the user how to effectively use the technology. The user should not be afraid of the system, but rather accept it as a need. The level of user acceptance is solely determined by the methods used to educate the user about the system.

Operational Feasibility:
Students will have quick access to knowledge that will aid their development. Members of the faculty might utilise this platform to convey topics that are relevant in today's industry.

Technical Feasibility:
The system that is created must not place an excessive burden on the available technical resources. Our system makes use of open technologies such as XAMPP and Bootstrap. The main technologies and tools that are used in this project are

- HTML
- CSS
- MySQL
- JS

As a result, this Application is Technically Feasible.

Resource and Time Feasibility
The project requires the following resources:

Device for programming
Space for hosting
Programming instruments
Individual programming

Financial Feasibility
The project will have a hosting expense because it is a web application. The bandwidth required for the functioning of this application will be average because the system does include any multimedia data transport.
The system will adhere to the freeware software guidelines.There will be a cost connected with bug repairs and maintenance tasks.

Risk Feasibility
Risk is a situation in which there is the possibility of a negative divergence from the desired or expected outcome. Risk is impacted when it results in a change in the outcome and has the potential to occur. Risk management is done to manage risk so that the project's principal purpose can be met.
The following are some phrases to use in risk management: risk identification is used to search for and identify the type of risk that could occur; risk assessment is used to assess the discovered risks so that the impact of risks can be determined; risk allocation is used to establish who will be responsible for any potential hazards. Risk mitigation is the process of transferring hazards to third parties that could not otherwise be taken by us.

Development environment risks:

- Is a software project management tool available?

Asana will be used as the main project management tool.

- Are suitable compilers or libraries available for the project?

All the libraries and interpreters will be freely available.

The risk associated with a size:

- The number of projected changes to the requirements for the product? Before delivery? After delivery:

Being a general product (not specific to a single user) the requirements will be changed only if new functionalities are added to the system.

- Estimated size of the product in the line of codes:

This will contain a significant amount of code lines. As the system doesn’t contain any significant multimedia aspect, the file sizes and the complete project size will not exceed 100MB.

- Size of the database created or used by the product:

Database size will not exceed the values supported by MySQL.The number of relations and entities is minimised by use of normalisation theories.

- Users of the product:

Students.
Lecturers
Teaching assistants
Administrative staff

- The number of projected changes to the requirements for the product? Before delivery? After delivery:

Being a general product the requirements will be changed only if new functionalities are added to the system.

Business impact risks:

Effect of this product on company revenue: Students are eager to get information about their placements, internships, etc. related questions so automatically revenue will drastically increase.

Customer-related risks:

This is a general type of product (not designed just for a single college). Before implementing the system in an educational institute, there will be some basic modifications required.

Considerations

Security:
Many parts of this system have security features.

Users will be required to authenticate themselves using their usernames and passwords. Each user will receive system capability based on their access level. The user has the ability to change their password.

Login information:
The system will keep track of each user's login and logout times.
In the event of an incorrect action, make the tractability procedure simple.

Availability:
The system will be available 24 hours a day.Hosting the website on paid service helps us with three major factors : average uptime, page load time, and customer support.

Usability
Users will be provided with login Ids and passwords. The interfaces are
designed to make it easy for any potential user to get familiar with the system

quickly. Each login id is a part of the hierarchy of control over the website.

Capacity and scalability:
Website can have many simultaneous users while keeping resources of the hosting server to its normal usage.