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1. Introduction-

Social Networking System for College is a Web based application. It works in a centralised network. The main purpose of this project is to establish a network between the people who live in the same community. All information can be easily accessed and shared between people. This system provides users to register their various types of profile like social, personal, professional. It is built for solving queries, complaints and providing various academic information. Its front end consists of HTML, javascript and CSS. back end has PHP and MYSQL. this software is capable of improving interactions with other students and faculty.

2. Design considerations-

This section outlines the many problems that need to be addressed or solved before implementing a complete design solution. These are already considered in the SRS document.

2.1 Assumptions-

The Social Networking System for College will be designed to work in a business environment. Its design makes several assumptions about software and hardware as is in the SRS document. Intended the surrounding area may have wired and wireless connectors within the network. The solution must be independent and free from any uncommon dependence. Environmental operating requirements of User interface and database can be found in the requirements document. The system can be defined by the operating requirements associated with this document and in SRS. The operating system application will have the necessary resources available as needed. This includes enough memory and permanent storage and enough CPU for the app. The app makes the following assumptions about its operating environment. The user machine will have the components of the MYSQL website installed, as required for operating the system. The machine will also have the required data set

2.2 Constraints-

The Social Networking System for College will be a web based system. It will be developed using HTML, CSS, javascript, PHP, Mysql database

2.3 Design methodology-

In designing the Social Networking System for college we used the waterfall model. It is good for visualising, specifying, constructing and documenting the features of the system.

It will take following approach-

Designing the database

Creating entity relationships

Designing the user interfaces and the system processes.

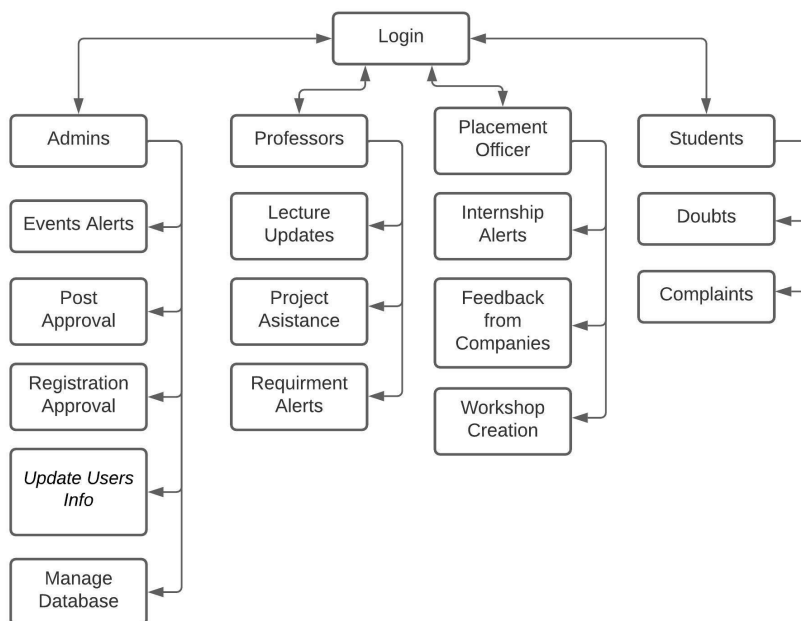
2.4 System environment-

Requirements for the system architecture are system scalability and security. The system will embrace scalability that allows flexibility within the system to be increased, adjusted or minimised to meet business and technology changes.

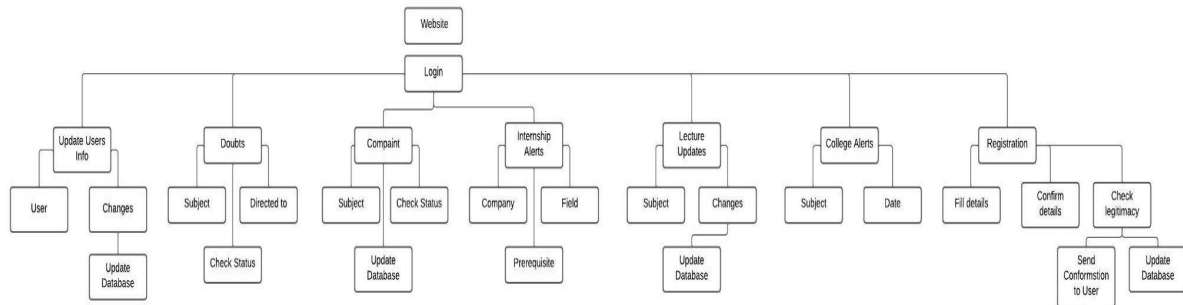
3. Architecture

3.1 System design

After the system has been implemented the mapping shall take place according to following:



3.2 Functional decomposition tree



Update Users Info: This module is required for updating user info if there is a change in it.

- User: This sub-module contains the name/id of the user whose details are to be changed.
- Changes: This sub-module contains the changes.
 - Update Database: Update user into database.

Doubts: This module is required for students to ask their doubts.

- Subject: This sub-module contains the name of the subject regarding the doubt.
- Directed to: This sub-module contains to whom the doubt is directed to fellow students or professors.
- Check status: This sub-module is required to check the status of the doubt asked.

Complaints: This module is required for students who have complaints against the college.

- Subject: This sub-module is required to know the details of the complaint.
- Check Status: This sub-module is required for the students to be able to see the progress regarding a complaint.
- Update Database: Update complaint and its progress into database.

Internship Alerts: This module is required to display internship opportunities by different companies.

- Company: This sub-module has the name of companies for internship.
- Field: This sub-module has the field in which companies are offering internships.
- Prerequisite: This sub-module has the prerequisite for the internship.

Lecture Updates: This module shows the changes in lecture scheduling.

- Subject: This sub-module has which subject lecture has the changes
- Changes: This sub-module contains the changes.
 - Update Database: Update changes into database.

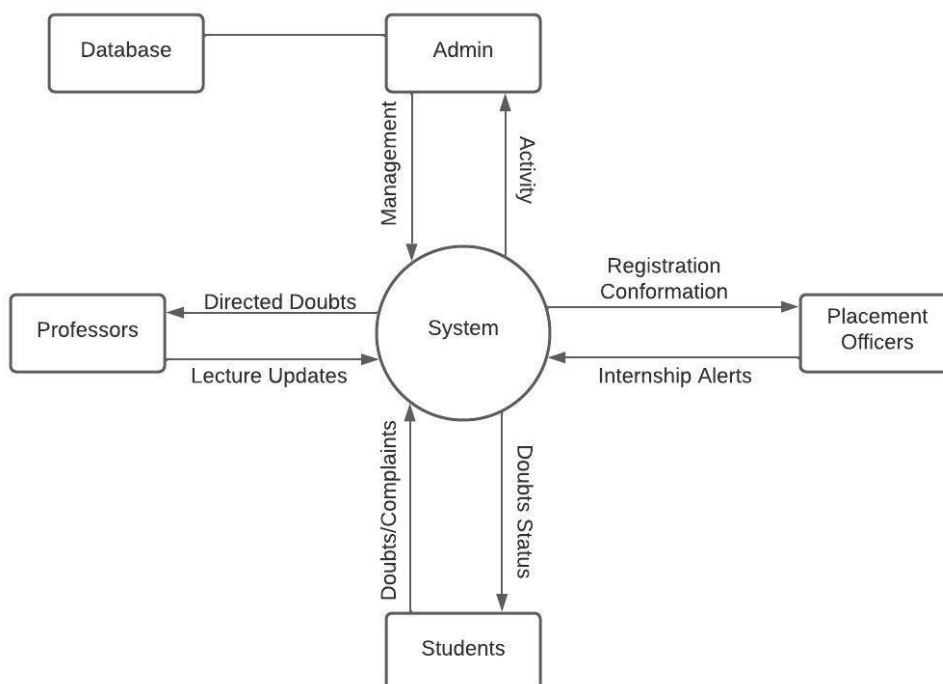
College Alerts: This module has alerts regarding any events in college.

- Subject: This sub module has the details about the events.
- Date: This sub-module has the schedule of the event.

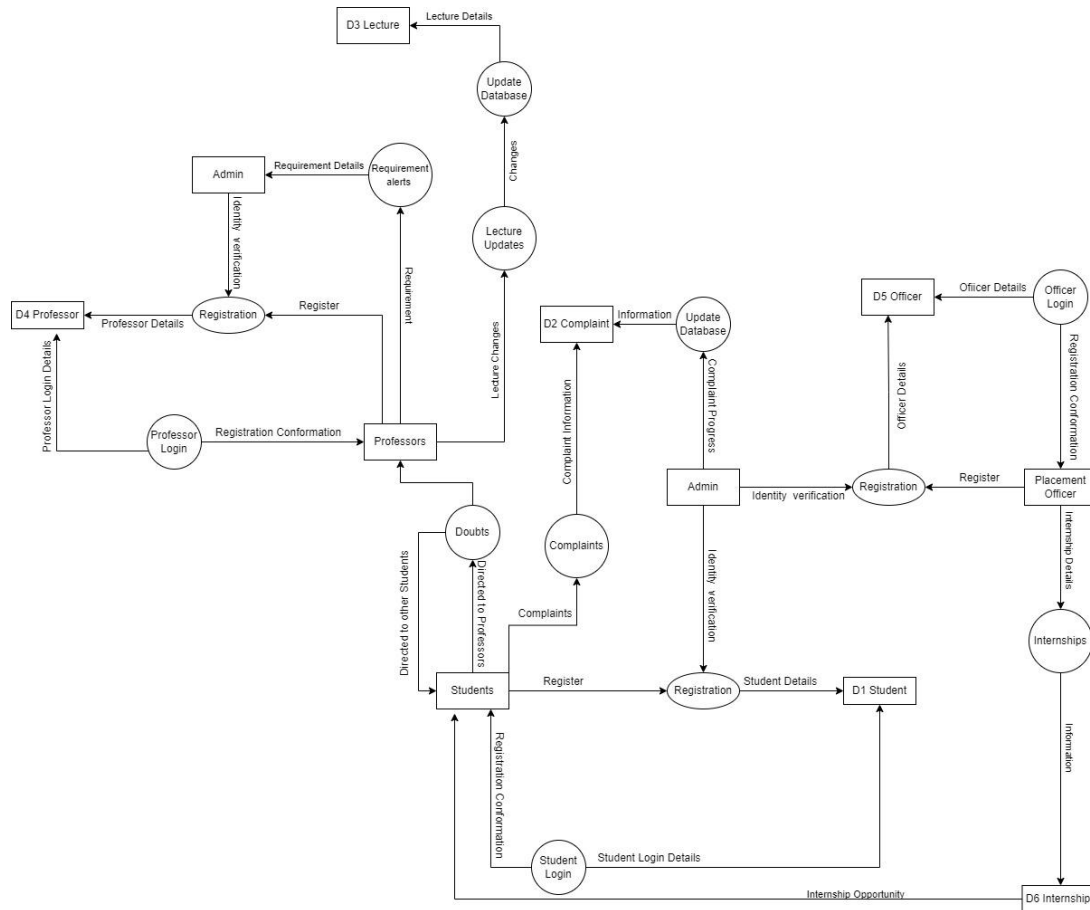
Registration: This module is required for the registration of new users into accessing the system.

- Fill details: This sub-module is required to input the user entered details from the interface and store it in a data structure.
- Confirm details: This sub-module is required to verify the details stored in previous data structure
- Check legitimacy: This sub-module is required to verify if the user belongs to the institution by admin.
 - Update database: Update new user into database.
 - Send confirmation: Is used to send confirmation to the user about his/her registration in the system.

3.3 Context diagram



3.4 Data Flow Diagram



3.5 Data Dictionary:

Table 1. Admin

Field	Type	NULL	Default
Admin_ID	int(3)	NO	None
Password	varchar(30)	NO	None
Name	varchar(30)	NO	None

Table 2. Student

Field	Type	NULL	Default
S_ID	int(3)	NO	None
Password	varchar(30)	NO	None
Name	varchar(30)	NO	None

Table 3. Complaint

Field	Type	NULL	Default
C_ID	int(3)	NO	None
Description	varchar(30)	NO	None
Status	varchar(30)	NO	None
Admin_ID	int(3)	NO	None

Table 4. Lecture

Field	Type	NULL	Default
L_ID	int(3)	NO	None
Date&Time	varchar(30)	NO	None
Subject	varchar(30)	NO	None
P_ID	int(3)	NO	None

Table 5. Professor

Field	Type	NULL	Default
P_ID	int(3)	NO	None
Password	varchar(30)	NO	None
Name	varchar(30)	NO	None

Table 6. Officer

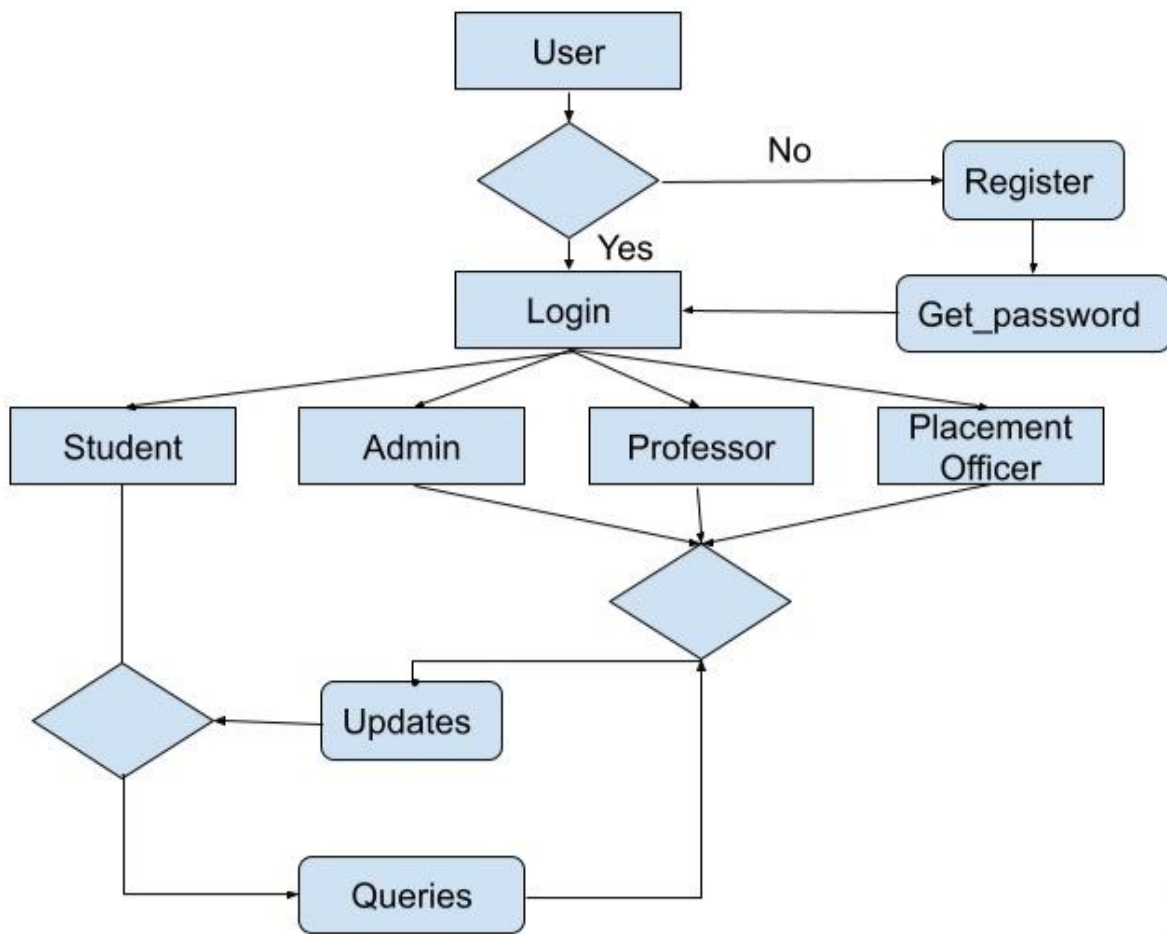
Field	Type	NULL	Default
O_ID	int(3)	NO	None
Password	varchar(30)	NO	None
Name	varchar(30)	NO	None

Table 7. Internship

Field	Type	NULL	Default
IN_ID	int(3)	NO	None
Prerequisite	varchar(30)	NO	None
Company	varchar(30)	NO	None
Description	varchar(30)	NO	None

4. Component design

4.1 Activity diagram



Activity diagram of entire system

5. User Interface Design

UI is designed according to UI design principles.

The structure principle: UI is organised in such a way that related things are combined together and unrelated things are separated.

The simplicity principle: It is easy to follow the provided interface. In the case of a mistake, the system displays an error message.

The visibility principle: All system functions are available through UI. It does not overwhelm users with too many alternatives.

The feedback principle: Through the system of messages, the design keeps users informed of actions, errors, or exceptions.

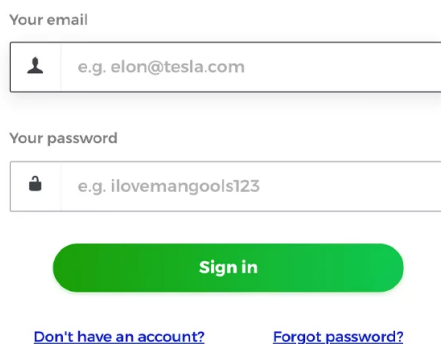
The reuse principle: In design, the same names were used to perform the same operations with different objects in order to reduce ambiguity.

The user interface will consist following main screens, a login screen which will consist of a user dialogue box text boxes, and three labels for data input. The login screen will be used to authenticate the user to the system.

The sample user interface forms and screens that the user will interact with include:

1. *Home page:* It is the main page for the system user can use it for navigation around the website.
2. *Login page:* It is the user login page where the user should enter the credentials required to enter.
3. *Update page:* It is a student update page where the student user will get all updates about all things.
4. *Complaint page:* It is a student complaint page where a student user can ask about their queries.
5. *About us page:* This page describes the company details
6. *Contact us page:* Users can access this page to contact us in case of any miscommunications or feedback for the system

1.Login Page



The login page features a clean, minimalist design. At the top, the text 'Your email' is followed by a text input field containing the placeholder 'e.g. elon@tesla.com'. Below this, the text 'Your password' is followed by a password input field with a lock icon and the placeholder 'e.g. ilovemangools123'. A prominent green 'Sign in' button is centered below the fields. At the bottom, there are two links: 'Don't have an account?' and 'Forgot password?'.

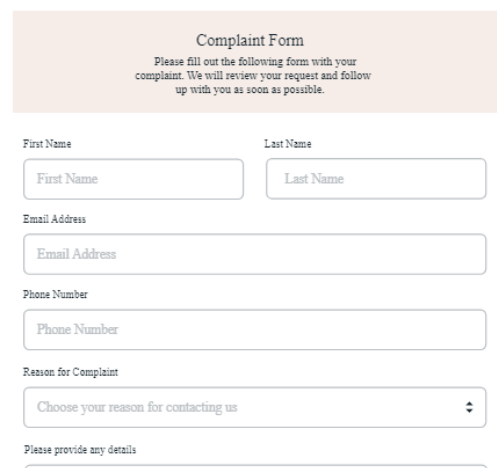
Your email

Your password

[Sign in](#)

[Don't have an account?](#) [Forgot password?](#)

2.Complaint Page



The complaint form is presented on a light orange background. It starts with the title 'Complaint Form' and a brief instruction: 'Please fill out the following form with your complaint. We will review your request and follow up with you as soon as possible.' The form includes several input fields: 'First Name' and 'Last Name' (each with a sub-label and a text box), 'Email Address' (with a sub-label and a text box), and 'Phone Number' (with a sub-label and a text box). There is a dropdown menu for 'Reason for Complaint' with the option 'Choose your reason for contacting us'. At the bottom, there is a text area for 'Please provide any details'.

Complaint Form

Please fill out the following form with your complaint. We will review your request and follow up with you as soon as possible.

First Name

Last Name

Email Address

Phone Number

Reason for Complaint

Please provide any details

3.Queries

Please provide detailed information below and our agents will reply via email as soon as possible.

Tell us about you

I am booking tasks

Your email address *

What kind of issue can we help with?

-

Subject *

Description *

Attachments

Add file or drop files here

Submit