Republic of Yemen
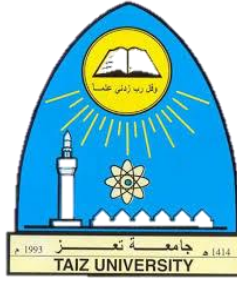**Ministry of Higher Education**
Taiz University
Al-Saeed Faculty of Engineering & IT
Dept : Software Engineering

الجمهورية اليمنية
وزارة التعليم العالي
جـامعـة تعـز
كلية السعيد للهندسة وتقنية المعلومات
قسم : هندسة البرمجيات

Social Networking Site
(TAIZ SOCIAL MEDIA)

Yemen - Taiz
2022 - 2023

Social Networking Site
(TAIZ SOCIAL MEDIA)

DONE BY :

Fadhl Ahmed Abdulgaleel

Hussam Abdullah Mohammed

Mohammad Sultan Saied

Mahmood Abdulrahman Abdu

Thyazan Sofian Abdullah

SUPERVISOR :

Dr. Mogeeb Moslih

Dr. Ameen Saif

Yemen - Taiz
2022 - 2023

Abstract :

Our institution today relies heavily on the significant progress that the world has witnessed in the field of information technology and communications, where the institution's manager can benefit from the latest technologies in administrative work and policy building. This includes the integration of information and communication technologies, using information tools to support management needs in decision-making and operational processes, as for developing a social networking site similar to "Facebook", it should include basic functions such as advertising, instant messaging, content sharing, comments, likes, following, and participation in groups and pages. It should also ensure user protection and security, control privacy, and content censorship. The site should be designed in an easy-to-use and clear manner for users, with a comfortable and attractive interface, among the new features that can be added to the site are artificial intelligence and machine learning technologies, such as personal recommendations for users, image and text recognition, and natural language processing analysis, in addition to new features such as live streaming and interaction with virtual reality, in general a social networking site similar to "Facebook" should be developed in an innovative and modern style, meeting the users' needs completely and providing them with an enjoyable and secure experience.

المستلخص :

مؤسستنا تعتمد بشكل كبير اليوم على التقدم الكبير الذي شهده العالم في مجال تكنولوجيا المعلومات والاتصالات، حيث يمكن لمدير المؤسسة الاستفادة من أحدث التقنيات في العمل الإداري وبناء السياسات. ويشمل ذلك دمج تقنيات المعلومات والاتصالات، باستخدام أدوات المعلومات لدعم احتياجات الإدارة في عمليات صنع القرار والعمليات التشغيلية، أما بالنسبة لتطوير موقع تواصل اجتماعي مشابه لـ "فيس بوك"، فيجب أن يتضمن وظائف أساسية مثل الإعلانات والرسائل الفورية ومشاركة المحتوى والتعليقات والإعجاب والمتابعة والمشاركة في المجموعات والصفحات. كما يجب ضمان حماية المستخدم والأمان والسيطرة على الخصوصية ورقابة المحتوى. ويجب تصميم الموقع بطريقة سهلة الاستخدام وواضحة للمستخدمين، مع واجهة مريحة وجذابة، ومن بين الميزات الجديدة التي يمكن إضافتها إلى الموقع هي تقنيات الذكاء الاصطناعي وتعلم الآلة، مثل الاقتراحات الشخصية للمستخدمين وتعرف الصور والنصوص وتحليل معالجة اللغة الطبيعية، بالإضافة إلى ميزات جديدة مثل البث المباشر والتفاعل مع الواقع الافتراضي، بشكل عام، يجب تطوير موقع تواصل اجتماعي مشابه لـ "فيس بوك" بأسلوب مبتكر وحديث، يلبي احتياجات المستخدمين بشكل كامل ويوفر لهم تجربة ممتعة وآمنة.

ACKNOWLEDGEMENTS

We must pause as we take our last steps in university life …

We return to the years we spent in the university with our honorable professors, who gave us a lot, making great efforts in building the generation of tomorrow to send the nation back Before we begin, we extend the highest verses of thanks and praise, first and foremost to God Almighty, for He is worthy of praise and thanks in everything.

Then we offer the most beautiful expressions of thanks and gratitude to those who carried the holiest message in life …

To those who paved the way for us to Science and knowledge …

To all our distinguished teachers …

Dean of the College of Engineering and Information Technology, And his deputies, and head of the software department.

We especially appreciate and thank : Dr. Mogeeb Moslih & Dr. Ameen Saif , general supervisor of our graduation project.

And we tell him as what the massenger of Allah peace be upon him said:

"The whale is in the sea, and the bird is in the sky, praying to the teacher of good people"

DEDICATION

To ...

The teacher of mankind and the source of knowledge is our Prophet Muhammad (peace and blessings be upon him).

To ...

Like Parenthood ... our dear fathers.

To ...

The source of the first tenderness ... our precious mothers.

To ...

Our brothers and sisters.

To ...

Our distinguished professors, in the Faculty of Engineering - Taiz University who did not hold back information to us, but honor us and give us from their science and knowledge.

List of Tables

List of Figures

List of Contents

Chapter 1 : Introduction

1.1   Introduction

The development of social networking websites has transformed the way people communicate and interact with each other online. With the advent of these platforms, individuals can connect with others from around the world, share information, and engage in discussions on a variety of topics. Social networking websites have become an integral part of modern-day communication, with billions of people using them daily to stay connected with friends, family, and colleagues.

This project report focuses on the development of a social networking website that aims to provide a platform for people to connect and interact with others in a safe and secure environment. The website is designed to facilitate communication and collaboration among users, enabling them to share their interests, hobbies, and ideas with others who share similar passions.

The report will provide an overview of the development process for the social networking website, including the technologies and tools used to create the platform. It will also discuss the features and functionalities of the website, including how users can create profiles, share updates, photos, and videos, and engage in conversations with other users. Additionally, the report will address the challenges and limitations of developing and maintaining a social networking website, including issues related to privacy, security, and content moderation.

Overall, the aim of this project report is to provide a comprehensive understanding of the development of a social networking website and the challenges and opportunities associated with creating such a platform. The report will be useful for developers, entrepreneurs, and anyone interested in building a social networking website or learning more about the development process.

1.2   Background of the study

❖   The birth of social networks

A group of social networks began to appear in the late 1990s, such as Classmates.com in 1995 to link classmates, and SixDegrees.com in 1997, and that site focused on direct links between people. And appeared on those sites the personal files of users and the service of

sending private messages to a group of friends. Despite the provision of these sites for services similar to those found in the current social networks, these sites could not generate a profit for their owners and were closed. After that, a group of social networks emerged that were unable to achieve great success between 1999 and 2001. And with the beginning of 2005, a site appeared with more page views than Google, which is the Myspacy site The famous American is considered one of the first and largest social networks in the world, along with its famous competitor Facebook, which also began to spread in parallel with Mayspacy Until Facebook in 2007 allowed the configuration of applications to developers, and this led to a significant increase in the number of Facebook users where reached their number More than 2 billion users currently who are they800 million users monthly active And it has become the subject of study for many scholars in the field of societies and researchers in a number of topics such as privacy, identity, the capital of societies, and the uses of adolescents.[3]

❖ **Types of social networks**

- **Basic type**

    This type consists of personal files for users and public services such as personal correspondence, sharing photos, audio and video files, links, texts and information based on specific classifications related to study, work or geographical scope such as Facebook and MySpace.

- **Work related**

    It is one of the most important types of social networks, and it connects professional work friends, business owners, and companies, and it includes personal files for users that include their resume, etc.

❖ **Types of social networks according to their nature**

1. Common social networking sites.
2. Blogs. (A web page on the Internet containing posts).
3. The wiki. Its system is a social network that brings together site users and provides them with many services.

❖ **Social media rating**

Social media technology takes many forms including magazines, internet forums, social blogs, microblogs, wikis, social networks, podcasts, images, videos, and social bookmarking. Technology includes blogging, photo-sharing, vlogging, music-sharing and Voice over IP.[4]

❖ **Advantages of social media:**

1. Sociability is a measure of how people get together and interact with each other.
2. Get to know people from other cultures and learn from their language, civilization and cultural system
3. Youth exposure to information politics drives them to participate in voting for elections, they participate in political organizations or political activities at the university
4. A free service was provided to business owners, and a number of companies became dependent on these sites for their official correspondence and holding video meetings without the need to go to the company's headquarters to hold them.
5. Some work is being carried out remotely, done at home, and sent through communication platforms
6. give the opportunity for two expressions All opinions and ideas are completely freely expressed.
7. Spreading ideas that fall between opinion and opposition opinion.
8. Display strange and unusual ideas so that people can identify them.

❖ **Disadvantages of social media:**

1. Use it to influence people's opinions and form public opinion. Some studies are working to understand the effects of this influence and to analyze social and political interactions across social platforms.
2. Use Data for ad targeting and content personalization raises privacy and security issues.
3. Effect sharing personal life and social interactions across social platforms in the nature of relationships and real communication between people.

4. Impact Social platforms in shaping the personal identity and social relations of young people.
5. The use Excessive social networking can lead to loneliness and a lower level of psychological satisfaction.
6. Wrong practices towards individuals Such as family disintegration, electronic bullying, spreading rumors and false news.

1.3 Basic issues included in the project

The issues that can be addressed through social media can be classified into several categories, including:

1. **Awareness and education:** Social media can be used to raise awareness and educate people about many important and vital topics, such as public health, climate change, human rights, and others.

2. **Communication and expression:** Social media can be used for communication and expression of opinions, ideas, and feelings, and to discuss sensitive and controversial topics.

3. **Marketing and advertising:** Social media can be used for marketing and advertising products, services, events, and activities.

4. **Interaction and collaboration:** Social media can be used for interaction and collaboration in projects and collective work, and to achieve communication between different communities and cultures.

5. **Entertainment and socialization:** Social media can be used to provide entertainment, socialization, and social interaction, through sharing pictures, videos, and other posts.

6. **Psychological and social support:** Social media can be used to provide psychological and social support to individuals who suffer from mental or social pressures, and to provide help, advice, and consultations.

7. **News and events monitoring:** Social media can be used to monitor important and controversial news and events, and to exchange ideas and opinions about them.

In addition to what was mentioned earlier, social media can also address many issues and problems, as follows:

8. **Safe and responsible internet:** Social media can be used to encourage safe and responsible behaviors online, and to warn of potential risks, such as fraud, cyberbullying, and cyber harassment.

9. **Distance education and learning:** Social media can be used to enhance distance education and learning, and to provide online educational resources, such as lessons, lectures, and curricula.

10. **Rights and equality protection:** Social media can be used to defend human rights, gender equality, and to protect minorities and their communities.

11. **Charitable work and donations:** Social media can be used to collect donations and donate to charitable organizations and humanitarian institutions.

12. **Environmental issues:** Social media can be used to raise awareness about environmental issues and protection, and to encourage positive action and change in this field.

13. **Politics and government:** Social media can be used to encourage political participation, and to promote dialogue and discussion on political and governmental issues.

14. **Public safety:** Social media can be used to promote public safety, and to disseminate information about safe ways to use and act in emergency and natural disaster situations.

In general, social media can be used for communication and interaction with others, achieving positive change, and promoting awareness and education in various fields.

1.4   Problem Statement

Creating a social media website that caters to all aspects in Arab countries faces many challenges and obstacles, including:

1. **Technical challenges:** a strong and suitable internet infrastructure must be provided in Arab countries to ensure fast connection and quality downloads, which requires significant investments in internet infrastructure.

2. **Laws and regulations:** laws and regulations vary in Arab countries, and the website may face challenges in complying with these laws and regulations, especially regarding content and privacy.

3. **Language:** the website must be available in at least Arabic and English, which requires hiring staff who are proficient in both languages.

4. **Trust and privacy:** guarantees of trust and privacy for users must be provided by adopting strict policies to protect personal data and maintain the confidentiality of information.

5. **Culture and values:** content that aligns with the different values and cultures in Arab countries must be provided, requiring a multicultural and multinational team.

6. **Marketing and promotion:** the website must be effectively promoted through investment in digital marketing and presence on other social media platforms.

7. **Competition:** the website competes with many other platforms in Arab countries, requiring the provision of features and services that make users want to use the new website.

8. **Funding:** creating a social media website that caters to all aspects in Arab countries requires significant funding, requiring the search for investors interested in the project and willing to support it financially.

In addition to the challenges mentioned earlier, there are several other obstacles that a social media website aiming to cater to all aspects in Arab countries might face, including :

9. **Social and cultural challenges:** social media platforms in Arab countries face social and cultural challenges, where the website may have difficulties in adopting some controversial content that may conflict with local values and cultures.

10. **Advertising and revenue:** social media platforms rely on advertising and revenue to fund their operations. The website may face challenges in attracting companies to advertise on the new website, especially if the platform is new and faces competition from other platforms in the market

11. **Security:** the website must provide strong security measures to protect users from hacking and cyber attacks, requiring investment in security technology and working with security experts.

12. **Compatibility with existing systems:** the website must be compatible with existing systems in Arab countries, which may require cooperation with local governments and agreement on some content and policies.

13. **Language barriers:** the website must provide content in Arabic and English at least, which requires the use of translators and language experts.

14. **Responsiveness to user requirements:** the website must listen to user requirements and deal with them effectively, requiring a customer support department to handle problems and complaints quickly and efficiently.

15. **Updates and innovation:** the website must be updated and new features and services must be introduced continuously to attract users and interact with them, requiring innovation and continuous work to improve and develop the platform.

1.5   Project Idea

The main idea of the project is The possibility of communication and communication with the various segments of society, exchanging opinions and ideas as well as cultures, solving problems and interacting with them on the one hand, and on the other hand, the possibility of marketing and electronic promotion and financial gain by publishing products, items, commodities, their locations and prices, which makes them public and the ability to shop and buy and obtain material returns. We are also working on Upgrading accounts and making them a source of material revenue by obtaining the greatest amount of interaction, promotion, publishing and other features that serve the community and benefit it as much as possible.

1.6   Project Motivations

Any project has its own motivations so it is good idea to arrange your projects motivations inside the documentation to give the reader an idea for the main reasons that drive you to choose this project, so we choose some of the motives that allow us to choose this project, and they are arranged as follows :

1. The society's need for distant collective communication and the exchange of opinions and ideas.
2. The need to obtain information and communicate it to the community.
3. An important method in electronic marketing.
4. Everything depends on technology, we need to meet it.

1.7   Project Objectives

We aim to produce as many possible objectives as we can, but the main objectives we will meet are followed:

1. The possibility of trading and interaction between users.
2. Dating and making friends among members.
3. Facilitate the exchange of information data.
4. Knowing the desires and tendencies of members and using them in e-marketing.

These were the most important goals that we will achieve from our project, and there are many other things that can be added to the project as main goals.

1.8   Importance of project

The importance of the project cannot be summarized in one or two lines, we mention some of them :

1. The importance of social networking sites lies in the fact that it reduced the gap between people, and even made the world more like a small village.
2. It is the fastest way to communicate with others through various networks.

3. It is the best way through which important news and events are transmitted between individuals, in addition to the circulation of economic and political news.
4. Through these sites, you can influence public opinion from various aspects.
5. These sites provide many links to free and paid scholarships
6. These sites contribute to the preparation of various events, conferences and humanitarian activities.
7. These sites contribute to changing many decisions that concern various societies.
8. Today, these sites are used in various e-marketing operations.
9. It is the best way for all school and university students to meet.

1.9 Scope of project

The scope of development for this social media networking website can be quite broad, as there are many different features and functionalities that can be included. Some of the key areas of development could include:

1. **User registration and profile creation :** This involves creating a system for users to sign up for the website, create a profile, and provide basic information about themselves.
2. **News feed :** A news feed is a central feature of any social media networking website, where users can see updates from their friends and other users they follow.
3. **Messaging and chat :** The ability to message and chat with other users is an important feature of any social media networking website, and can include both private and group messaging options.
4. **Content creation and sharing :** Users should be able to create and share a variety of content types, including text, images, videos, and live streams.
5. **Groups and communities :** Creating groups and communities is a great way to build engagement and foster a sense of community on the website. Users can join existing groups or create their own, and interact with other users who share similar interests.

6. **Privacy and security :** Ensuring the privacy and security of user data is essential for any social media networking website. This can include implementing strong password policies, two-factor authentication, and other security measures to prevent unauthorized access to user accounts.

7. **Advertising and monetization :** Many social media networking websites generate revenue through advertising or other monetization strategies, so developing a system to display ads and track metrics is an important aspect of development.

Overall, the scope of development for a social media networking website is quite broad and can involve many different areas of focus. The key is to create a platform that is user-friendly, engaging, and fosters a strong sense of community, while also ensuring the privacy and security of user data.

1.10 Temporal plan of a project

Temporal projects place one or more objects into context based on the passage of time. Typical projects include timelines, as well as narrative projects where temporal intervals play a key role. The typical phases of a temporal project include the following stages, though you may revisit elements of them several times or follow them in a different order. In particular, you will likely go back and forth between your desired from / features and available tools as you seek the right match for you work.

Temporal plan aims to define the time that will be spent on executing the project from the early stages of the project to the end it. In the same time temporal plan will define the constraints Of the time, this bellow table will define the lime of the project

Table (1 : 1) : Temporal plan

Stages ↓	Months / Weeks	Feb 2023 1	2	3	4	March 2023 1	2	3	4	April 2023 1	2	3	4	May 2023 1	2	3	4	June 2023 1	2	3	4
Planning			▓	▓																	
Analysis					▓	▓	▓	▓													
Design									▓	▓	▓	▓	▓							
Execution										▓	▓	▓	▓	▓	▓					
Testing															▓	▓	▓				
Documentation				▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	

1.11 Project Organization

This report refers to six parts. A brief description of the consecutive chapters are :

Chapter 1   Presents an introduction to the project, its motivation, objectives, problem statement, scope, and general methodology, Add will discuss previous studies related to the project.

Chapter 2   Will show the techniques and tools that will be used in building and developing the project.

Chapter 3   Includes the methodology and mechanism used to implement the project.

Chapter 4   Will include system analysis and design.

Chapter 5   Will include system implementation.

Chapter 6   Presents conclusion and future work.

Chapter 2 : Techniques

2.1 Introduction

This chapter will demonstrate the techniques tools that will used in building and developing the project.

2.2 General Background

2.2.1 HTML

Here the most important web techniques were used in our projects, starting by Hypertext Markup Language HTML that were used to build the front-end of the project were it is very important because it is the main container that holds the other elements inside it, all pages are built by html web technique, then we work with a little Cascading Style Sheet CSS, we did some CSS for pages, because we've embedded Bootstrap which is predefined CSS, that arranges html pages and adding adding all styles we need. We've worked with MySQL database, and PHP language to deal with data inside MySQL database, another techniques were used, in order to exceed the speed of dealing with pages and to ease the work on the website, some techniques are important for front-end, and other for back-end we selected PHP (OOP) framework, it makes querying from database faster than using the traditional ways. In addition we use AJAX technique to make it easier to connect and disconnect to database without need to create an object for connection and other object for disconnection with every query we make from a database. These techniques will be discussed in details.

2.2.2 Bootstrap

Bootstrap is free and CSS framework directed at responsive, mobile-first-front-end development. Contains HTML, CSS and (optionally) JavaScript-based design templates, and other interface components. As put by Wikipedia In graphic design. A grid is a structure (usually two-dimensional) made up of a series of intersecting straight (vertical, horizontal) lines used to structure content. It is widely used to design layout and structure content in print design. In web design, it is a very effective method to create

14

a consistent layout rapidly and effectively using HTML and CSS. To put it simple words grids in web design organize and structure content, makes websites easy to scan, and reduce cognitive load on users. What is Bootstrap Grid System? As put by the official documentation of Bootstrap for grid system: Bootstrap includes a responsive, mobile-first fluid grid system that appropriately scales up to 12 columns as the device or viewport size increases. It includes predefined classes for easy layout options, as well as powerful mixins for generating more semantic layout.

Let us understand the above statement Bootstrap 3 is mobile-first in the sense that the code for Bootstrap now starts by targeting smaller screens like mobile devices, tablets, and then "expands" components and grids for larger screens such as laptops, desktops Working of Bootstrap Grid System.

Grid systems are used for creating page layouts through a series of rows and columns that house your content. Here's how the Bootstrap grid system works :

- Rows must be placed within a container class for proper alignment and padding.
- Use rows to create horizontal groups of columns.
- Content should be placed within columns, and only columns may be immediate children of rows.
- Predefined grid classes like row and col-xs-4 are available for quickly making grid layouts, can also be used for more semantic layouts.
- Columns create gutters (gaps between column content) via padding. That padding is offset in rows for the first and last column via negative margin on rows.
- Grid columns are created by specifying the number of twelve available columns you wish to span. For example, three equal columns would use three col-xs-4.

Media Queries :

　　Media Queries is a really fancy term for "conditional CSS rule". It simply applies some CSS based on certain conditions set forth. If those conditions are met, the style is applied. Media

Queries in Bootstrap allow you to move, show and hide content based on viewport size. Following media queries are used in fewer files to create the key breakpoints in the Bootstrap grid system. Bootstrap had been used as a framework that includes all the other techniques that were used independently when designing websites and html pages, bootstrap includes JQUERY library which is a lightweight, " write less , do more " JavaScript library. The purpose of jQuery is to make it much easier to use JavaScript on your website. JQuery takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code. JQuery also simplifies a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation, the JQuery library contains the following features :

1. HTML / DOM manipulation.
2. CSS manipulation.
3. HTML event methods.
4. Effects and animations.
5. AJAX.
6. Utilities.

So we can say that bootstrap has JQuery that holds all the other needed techniques and libraries important for front-end design. As we talked, Laravel was used as a back-end that ideals with database, Laravel is an intelligent framework because it arrange the content of work into many different folders each folder holds the same type of tasks, when arranging your work makes your work easy to update or to know where the mistake is, if it occurs. MySQL is the database we used to save our data and manipulating it.

2.2.3   AJAX

AJAX stands for Asynchronous JavaScript and XML. AJAX is a new technique for creating better, faster, and more interactive web applications with the help of XML, HTML, CSS, and JavaScript. Ajax uses XHTML for content, CSS for presentation,

along with Document Object Model and JavaScript for dynamic content display.[5]

Conventional web applications transmit information to and from the sever using synchronous requests. It means you fill out a form, hit submit, and get directed to a new page with new information from the server. With AJAX, when you hit submit, JavaScript will make a request to the server, interpret the results, and update the current screen. In the purest sense, the user would never know that anything was even transmitted to the server. XML is commonly used as the format for receiving server data, although any format, including plain text, can be used.

AJAX is a web browser technology independent of web server software. A user can continue to use the application while the client program requests information from the server in the background. Intuitive and natural user interaction. Clicking is not required mouse movement is a sufficient event trigger.

AJAX is the most viable Rich Internet Application (RIA) technology so far. It is getting tremendous industry momentum and several tool kit and frameworks are emerging. But at the same time, AJAX has browser incompatibility and it is supported by JavaScript, which is hard to maintain and debug.
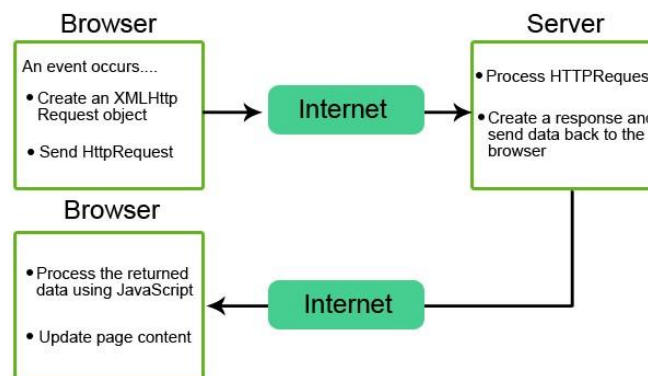
Figure (2 : 1) AJAX work

2.2.4   JQUERY

JQUERY is a fast, small, cross-platform and feature-rich JavaScript library. It is designed to simplify the client-side

17

scripting of HTML. It makes things like HTML document traversal and manipulation, animation, event handling, and AJAX very simple with an easy-to-use API that works on a lot of different type of browsers. The main purpose of jQuery is to provide an easy way to use JavaScript on your website to make it more interactive and attractive. It is also used to add animation. Sometimes, a question can arise that what is the need of jQuery or what difference it makes on bringing JQuery instead of AJAX / JavaScript? If jQuery is the replacement of AJAX and JavaScript? For all these questions, you can state the following answers.

Properties :

1. It is very fast and extensible.
2. It facilitates the users to write UI related function codes in minimum possible lines.
3. It improves the performance of an application.
4. Browser's compatible web applications can be developed.
5. It uses mostly new features of new browsers.

2.2.5   JavaScript Object Notation (JSON)

JSON is a standard text-based format for representing structured data based on JavaScript Object syntax. It is commonly used for transmitting data in web applications (e.g., sending some data from the server to the client, so it can be displayed on a web page or vice versa). You will come across it quite often, so in this article we give you all you need to work with JSON using JavaScript, including parsing JSON so you can access data within it, and creating JSON.

Chapter 3 : Methodology

3.1 Introduction

In this chapter we describe how project is done and presents methodology of this project that shows in details how to achieve project objectives and how web techniques are used together to design our system.

3.2 The Proposed System Framework

3.2.1 Introduction to PHP (OOP)

PHP (OOP) architecture refers to the way in which a PHP application is organized and structured. It involves dividing the application into different components, each of which has a specific responsibility and interacts with other components in a well-defined way. This approach makes it easier to manage and maintain the application over time, as well as to add new features and functionality.

3.2.2 General Structure and Architecture of PHP (OOP)

Model-View-Controller (MVC): is an architectural pattern that separates an application into three main logical components:

1. Model.
2. View.
3. Controller.

Each of these components are built to handle specific development aspects of an application. MVC is one of the most frequently used industry-standard web development framework to create scalable and extensible projects. [1]

❖ **The Components of MVC :**

- **Model :** the model component corresponds to all the data related logic that the user works with. This can represent either the data that is being transferred between the View and Controller components or any other business logic related data.[2] For example, a Customer object will retrieve the

20

customer information from the database, manipulate it and update it data back to the database or use it to render data or can be named as table in the database.

- **View :** view component is used for all the UI logic of the application. For example, the Customer view will include all the UI components such as text boxes, dropdowns, etc. that the final user interacts with.[2]

- **Controller :** controllers act as an interface between Model and View components to process all the business logic and incoming requests, manipulate data using the Model component and interact with the Views to render the final output.[2] For example, the Customer controller will handle all the interactions and inputs from the Customer View and update the database using the Customer Model. The same controller will be used to view the Customer data.

3.3   Structural System

Capture static aspects or structure of a system. Structural Diagrams include : Component Diagrams, Object Diagrams, Class Diagrams and Deployment Diagrams.

Structural diagram This diagram represents the structural diagram of the Social network site system, as it shows us the main system elements and the relationships that are associated with them, as well as the sub-elements thereof, Through this diagram, we presented the main elements such as the Taiz Social Media website which is branched after login to the user page, Admin page, Profile Page, Manager Panel and others.

Also, the structural hierarchy of the Home page, where we showed the Home page with it, such as Community, Market, Blog, Explore, Chat and others.
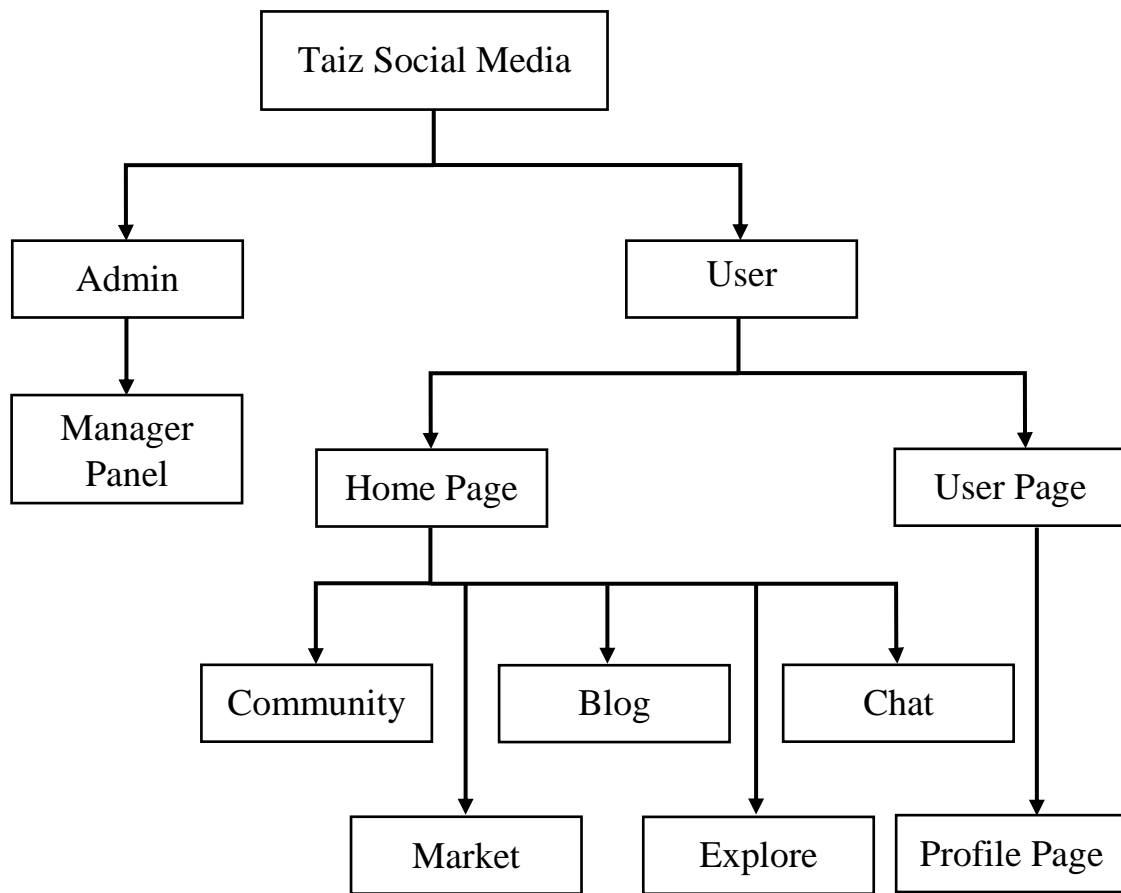
Figure (3 : 1) Structural Diagram

3.4   Methodology

Project methodology will discuss the approach used for building the system, our project a very big website that aims to communication and contact so we note that many information as many changes repeatedly in the system, and in every time there will be a change, there will be new requirements. Because requirements aren't determined in a separate shape since the beginning, waterfall isn't suitable, then the spiral model is very suitable for such systems whose their requirements aren't clear [6], and newly in each stage of the project. We will work with the spiral that is very good and very usable and easy to understand, the spiral model is discussed in details to notify the stages available inside this model, it contains of four stages: planning, designing, constructing, and evaluating. The four stages of spiral model are discussed here as the followed :

- **Planning :** This phase starts with the gathering of business requirements. In the subsequent spirals as the product matures, identification of system requirements and unit requirements are done in this phase. This also includes understanding of system requirements by continual communication between the customer and the analyst. At the end of the spiral the product is deployed.

- **Design :** Design phase starts with the design in the baseline spiral, involves architectural, logical design of modules, physical product design and final design in the successive spirals.

- **Construct :** Construct phase refers to development of the final software product at every spiral. In the spiral when the product is just thought and the design is being developed, a Proof of Concept (POC) is developed in this phase to get the users' feedback. Then in the successive spirals with higher clarity on requirements and design a working model of the software called build is developed with a version number. These versions are sent to the users for feedback.

- **Evaluation and Risk Analysis :** Risk analysis includes identifying, estimating, and observing technical feasibility such as schedule slippage and cost overrun. After testing the build, at the end of first iteration, user evaluates the software and provides the feedback. Based on the customer assessment, development process enters into the next iteration and afterwards follows the linear approach to implement the feedback provided by the user. The process of iterations along the spiral carries on with throughout the life of the software. This figure shows the structure of spiral model that were used as the system model, as we discussed before.
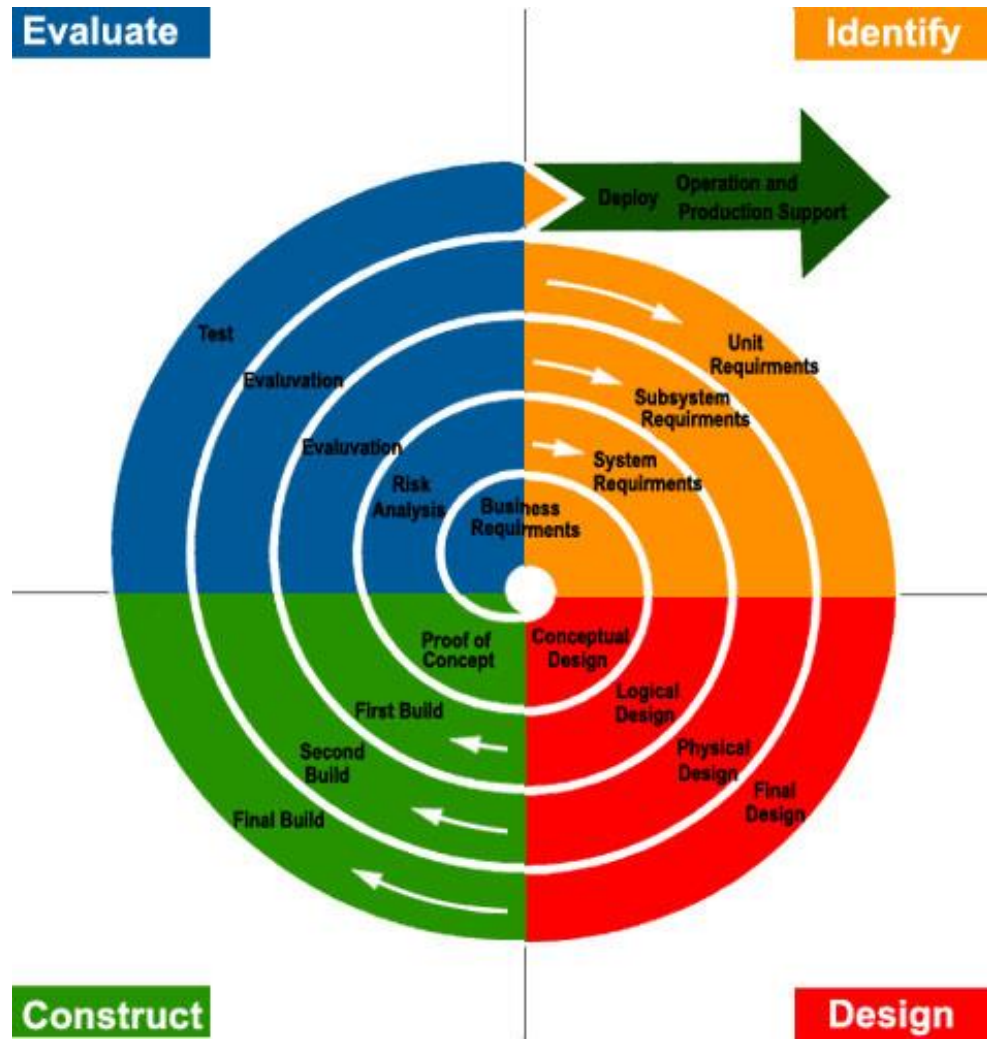
Figure (3 : 2) Spiral model

3.5 Experimental Setup

This section involves all environments to develop, design and implementation of the System and hardware and software techniques used for this application.

This table shows hardware and software tools that were used to build project, those are not all tools but they are the most important tools.

Table (3 : 1) : Hardware / Software Requirements

Tool name	Icon	Description
Laptop Device		8-GH Ram , 2.20-GHz Processor Speed and Windows 10 pro System
Visual Code		This application is a software used to write the codes of Social Network site
MySQL		This application is used to manage the database using SQL language
XAMPP		This application is used as a server or local host that work as local host
Microsoft Edge		This application is used for displaying the pages as it was used to show database
Microsoft Word		This application is used for documentation of project
StarUML		Has proven successful in the modeling of large and complex system
UML MAKER		Has proven successful in the modeling of large and complex system

Chapter 4 :
System Analysis and Design

4.1   Introduction

This chapter is a f-part (system analysis and design) where the analysis of the system was compiled through the collection of information from several places and asking questions then during the answers system requirements were specified. The second part of the chapter contains the design schemes of the system (activity diagram and UML). The third part contains some interfaces of application.

4.2   System Analysis

Domain analysis determines what tasks and structures are common to this problem. Discuss the way system was collected and designed.
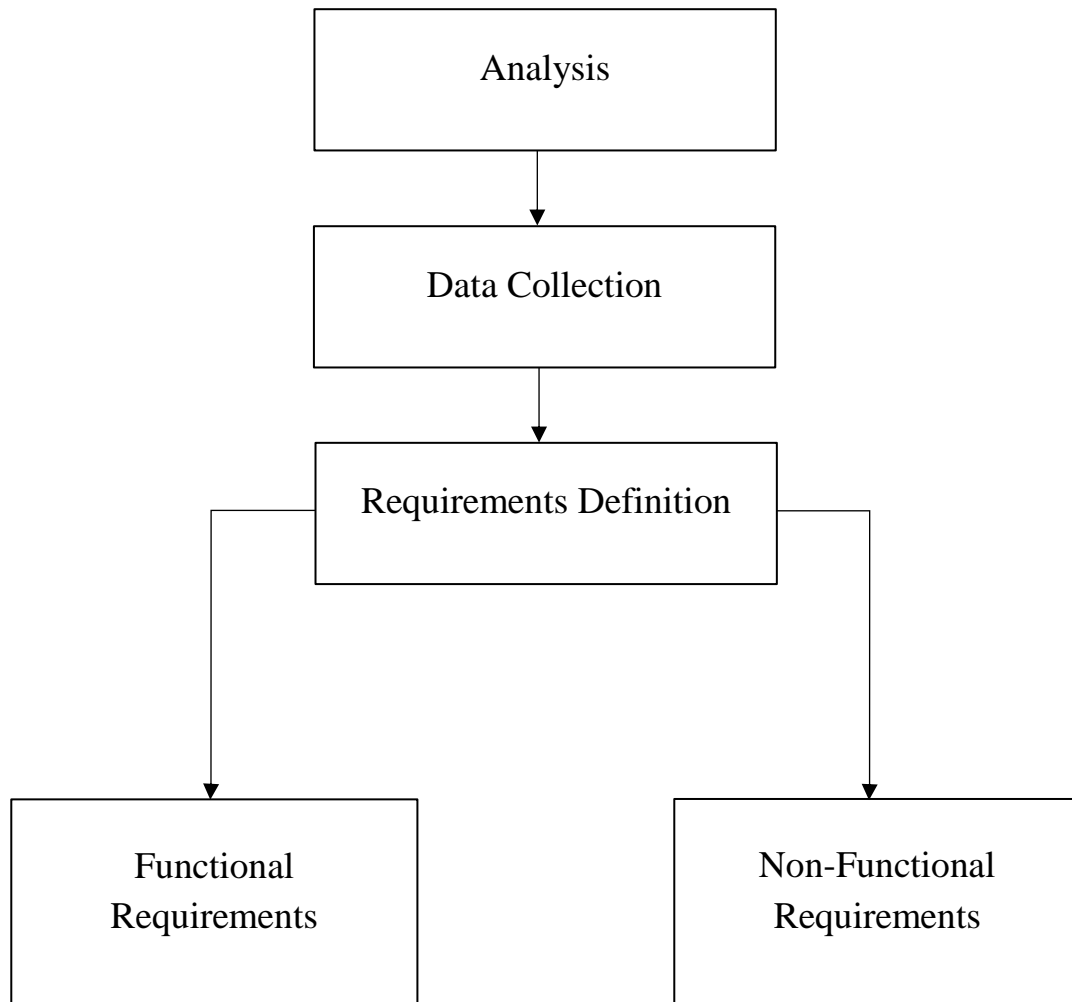
Figure (4 : 1) System Analysis

4.4.1 Functional Requirements

Software system or its component. A function is nothing but inputs to the software system, its behavior, and outputs. It can be a calculation, data manipulation, business process, user interaction, or any other specific functionality which defines function

1. **Registration and Account Creation and profile management:** Users must have the ability to register and create personal accounts on the Site and Users shall have the ability to create and manage their own profiles, and to upload photos, videos, and other content.

2. **Social Communication:** The site must allow users the ability to contact and communicate with their friends through instant messages, forums, groups, etc.

3. **Posting, Sharing, Comments and Likes:** Users shall have the ability to post their own content, share it with others, and view and interact with other content and The site must provide users with the ability to comment on and like other content, and to exchange comments with others.

4. **Privacy and security:** The site must provide options for users to protect their privacy and security, including options to control privacy and block unwanted people.

5. **Advertising, Marketing, Applications and Games:** The Website shall provide advertisers with the ability to advertise on the Website and promote their products and services and The Site shall provide users with the ability to use various applications and games on the Site

6. **Search, Technical Support:** The Site shall provide options for searching for people, groups, Pages and other content on the Site and Technical support must be available to users in case of technical or other problems.

Many other requirements are found but those were the most important.

4.4.2 Non-Functional Requirements

Now we will give the non-functional requirements that should be embedded in the system, we know that they are very important to make the performance of system very excellent, they are related to the performance of system, and they are used to make the usability of the system very easy. When we practice and apply the non-functional requirements in the system they lead to user satisfaction about the system or application, and everything makes system lookout attractive and strong is the interest of non-functional requirements. We could focus on some important points in the system and they should be consisted in the system. These points are notified bello:

1. **Excellent user experience:** The website design should be easy to use, easy on the eyes and the mind, and should include many useful and interesting options and features.
2. **Compatibility and Responsiveness:** The site must function properly on all different platforms and devices, and must be able to handle a large volume of users and content.
3. **Reliability and performance:** The site must be stable, fast, and able to handle a large load of users and content, and it must have options to improve performance and speed if necessary.
4. **Availability:** The site should be available around the clock, and it should have options for users to find help and support at any time.
5. **Sustainability and environmental compatibility:** The site must be designed in a way that achieves sustainability and preserves the environment, and options must be available for users to reduce the environmental impact of using the site.
6. **Translation and multilingualism:** The site must be available in several languages and must provide translation options for users who do not speak the primary language of the site.
7. **Professionalism and credibility:** The site must be developed by a professional and qualified team, and credible and reliable content must be provided.
8. **Ability to update information daily.**
9. **Make users want to use it again.**

10. It is used by people without training.

Those were some important non-functional requirements, which should be imported in the project to make its performance very excellence.

4.3 System Design

Software design is concerned with issues, techniques, strategies, representations, and patterns used to determine how to implement a component or a system. The design will conform to functional requirements within the constraints imposed by other requirements such as resource, performance, reliability, and security.

4.4 UML Diagrams

The Unified Modeling Language (UML) offers standard semantics and notation for describing object structure and behavior and has emerged as the design medium of choice for developing large-scale distributed object applications.

4.4.1 Class diagram

The class diagram is one of the most important diagrams, that is used to represent the architecture of the class and the components of this class, it consists of three parts, the top part represents the name of the class itself, the centered part holds the attributes of the this class, and the last part holds the operations that are found in the class. It is important to design the database and to find the derived objects from this diagram.
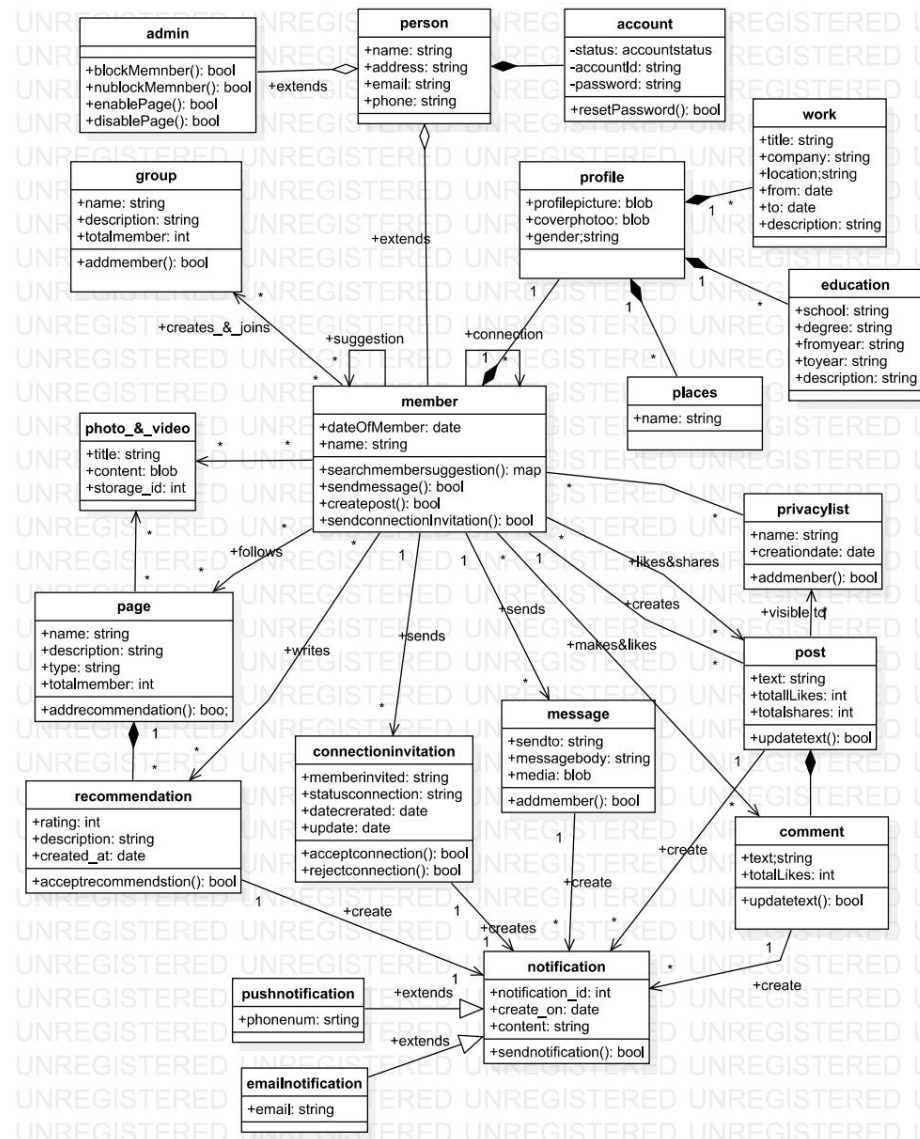
Figure (4 : 2) Class Diagram System

4.4.2   Use Case Diagram

Use Case Diagrams are used to depict the functionality of a system or a part of a system. They are widely used to illustrate the functional requirements of the system and its interaction with external agents (actors).

A use case is basically a diagram representing different scenarios where the system can be used. So the most important thing to Implement is this diagrams, because they give a picture for architecture of the system, This diagram shows the admin login to

31

the system, id defines the way system interact with the admin and
what are the main interfaces that admin will deal with.
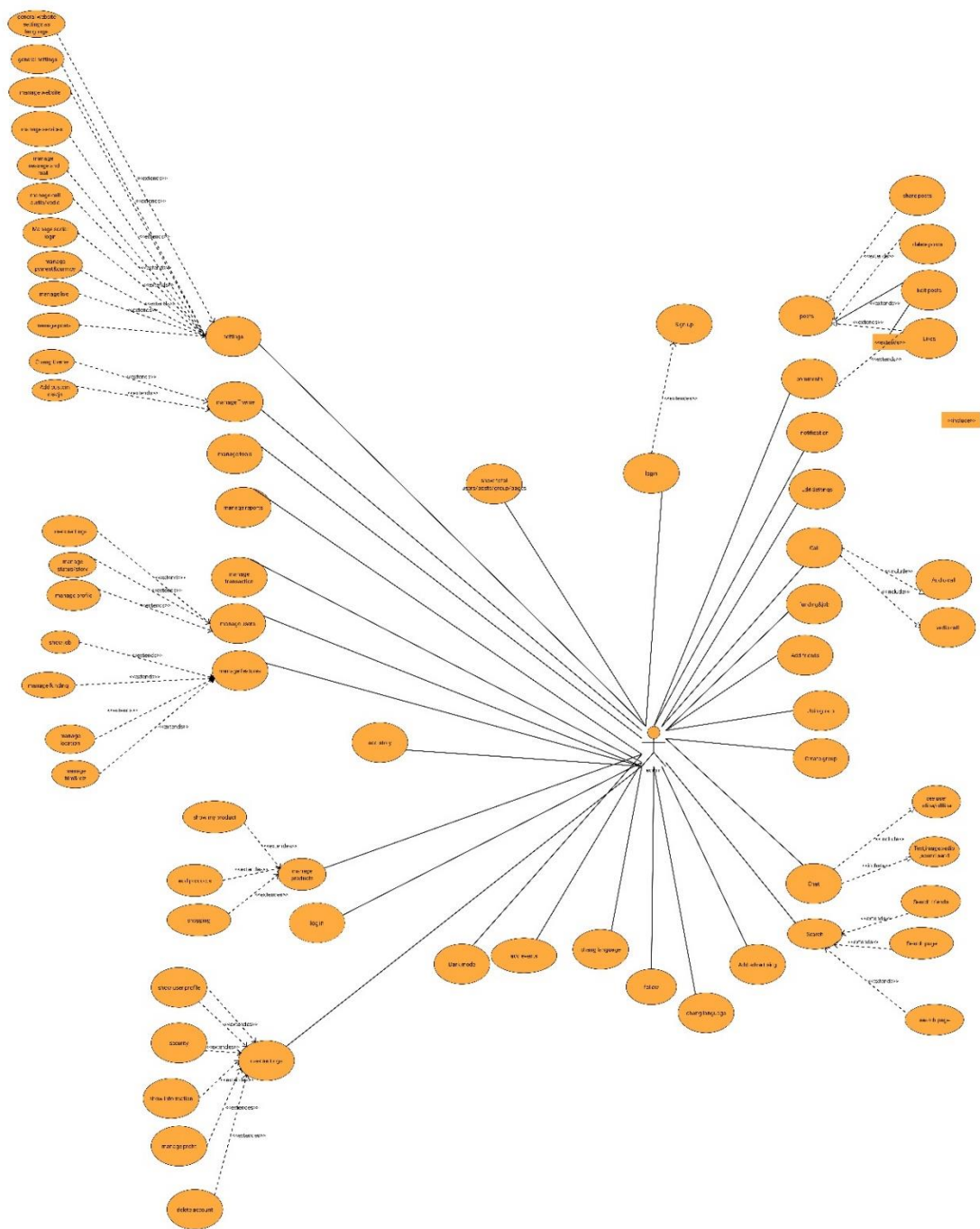
Figure (4 : 3) Admin Usecase Diagram

32
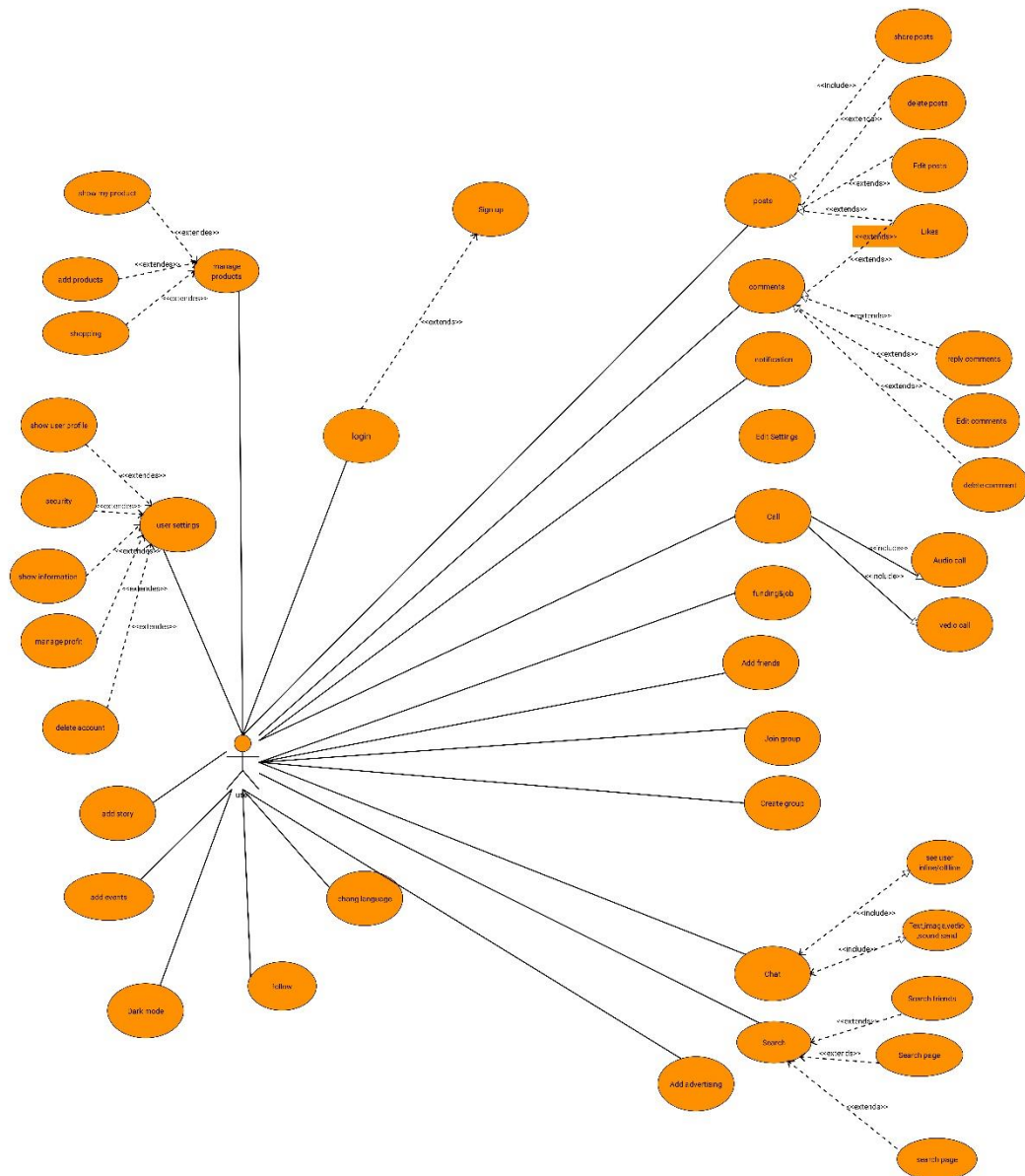
Figure (4 : 4) User Usecase Diagram

4.4.3   Behavioral diagram

This diagram is used to represent the behavior of the system, the interaction between the system and the user, the interaction of the system with the external and internal environment of the system, an example of this diagram is Use-case diagrams, Sequence diagram, Activity Diagrams and Interaction Diagrams.

33

4.4.4 Activity Diagram

We use Activity Diagrams to illustrate the flow of control in a system. We can also use an activity diagram to refer to the steps involved in the execution of a use case.

We model sequential and concurrent activities using activity diagrams. So we basically depict workflows visually using an activity diagram. An activity diagram focuses on condition of flow and the sequence in which it happens. We describe or depict what causes a particular event using an activity diagram. This diagram shows the activity of the user and how to deal with the system, what activities he will perform
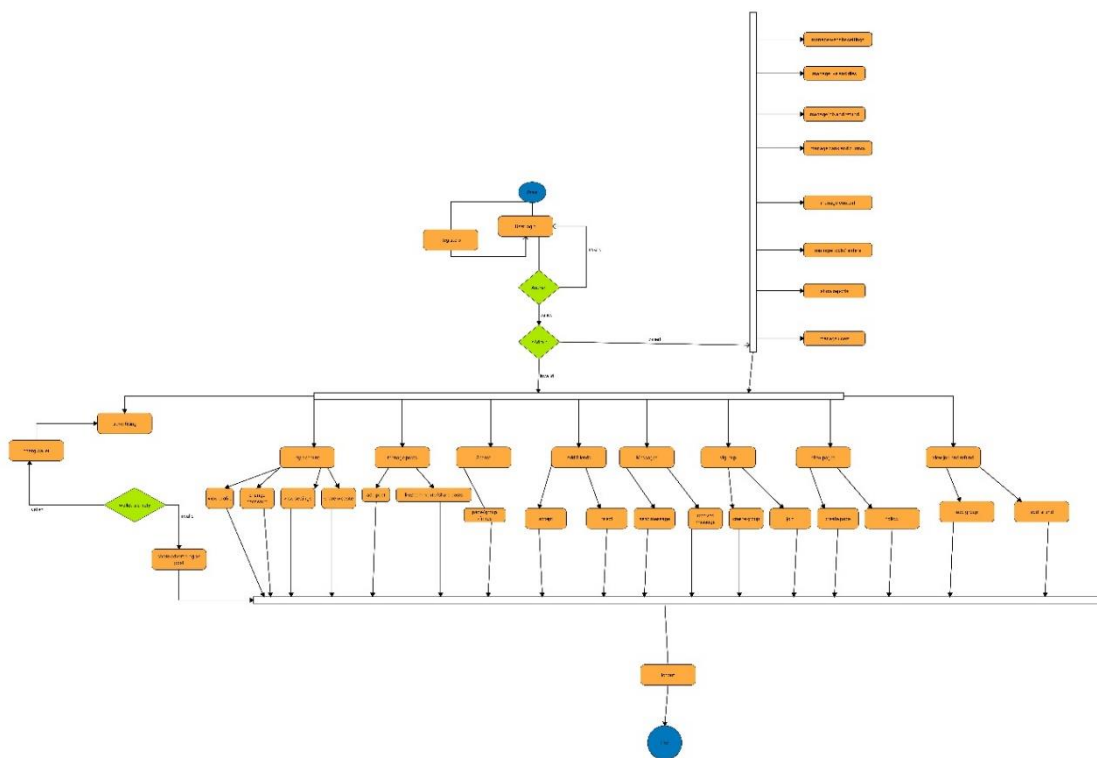
Figure (4 : 5) Activity diagram

4.4.5 Sequence Diagram

A sequence diagram simply depicts interaction between objects in a sequential. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. Software

developers use them to document and understand requirements for new and existing systems.

This diagram will show the sequence diagram of interaction between the user of the system and the internal environment of system
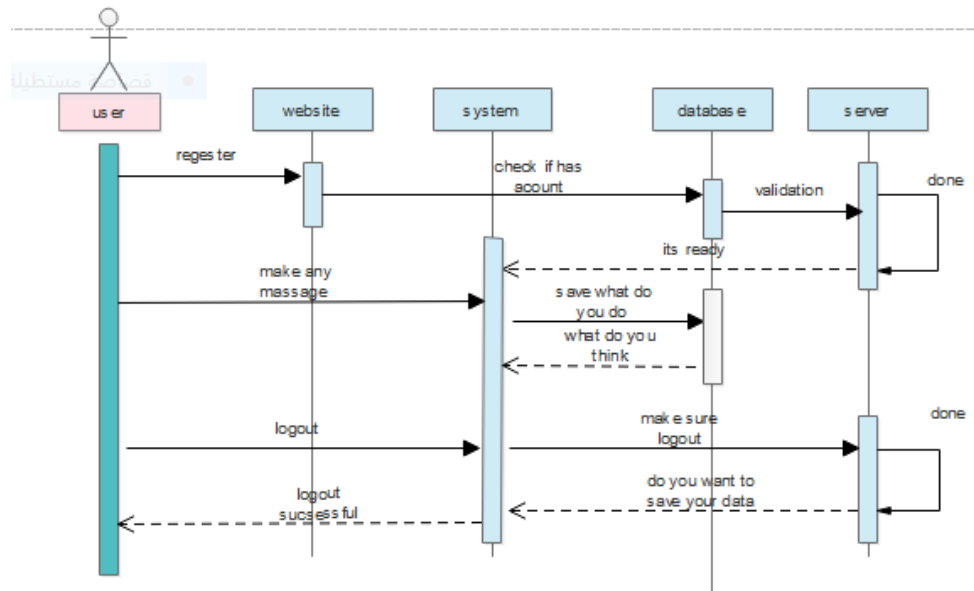
Figure (4 : 6) User sequence diagram

One other important sequences are implemented here to have the whole understanding about the system; we also implemented the sequence diagram for the admin website:
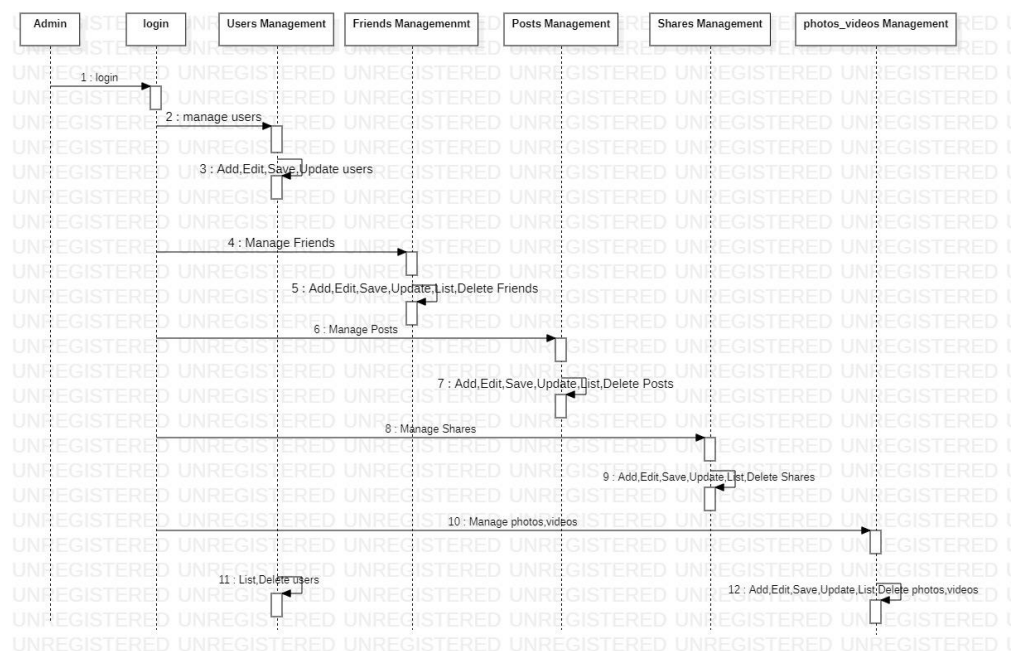
Figure (4 : 7) Admin sequence diagram

35

These sequence diagrams ease understanding the website, they discuss the operations that they can do inside the website and what are the available operations they can see. Sequence diagrams are the most important diagrams to discuss system interaction with the internal environment.

4.5 User interface design

In this part we will give some interfaces about the system and discuss each one and its usage on the whole website. But before we show some of those interfaces we would say that design was done using visual studio code and there were many important techniques to build the front-end for user, like html, css, and bootstrap. Interfaces were designed in a very simple steps depends on each other. Here we will start with the main interfaces of system that guarantee project will be understood, for every one reads the documentation of a project. Some interfaces about the system will be shown in this section to give a small picture about system and the other important interfaces will be shown later to give the whole picture of the project, so there a lot of information won't be discussed in this chapter because it is just to make reader understand the system.

4.5.1 Main interface for system

This is the main interface that is appeared when we open the website, it is too long because it holds many objects inside it.
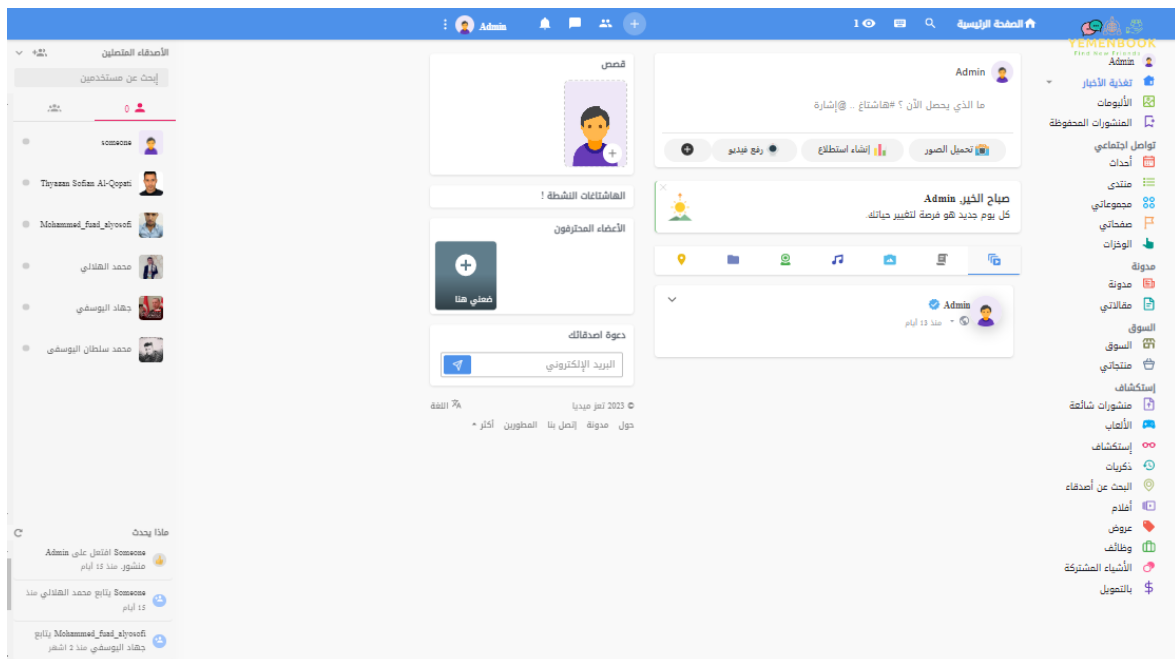
Figure (4 : 8) Main system interface

36

Chapter 5 : System Implementation

5.1 Introduction

Social media has become an integral part of our daily lives, transforming the way we communicate, share information, and connect with others. With the rise of social media platforms like Facebook, Twitter, and Instagram, people are now more connected and engaged than ever before. The popularity of social media has also opened up numerous opportunities for businesses, organizations, and individuals to promote their products, services, and ideas.

In this project report, we will discuss the implementation of a social media website, which aims to provide users with a comprehensive and engaging platform for social interaction, content creation, and information sharing. The website will be designed to cater to the needs of a diverse range of users, including individuals, groups, businesses, and organizations.

The implementation of the social media website will involve various stages, including planning, design, development, testing, and deployment. We will discuss each of these stages in detail, outlining the objectives, tasks, and outcomes of each stage. We will also discuss the technologies, tools, and frameworks used in the implementation of the website, highlighting their features, benefits, and limitations.

The social media website will include various features and functionalities, including user registration and authentication, user profiles, news feed, friends and connections, groups and pages, messaging and chat, and content creation and sharing. Each of these features will be designed to enhance user engagement, interaction, and satisfaction. We will discuss the design and functionality of each feature, and how they contribute to the overall user experience of the website.

The infrastructure of the social media website will also be discussed, including the hosting, security, and performance considerations. We will outline the various technologies and services used to ensure the website is reliable, scalable, and secure. We will also discuss the user interface of the website, including the design, layout, and usability considerations.

Overall, the implementation of a social media website is a complex and challenging project, requiring careful planning, execution, and management. This report will provide a comprehensive overview of the implementation process, highlighting the key objectives, challenges, and outcomes of the project

5.2 Architecture of project

PHP (OOP) architecture can vary depending on the specific needs of a social networking website, but here are some common folders and components that may be included in the architecture:

1. **Install folder:** This folder can contain scripts and files that handle the installation and setup of the website, such as a database setup script or configuration files.

2. **Theme folder:** This folder can contain files and templates that define the visual appearance of the website, such as HTML, CSS, and JavaScript files.

3. **API folder:** This folder can contain scripts and files that handle interactions with external APIs, such as social media APIs or payment gateways.

4. **Cache folder:** This folder can contain files and scripts that cache frequently accessed data, such as user profiles or news feeds, to improve website performance.

5. **Models folder:** This folder can contain PHP classes that represent data models for the website, such as User, Post, or Comment classes.

6. **Controllers folder:** This folder can contain PHP classes that handle requests and responses from the website, such as LoginController, ProfileController, or PostController classes.

7. **Views folder:** This folder can contain PHP templates that generate HTML output for the website, such as login.php, profile.php, or post.php files.

8. **Admin panel:** This component can be a separate section of the website that provides administrative functionality, such as user management, content moderation, and site configuration.

9. **Upload folder:** This folder can contain files that users upload to the website, such as profile pictures, photos, or videos.

10. **Assets folder:** This folder can contain static files and resources that are used by the website, such as logos, icons, or fonts.

5.3   Package and library

provided describes the requirements for a PHP script or application. Here's a brief description of each requirement and its status:

1. **PHP 5.5+:** This requirement specifies the minimum version of PHP that the script or application needs to run. The status indicates that PHP version 5.5 or higher is installed on the server.

2. **cURL:** This requirement specifies that the cURL PHP extension needs to be installed. cURL is used for making HTTP requests and is often used for interacting with external APIs. The status indicates that the cURL extension is installed.

3. **MySQLi:** This requirement specifies that the MySQLi PHP extension needs to be installed. MySQLi is a database driver for MySQL and is often used for interacting with MySQL databases. The status indicates that the MySQLi extension is installed.

4. **GD Library:** This requirement specifies that the GD Library needs to be installed for image cropping. The GD Library is a graphics library that is often used for manipulating images in PHP. The status indicates that the GD Library is installed.

5. **Mbstring:** This requirement specifies that the Mbstring extension needs to be installed for UTF-8 strings. Mbstring is a PHP extension that provides functions for handling multibyte strings and is often used for handling text in multiple languages. The status indicates that the Mbstring extension is installed.

6. **ZIP:** This requirement specifies that the ZIP extension needs to be installed for backing up data. The ZIP extension is often used for creating and manipulating ZIP archives in PHP. The status indicates that the ZIP extension is installed.

7. **Allow_url_fopen:** This requirement specifies that the allow_url_fopen setting needs to be enabled. This setting allows PHP to open remote URLs using functions like fopen() and file_get_contents(). The status indicates that allow_url_fopen is enabled.

8. .**htaccess:** This requirement specifies that the .htaccess file needs to be present in the ./Script directory for script security. The .htaccess file is used to configure Apache web server settings and can be used for

securing PHP scripts. The status does not provide information about whether the .htaccess file is present or not.

5.4 Results

Designing and implementing a social networking website requires many important factors to be considered, including:

1. **Good user experience:** The website design should be easy to use and provide a comfortable and effective user experience. The graphical interface and design should be tailored to the target audience and the site's purpose.

2. **Strong social features:** The website should provide strong social interaction features, such as friend pages, groups, events, forums, fan pages, and more. These features should be available to encourage social interaction among users.

3. **Security and privacy:** The website should be designed to provide security and privacy for users. Strict security measures should be in place to protect users' personal data and prevent unauthorized access.

4. **Compatibility with various devices:** The website design should be compatible with various devices, such as computers, smartphones, and tablets, and the user experience should be proportional to the screen size and device used.

5. **Fast performance:** The website's performance should be optimized to achieve a fast and efficient user experience. Loading and response times should be fast, and users should not be delayed in moving between pages or loading content.

6. **Marketing and advertising:** The website should provide opportunities for marketing and advertising, and revenue should be generated through various means, such as ads, sponsored content, or paid subscriptions.

7. **Customer support:** Customer support should be available on the website, allowing users to provide feedback, inquiries, and complaints, and these requests should be responded to effectively and in a timely manner.

8. **Compatibility with the team:** The website design and implementation should be compatible with the team, and application programming

interfaces (APIs) should be provided to developers to facilitate working with the site and developing external applications that rely on site data.

9. **Scalability:** The website should be designed to allow for future expansion and the addition of new features, and the design and technology should be updated to meet the changing needs of users.

10. **Content management:** The website should be designed to allow users to manage their own content and participate in the content on the site, and content management tools should be provided for administrators and managers to effectively manage the site and its content.

11. **Sustainability:** The website should be designed to allow for environmental and social sustainability, reduce the environmental impact of server operations, and use renewable energy and sustainable materials in design and operation.

12. **Interaction with other social networks:** The website should allow for interaction with other social networks, such as Twitter, Instagram, and LinkedIn, and allow users to share content across different platforms.

13. **Search and filtering:** The website should allow for easy searching of content, users, groups, and events, and the results provided should be of high quality and relevant to individual interests and needs.

14. **Statistics and data analysis:** The website should allow users and administrators to monitor and analyze data related to content and interactions, and this data should be useful for improving the user experience and overall site performance.

15. **Translation and multiple languages:** The website should allow for automatic translation of content between different languages, and users should be able to choose the language in which they prefer to communicate.

16. **Multimedia content:** The website should support multimedia content, such as images, videos, and audio, and uploading and displaying this content should be fast and efficient.

17. **Reporting inappropriate content:** The website should allow users to report inappropriate or policy-violating content, and these reports should be processed quickly and effectively.

18. **Mobile support and mobile applications:** The website design should be compatible with mobile devices, and a mobile application should be available that allows users to access the site and its content from anywhere and at any time.

19. **Integration with other web services:** The website should allow for integration with other web services such as Google Analytics, Google Maps, electronic payment services, and others, and this integration should be easy and efficient.

20. **Search engine optimization:** The social networking site should be optimized for search engines by improving basic elements such as title, description, and keywords, and these elements should be relevant to the content and the main purpose of the website.

21. **Security and data protection:** The website should have strong security measures in place to protect user data and content, and any security violations should be addressed quickly and effectively.

22. **Technical support and user communication:** The website should have a technical support team that can help resolve any issues that users may encounter, and communication with users should be easy and effective.

23. **Transparency and fair treatment:** Users should be treated fairly and transparently, and site policies and terms of use should be clearly stated for everyone.

24. **Advertising and marketing:** Advertising and marketing on the website should be ethical and socially responsible, and revenue sources available to the site should be diverse and sustainable.

25. **Continuous development:** The website should be continuously improved and developed to meet user needs and keep up with technological and social developments, and content and design should be updated regularly to avoid user frustration and boredom.

5.5 Feautures

- **Frontend**

  1. **High Performance & High Level Cache System:** The #1 thing that must be available on any social network website, The Speed!

Speed up your website with our Cache system, enable it and the website can handle more than 1 Million user!

2. **Wonder (New Feature)**: With our new feature, user can wonder posts, photos, videos.

3. **RTL Support**: TSM also supports right to left languages.

4. **Social Login**: With TSM you can login via most famous social media websites like (Facebook – Twitter – Google+ – LinkedIn – Vk – Instagram).

5. **Easy & Nice Looking URL:** Users, Pages, Group all in   one tiny URL!

6. **User Last Seen**: Displays user's last seen/online status.

7. **Profile visit Notification**: Receive notification from users who visited your profile.

8. **Friends & Follow System**: TSM Supports friends system like Facebook, follow system like twitter.

9. **Home/News Feed**: Displays Posts, Photos, Files, Videos, and Maps posted by friends/followed people, Also story filters, follow/friends suggestions, and user activities list.

10. **User Timeline**: Displays users profile with Posts, Photos, Videos posted and shared by user.

11. **Pages**: User can create unlimited pages and invite his friends to like the pages.

12. **Groups**: User can create unlimited groups and invite/add his friends to his joined groups.

13. **Games**: User can play unlimited flash games.

14. **Social Videos Support**: User can easily share videos from the biggest videos sharing websites like YouTube, Dailymotion, Vine, Vimeo, Facebook videos & Sound cloud music.

15. **Photo Album**: User can create unlimited photo albums with nice looking style.

16. **Cover Picture**: Dynamic Cover for users.

17. **Profile Picture**: Dynamic profile picture for users.

18. **User Privacy**: Control who can message you, post on your timeline, follow you, confirm follow requests or not, last seen, etc.

19. **User Profile Info**: Displays user's profile information (birthday, website, gender, social media, about, last seen, etc).

20. **Notifications**: Receive notification from users (likes, dislikes, comments, wonders, shares .. etc).

21. **#Hashtags**: Displays trending and related topics shared by users.

22. **@Mentions**: Use @username to tag people in a status or messages.

23. **Post Publisher**: Status, Sound cloud, YouTube, Vine, Google Maps, Videos, Files, Photos and emoticons.

24. **Delete & Edit Posts**: User can delete and edit his own posts.

25. **Save Posts**: User can save posts to view them later.

26. **User Events**: User can share their events like feelings / travailing / watching / playing / listening.

27. **Recent Search**: What ever the user was looking for, all will be saved into recent searches with the ability to clear them.

28. **Post Privacy**: User can choose the post privacy (Only me, Everyone.. etc).

29. **Likes**: Like or unlike a post. View list of people who like this.

30. **Dislike**: Dislike a post. View list of people who dislike this.

31. **Comments & Replies**: Comment on a post, Reply to a comment, View all post comments.

32. **Search**: Search for people, #Hashtags with our filtered search system.

33. **Reports**: Report posts to be checked by administrators.

34. **Live Chat**: Real-time live chat system, (online, offline) status.

35. **Messages**: Send and receive private messages & share files from other Users.

36. **API**: retrieve user data, user posts, search for users via API.

37. **Activities:** Displays user's latest activities (likes, shares, comments, wonders).

38. **Multi Languages**: 4 Languages (Arabic, English, Russian, Turkish) with the ability to add unlimited languages.

39. **Verified Profiles/Pages.**

40. **Fully responsive for all devices, browsers.**

41. **Password recovery by email.**

42. **Online user counter on admin & home page.**

43. **Comment auto detector**

44. **Emoticons.**

45. **and many more..**

- **Admin Panel Features**

  1. **Admin Dashboard**: Full statics with charts analyzing the site information.

  2. **General Settings**: Update general settings of website.

  3. **Site settings**: Update site settings like name, title, keywords, etc.

  4. **Theme System**: Dynamic theme system with PHP support that allows you to change the whole layout of the website.

  5. **Advertisement**: Display ads on your websites.

  6. **Manage Reports**: View reported posts, mark them as safe or delete.

  7. **Manage Users**: View, edit, verify, reset password, and delete users.

  8. **Manage Posts**: View, delete posts.

  9. **Add/Edit Games**: Add and edit games on easy way from the admin panel.

  10. **Mailing List**: With our mailing list system you can send your message to all registered users in just one click!

  11. **Announcements**: Write, edit, delete, active, and inactive your announcements.

12.Google analytics: Add, edit your Google analytics code.

13.Ban user: Ben user ip on very easy way.

14.reCaptcha: Add, edit your reCaptcha key.

15.and many more..

5.6   Graphical user interface

User interface of this social media site includes several elements aimed at facilitating interaction between users and the site, including:

1. **Login screen:** Contains a form that asks users to enter their login data, such as email and password.
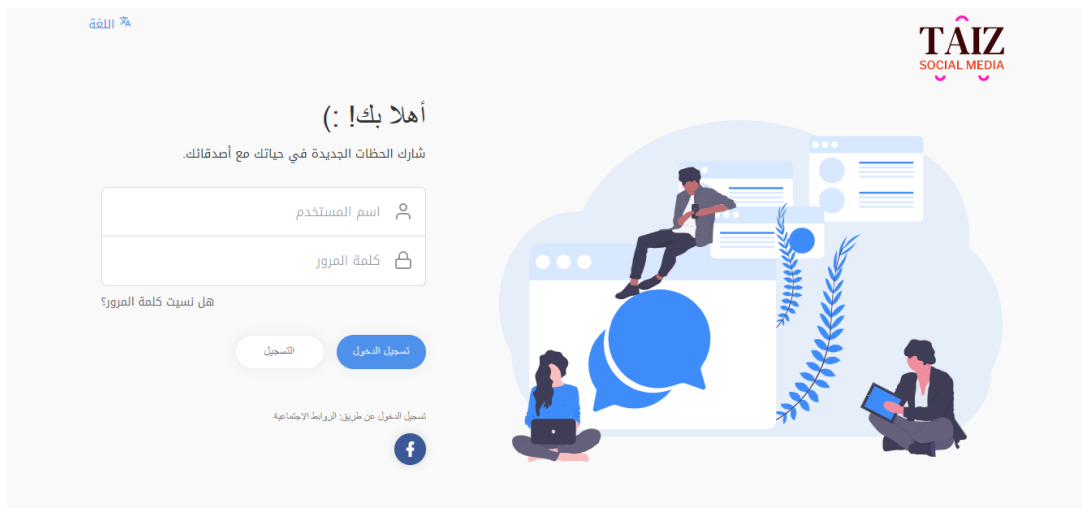
Figure (5 : 1) Login system

2. **Registration screen**: Contains a form that asks users to create a new account by entering their personal information, such as name, email, and password**.**

Figure (5 : 2) Register system

3. **Profile page:** Contains personal information for users, such as profile picture, cover photo, bio, and contact information.
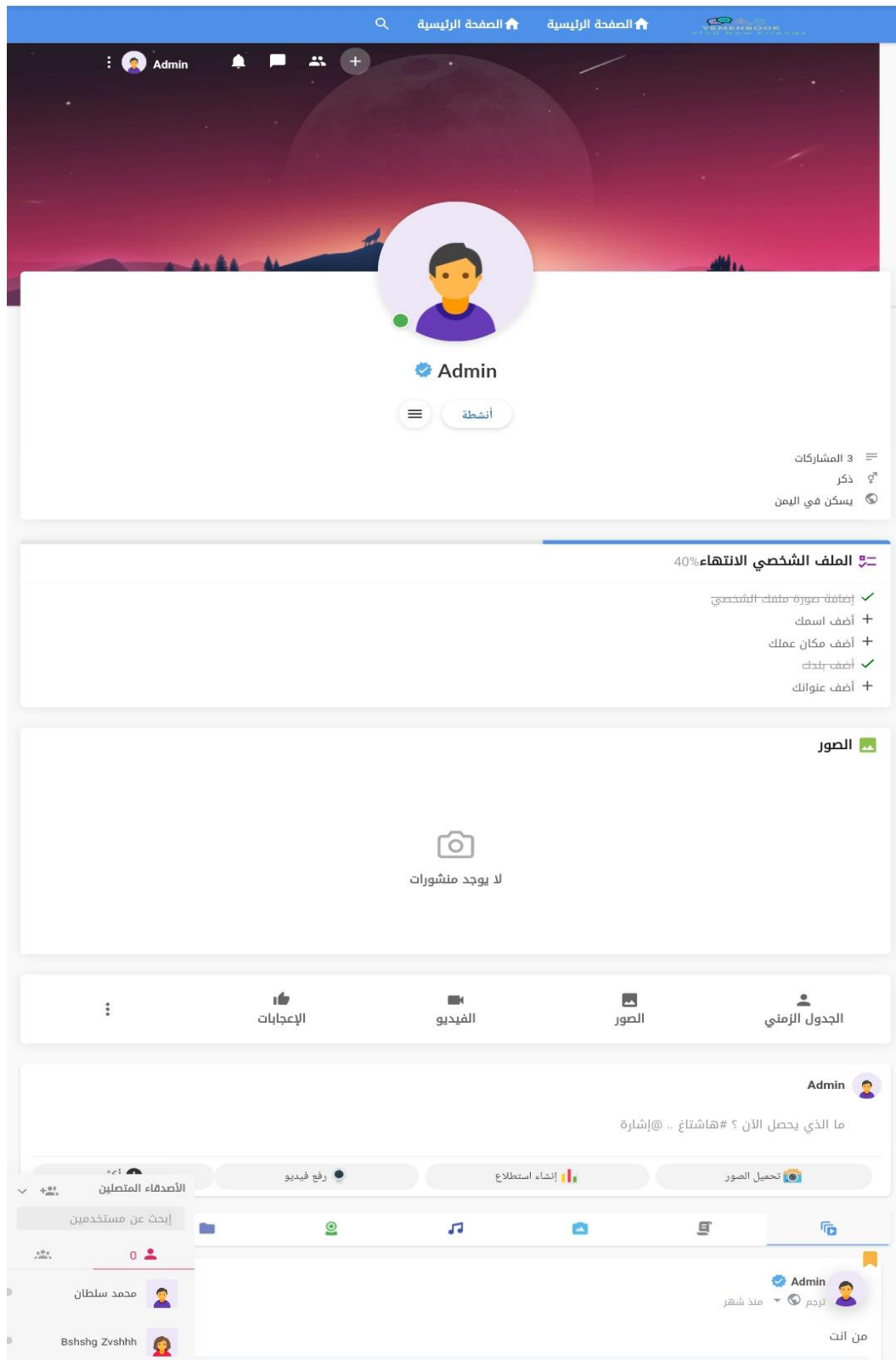
Figure (5 : 3) Profile user page

4. News feed: Displays the latest updates and events related to friends, pages, and groups that the user follows.
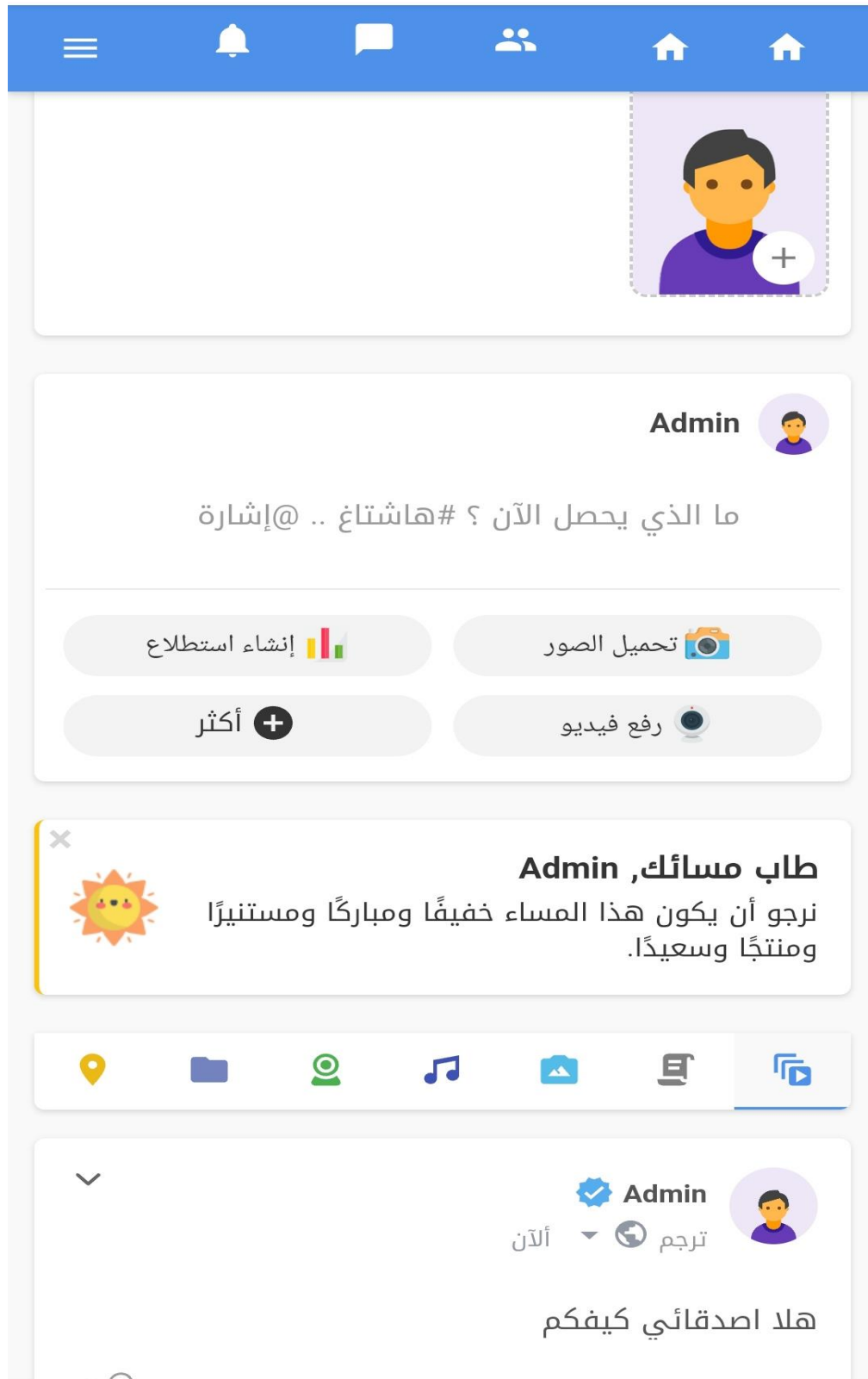
Figure (5 : 4) News feed

5. Advertising: Shows targeted ads and promotions based on the user's interests and demographics.

Figure (5 : 5) Advertising

6. **Pages and groups**: Users can create pages and groups related to their interests.
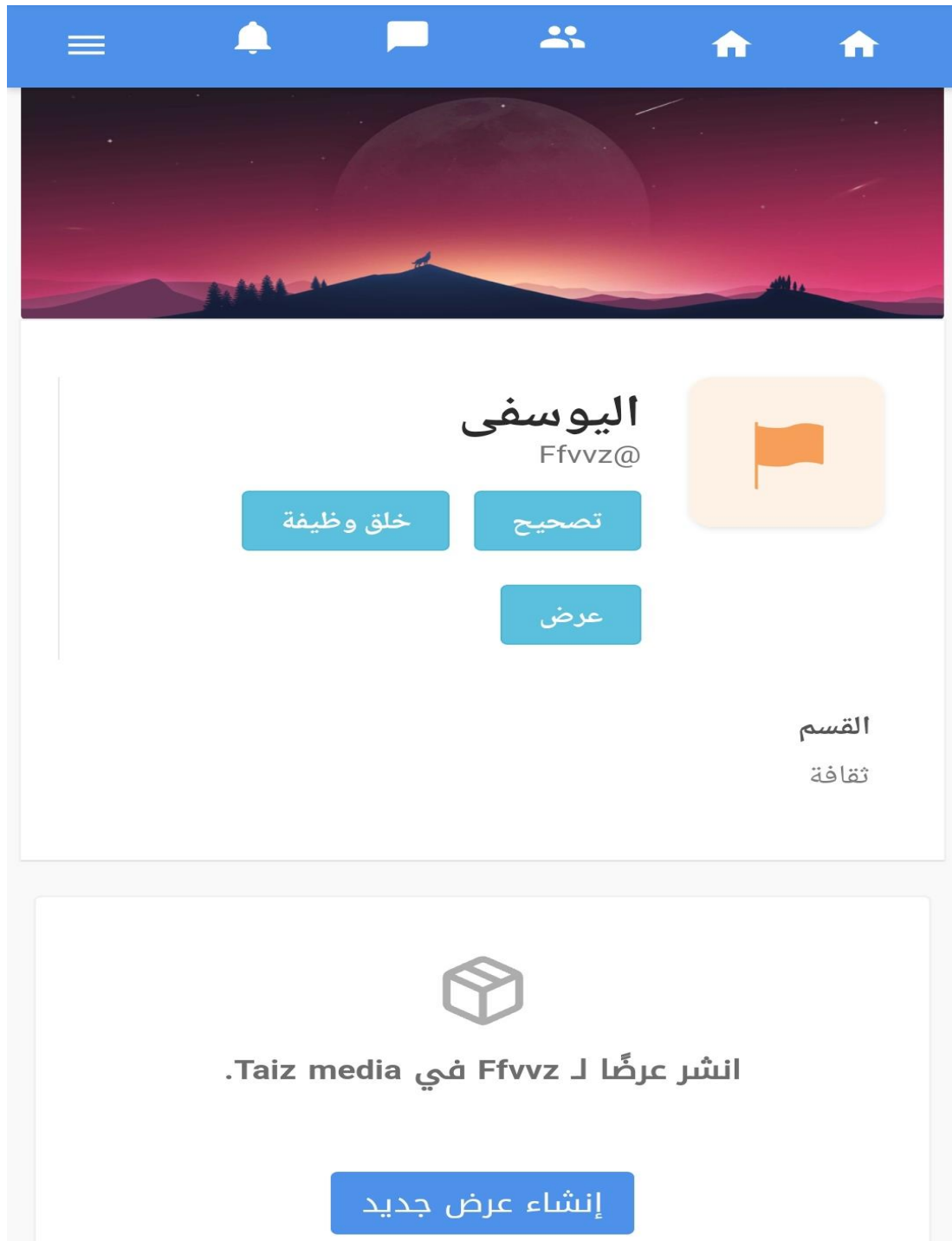
Figure (5 : 6) Pages
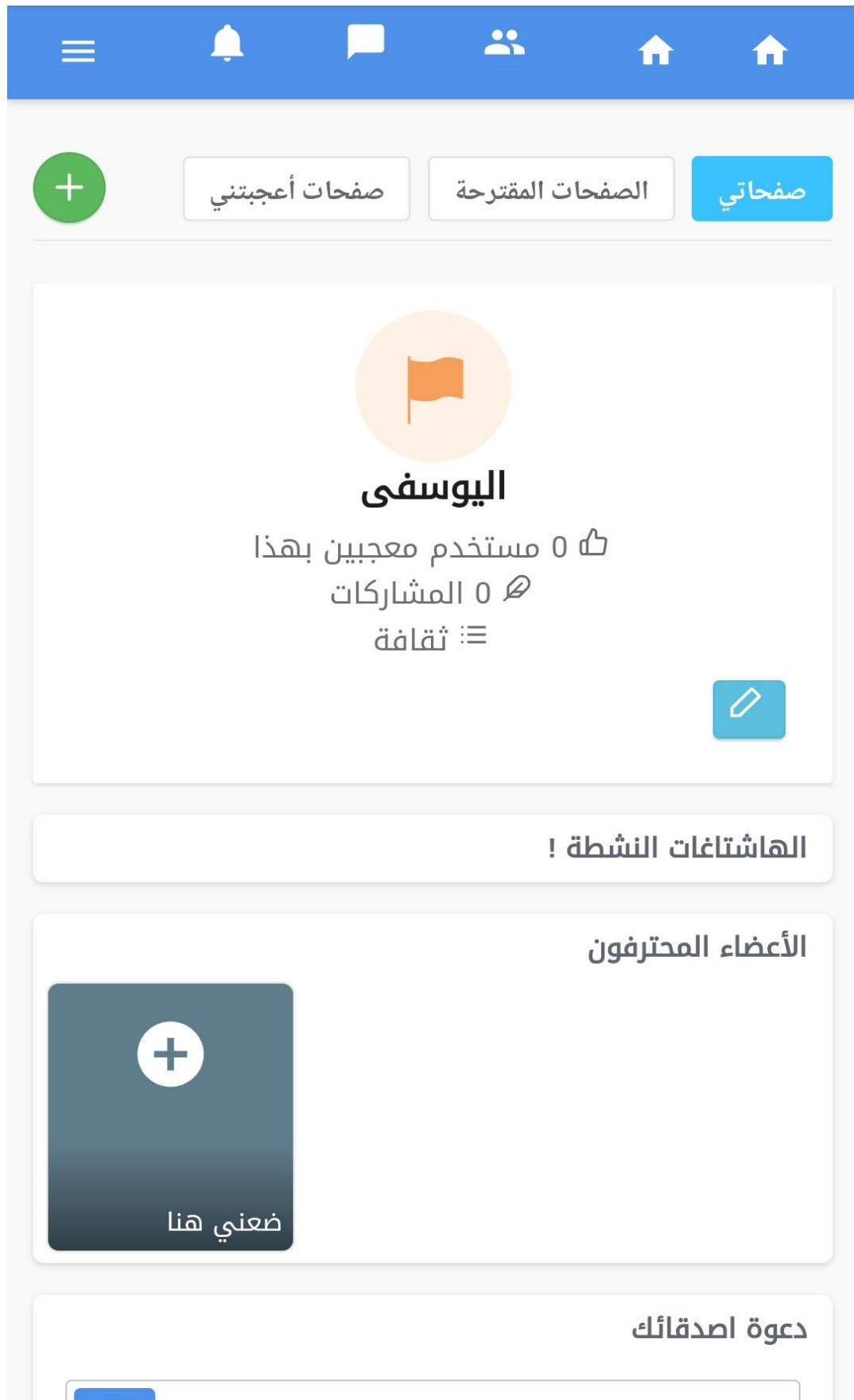
Figure (5 : 7) Pages2

Figure (5 : 8) Create Pages

Figure (5 : 9) Create Group
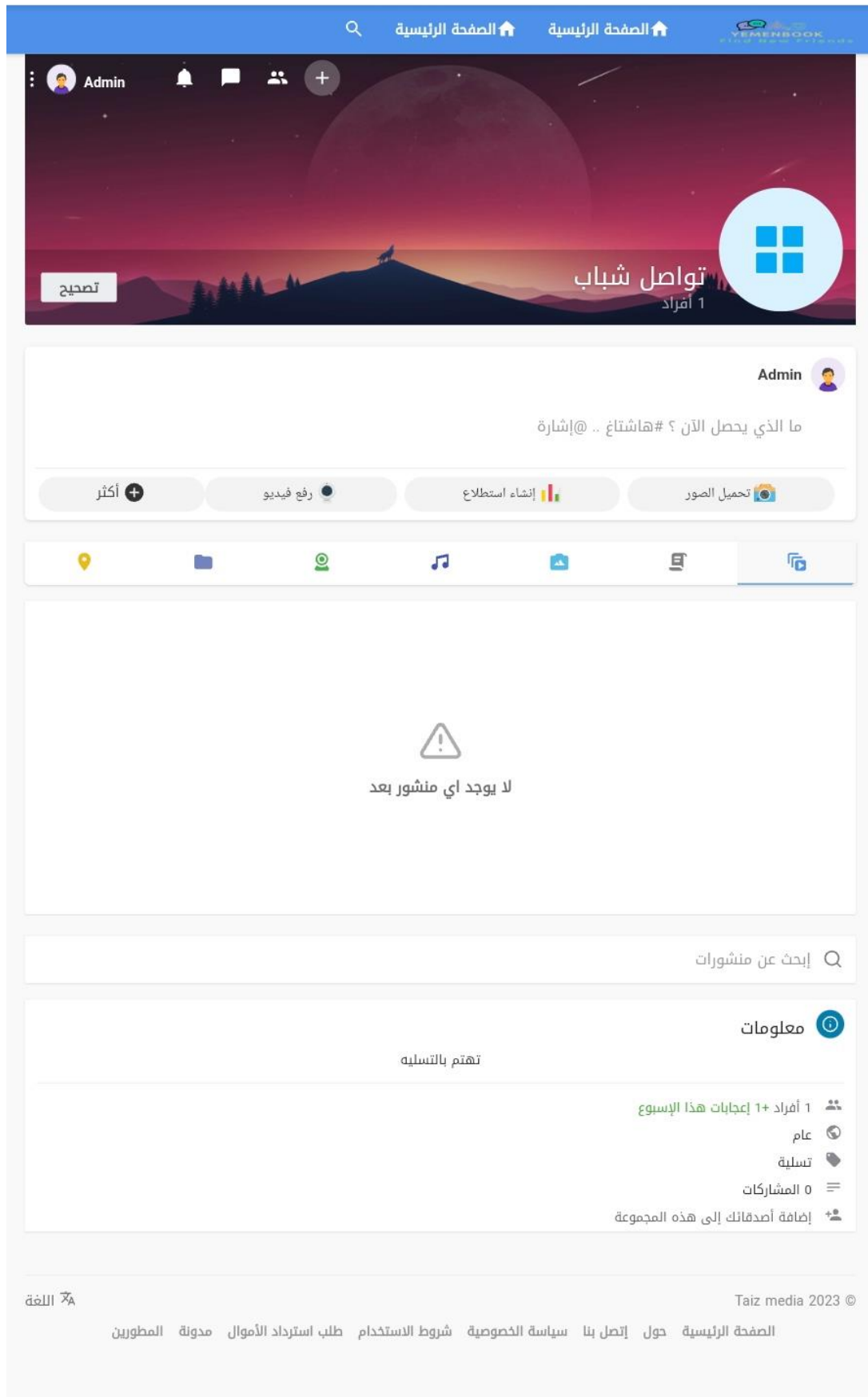
Figure (5 : 10) Group Page

7. Chat: Users can send private messages to each other.
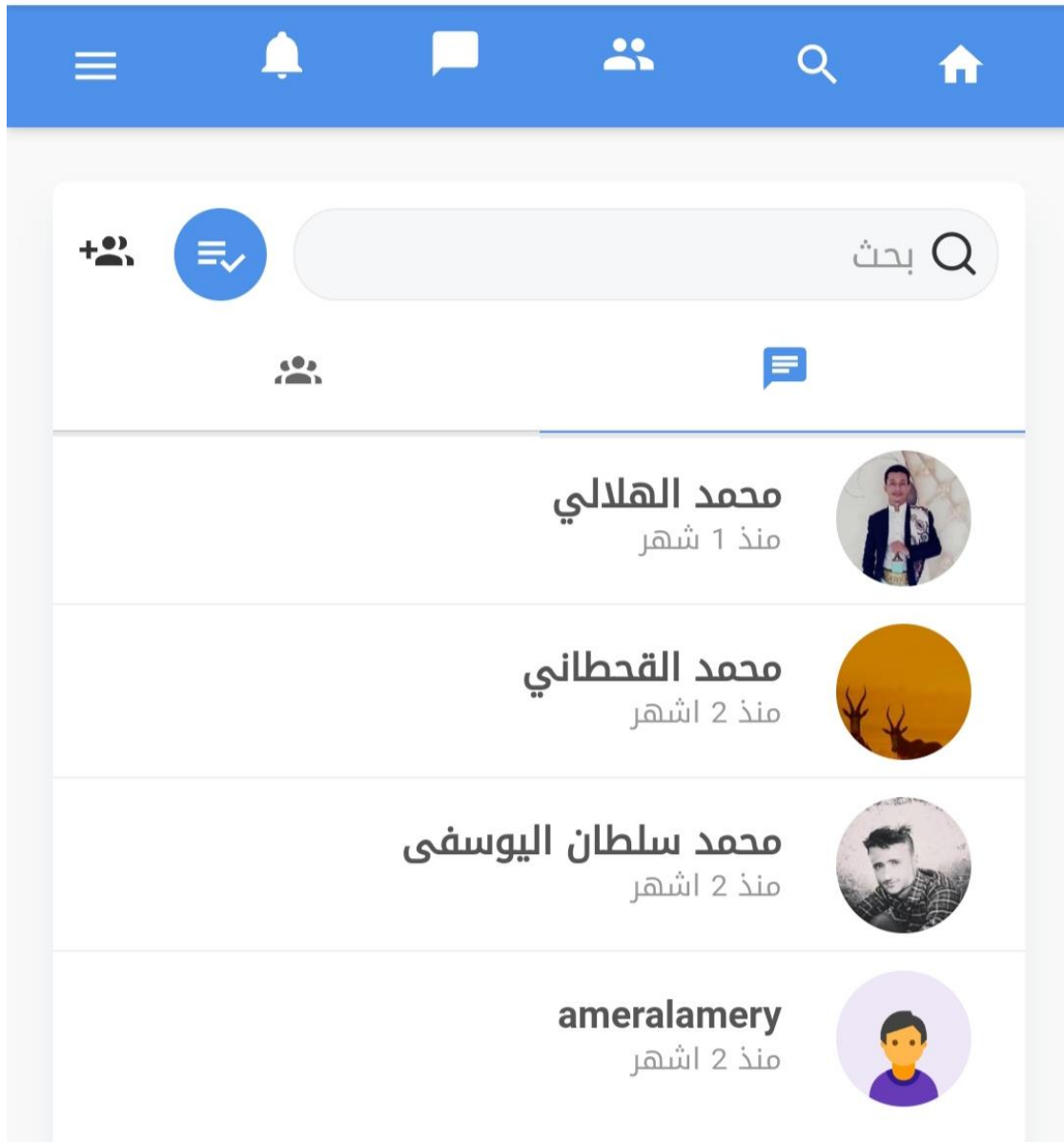
Figure (5 : 11) Chat Page

Figure (5 : 12) Chat Page

8. **Notifications:** Alerts the user about new events, such as friend
requests and new messages.
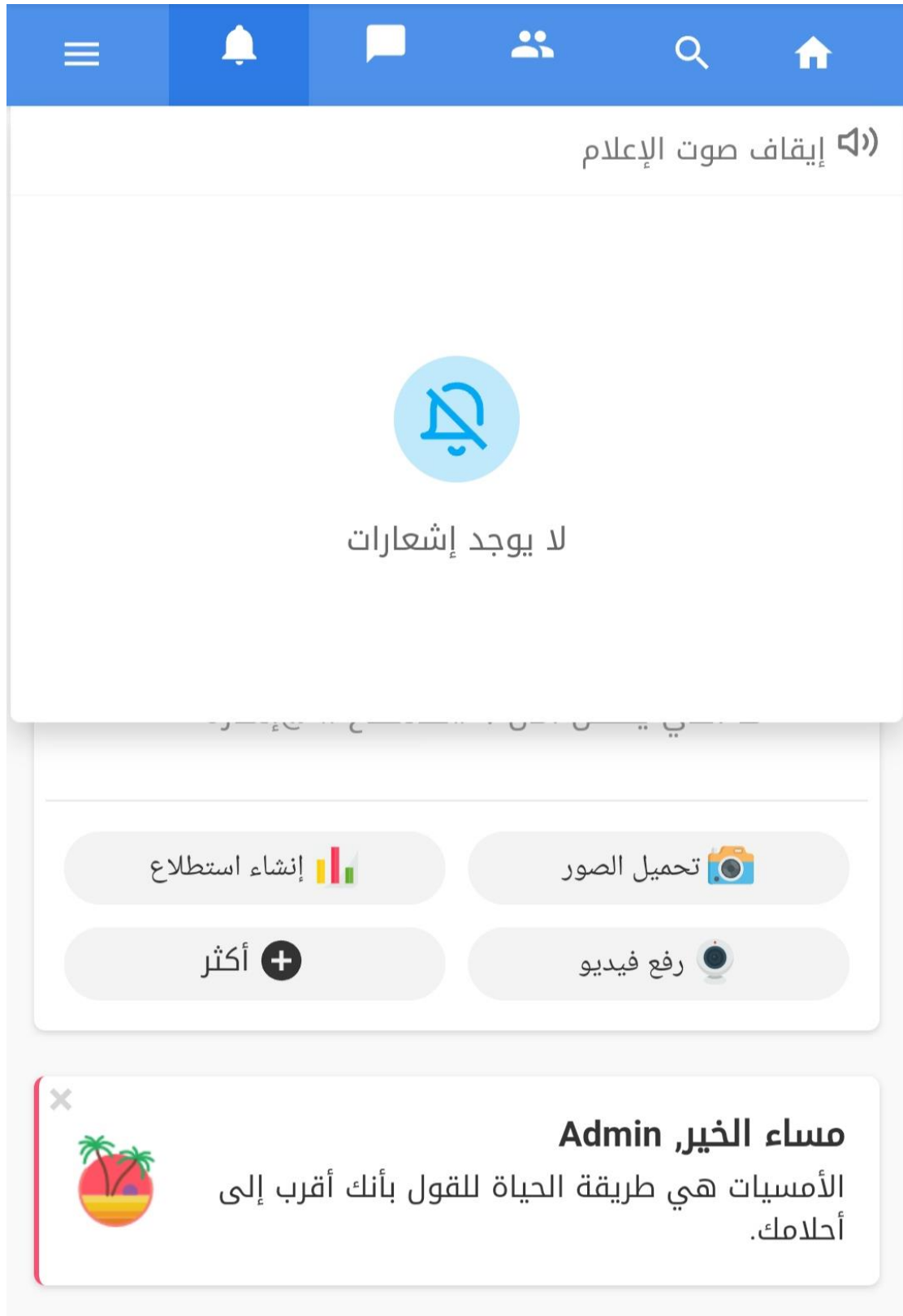
Figure (5 : 13) Notifications Page

9. **Search**: Users can search for friends, pages, and other groups on the site.

Figure (5 : 14) Search Page

10. **Like, comment, and share:** These buttons allow users to interact with friends' and other users' posts by commenting, liking, and sharing.
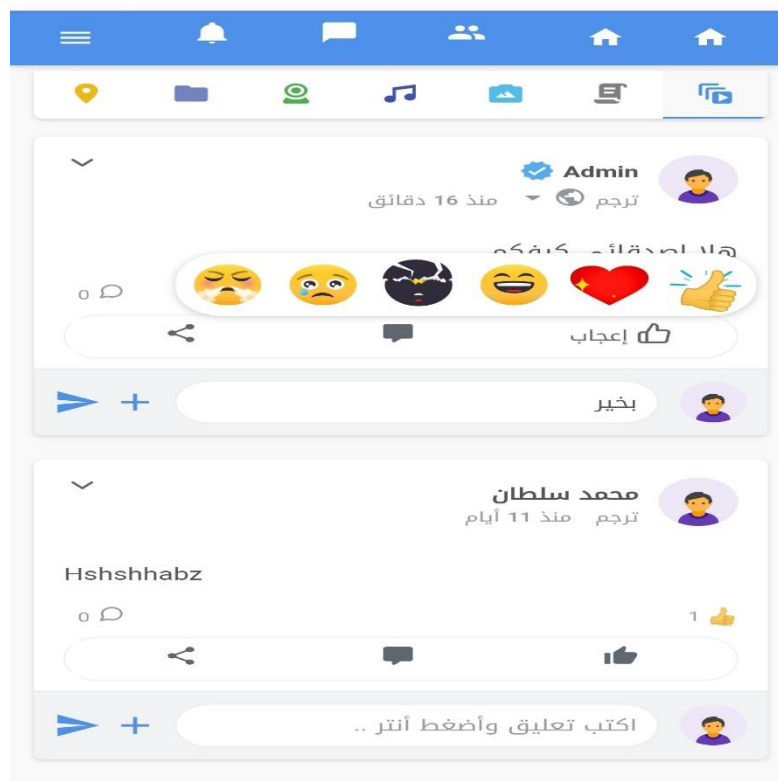
Figure (5 : 15) Like, comment, and share Page

11.Home page: Displays the latest posts published by friends and pages that the user follows.
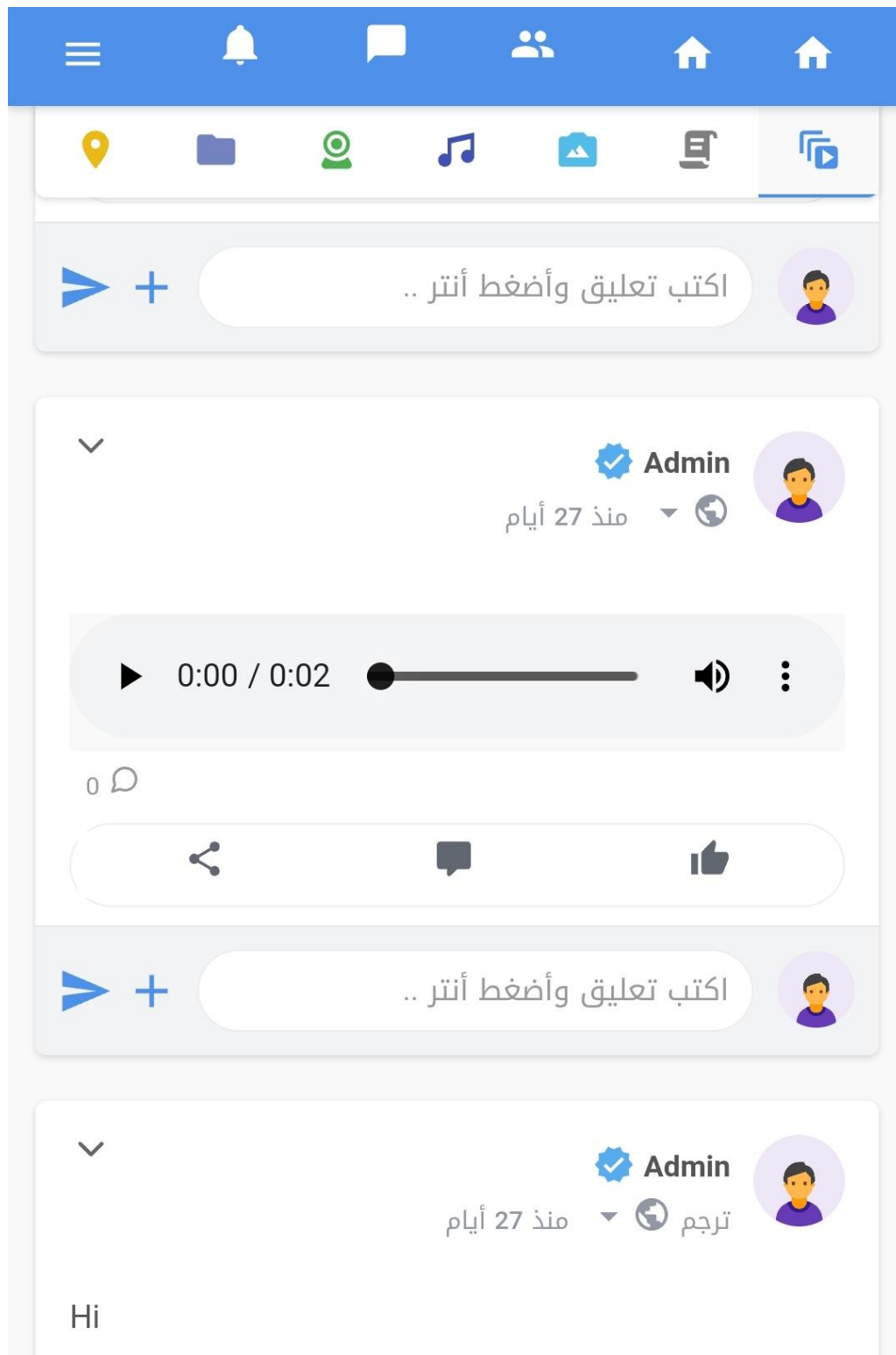
Figure (5 : 16) Home Page

61

12.Menu bar: Contains the main links of the site, such as the home page, profile, and settings.
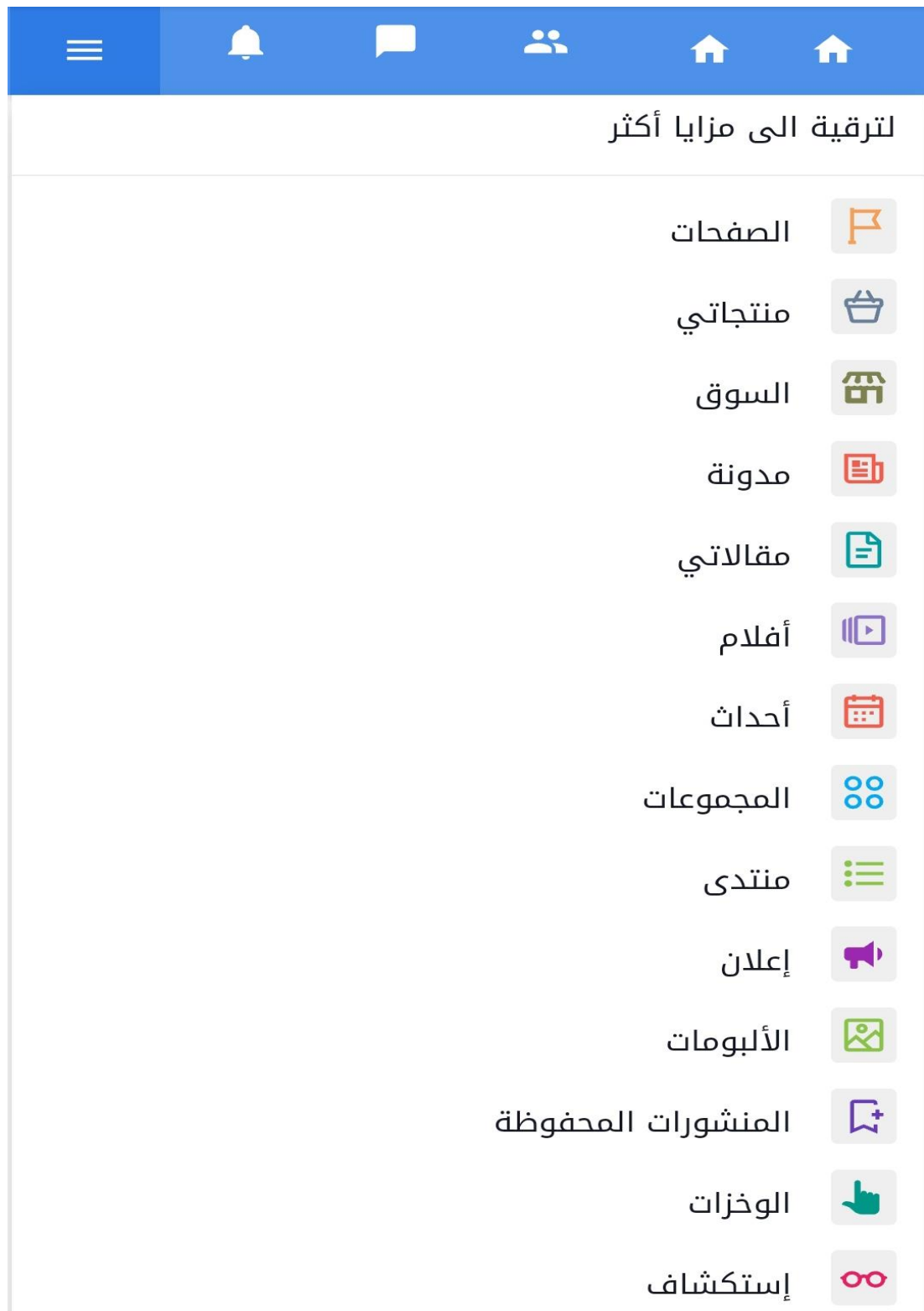
Figure (5 : 17) Menu bar part1
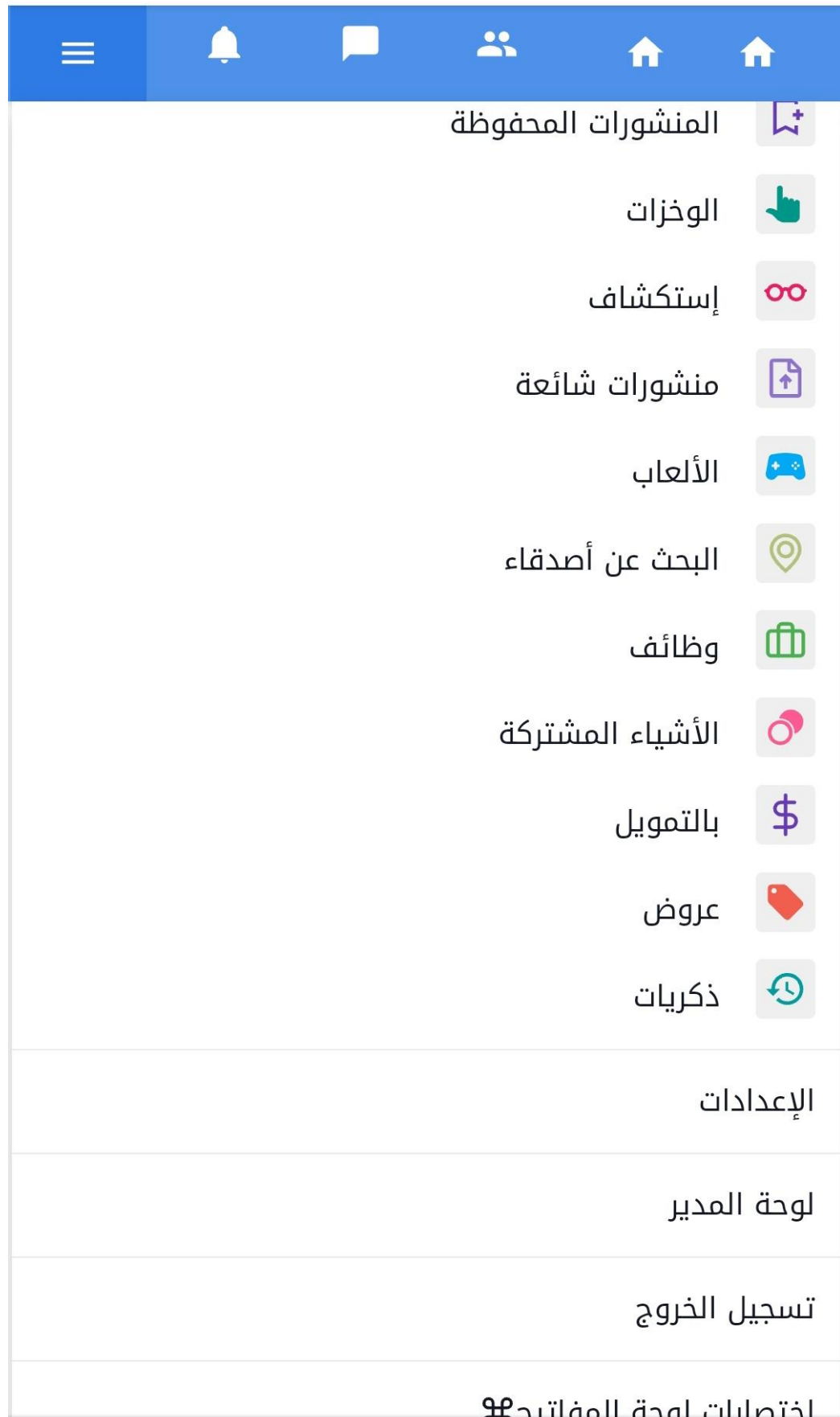
Figure (5 : 18) Menu bar part2

63

13.Settings: Allows users to manage their account and update privacy and security settings, notification settings, pages and groups they follow, and manage their own pages and groups.

Figure (5 : 19) Settings Page

14.Photos and videos: Users can share their own photos and videos with friends and other users.
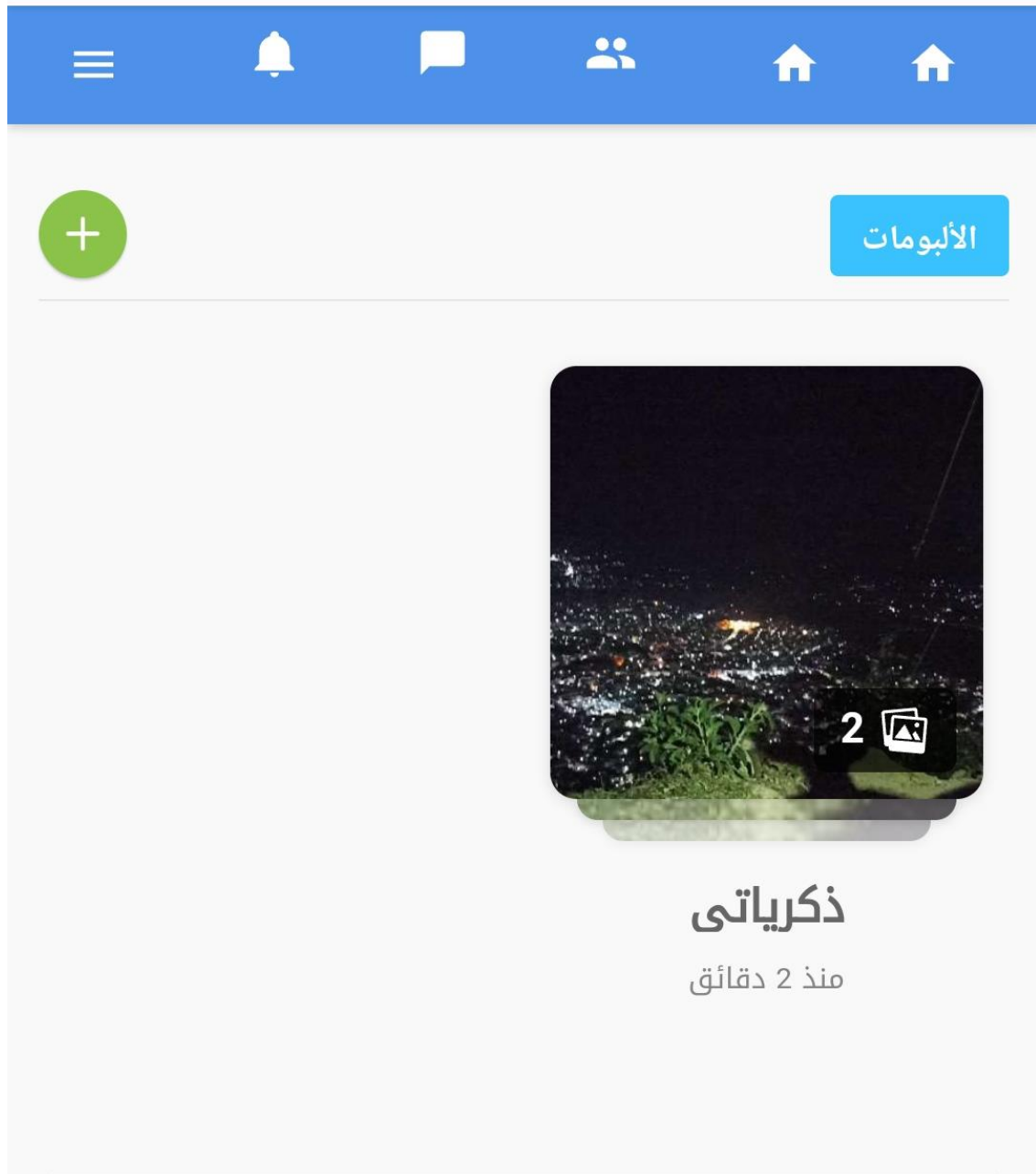

Figure (5 : 20) Photos and videos user

15.Events: Users can create and manage events and invite friends
to participate.
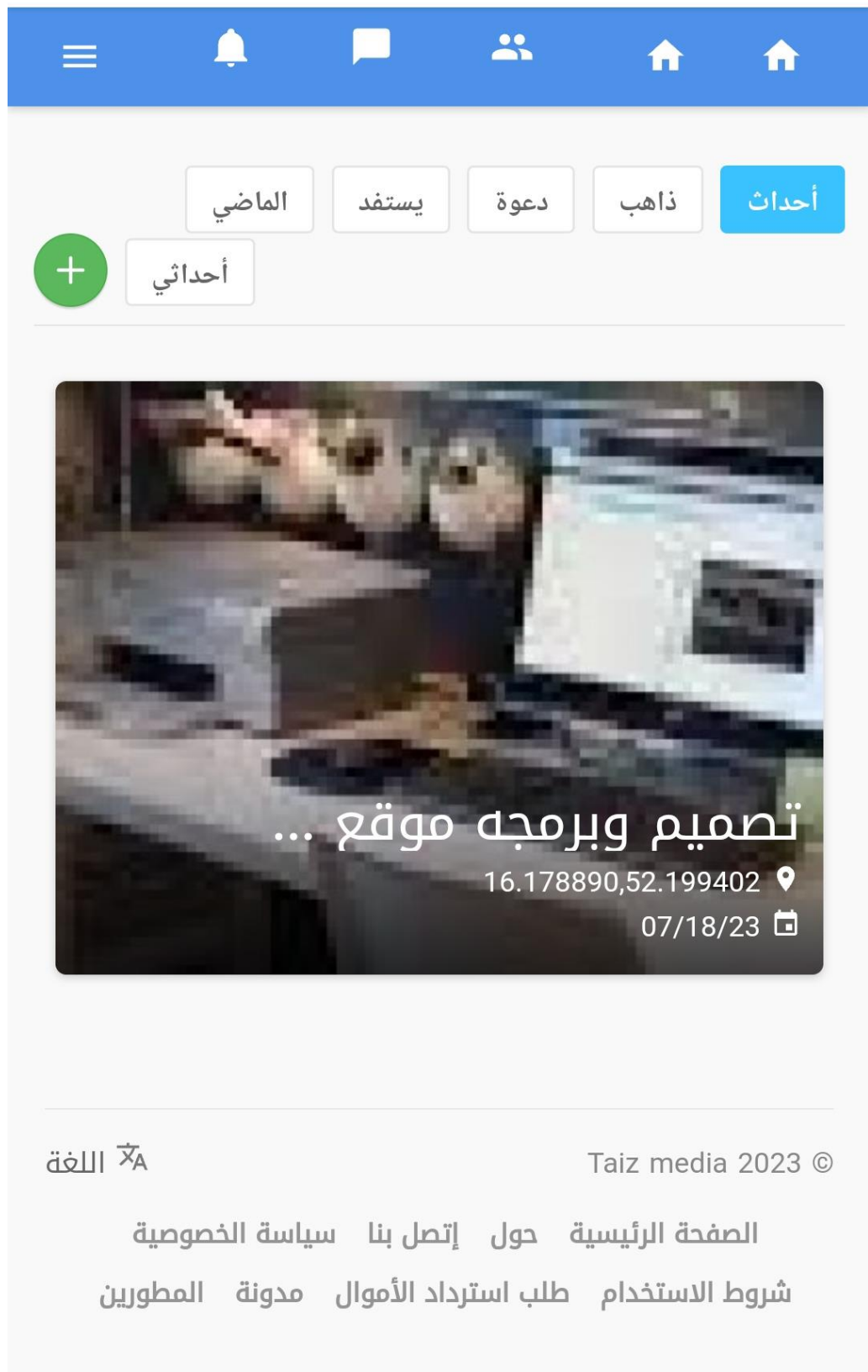
Figure (5 : 21) Events Page

16. Maps: Users can use maps to find new places and share them with friends.
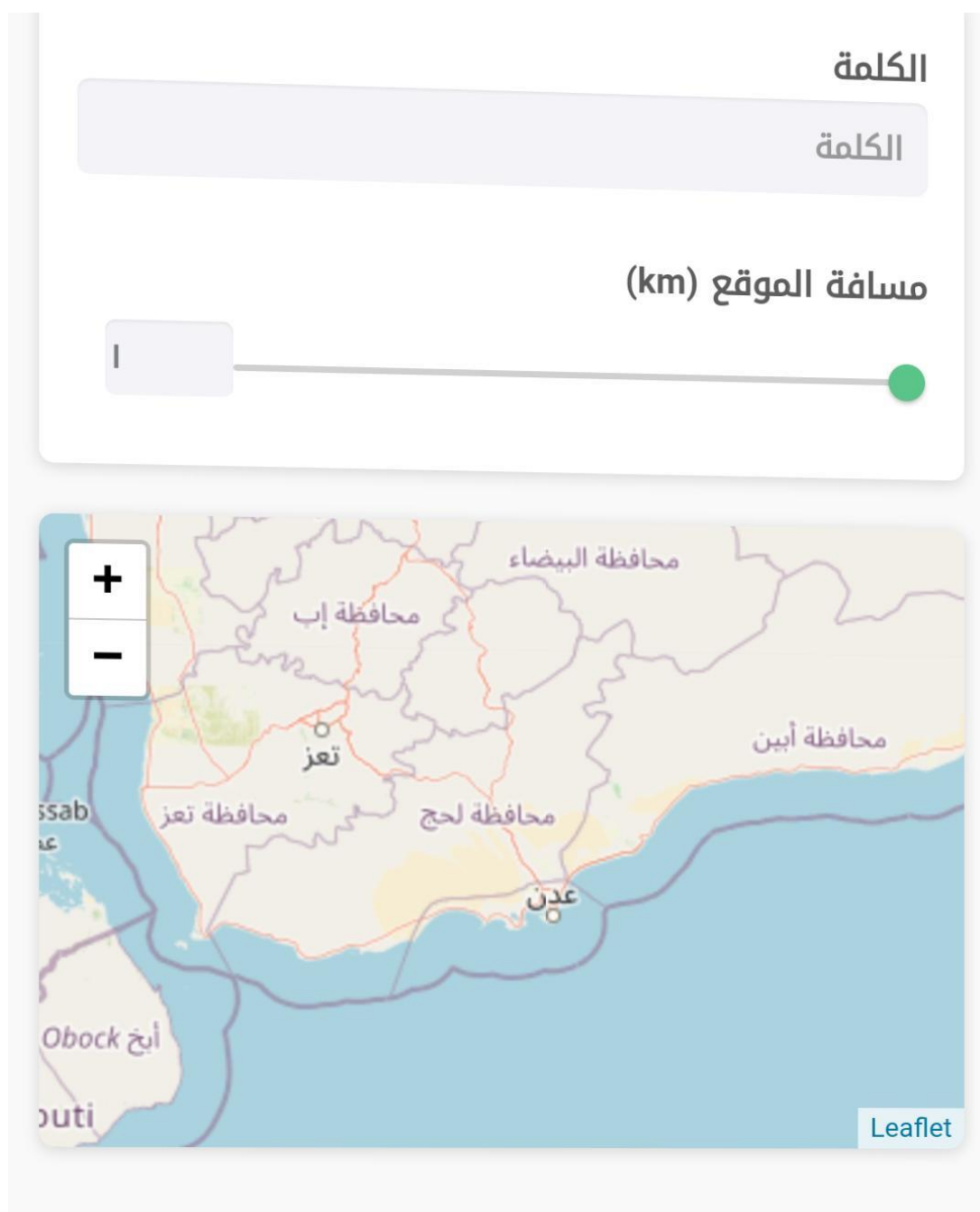
Figure (5 : 22) Maps Page

17.Job page: the social networking site can partner with job search websites or companies to aggregate and display job listings. Users can search for jobs based on keywords, location, industry, and other criteria, and can apply for positions directly through the platform. The site can also offer additional features such as resume-building tools, interview preparation resources, and career advice

Figure (5 : 23) Job Page

18. Funding,:a social networking site can secure funding from various sources to support its operations and growth. One common way to generate revenue is through advertising, where businesses pay to display ads on the platform. The site can also explore other revenue streams such as sponsorships, affiliate marketing, and subscription-based models.

بالتمويل | طلبات التمويل الخاصة بي | +

تمويل متجر

Jul 2023 15

تصحيح

حذف

اللغة ᴬ⃰

الصفحة الرئيسية   حول   إتصل بنا   سياسة الخصوصية

Figure (5 : 24) Funding Page

69

18. Funding,:a social networking site can secure funding from various sources to support its operations and growth. One common way to generate revenue is through advertising, where businesses pay to display ads on the platform. The site can also explore other revenue streams such as sponsorships, affiliate marketing, and subscription-based models.

بالتمويل | طلبات التمويل الخاصة بي | +

realme C55

تمويل متجر

Jul 2023 15

تصحيح

حذف

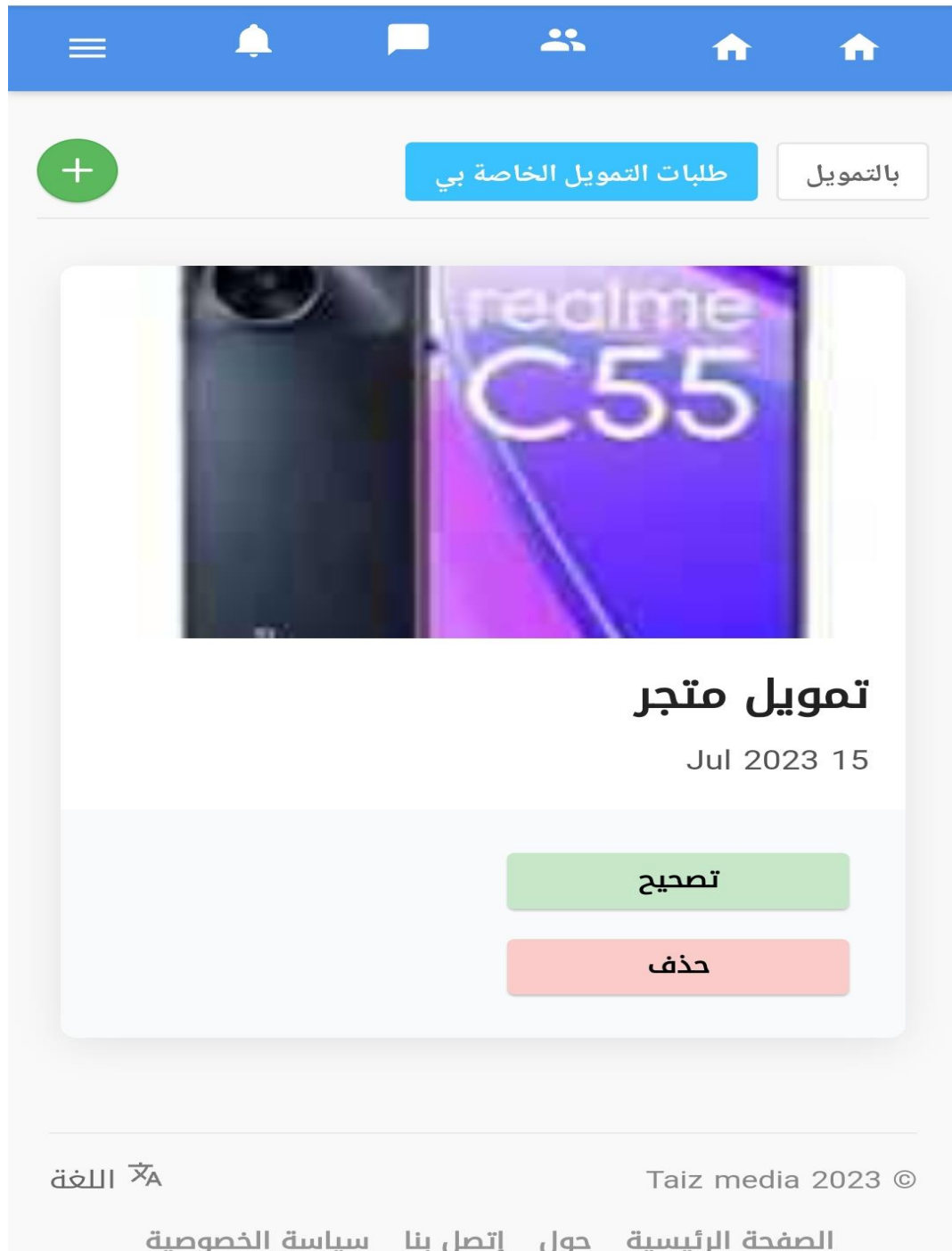الصفحة الرئيسية   حول   إتصل بنا   سياسة الخصوصية

Figure (5 : 24) Funding Page

19. Marketplace: Users can search for and buy products and services from stores affiliated with the site.
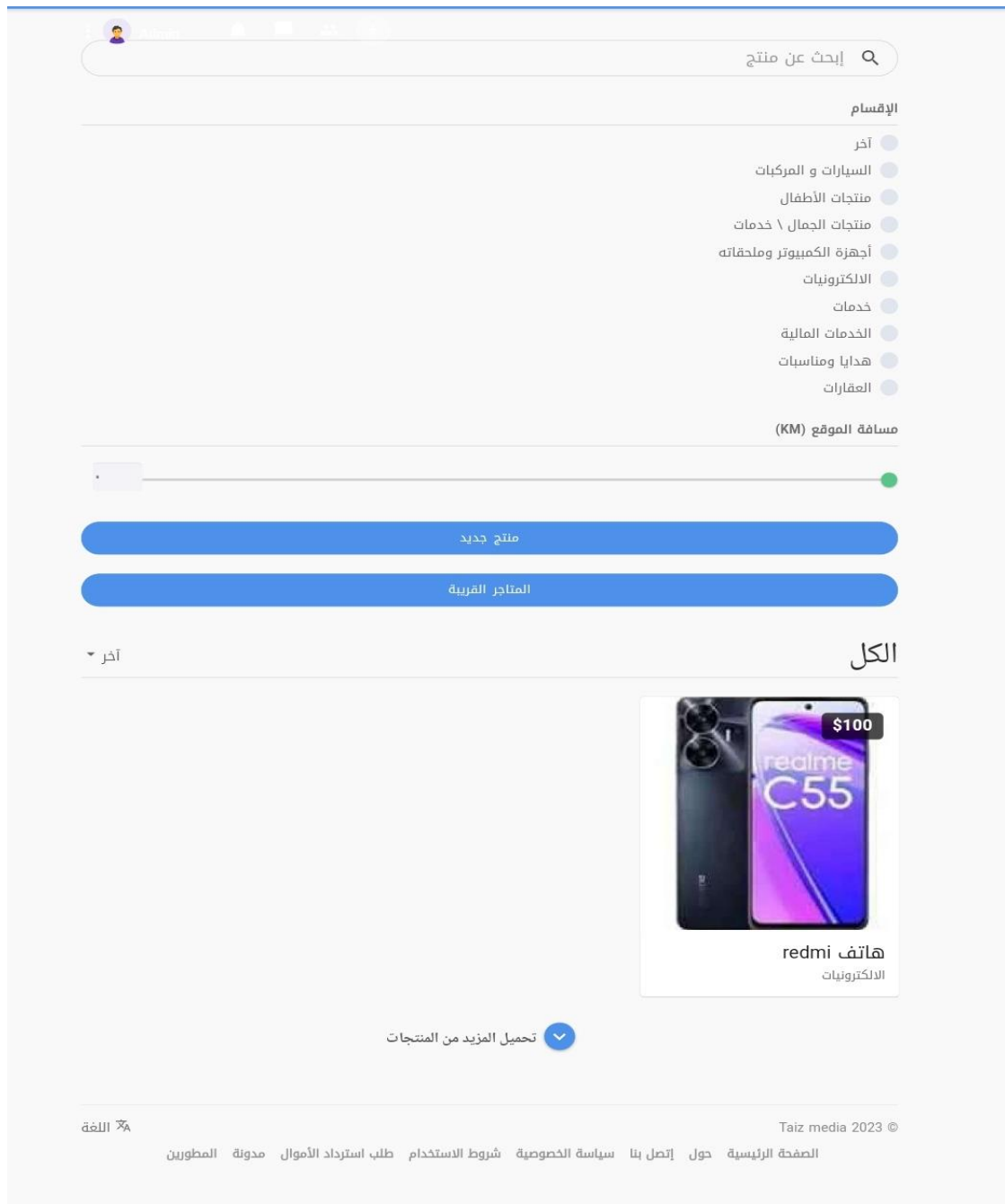

Figure (5 : 25) Marketplace Page

Chapter 6 :
Future Works and
Conclusions

6.1 Future Work :

The site is likely to evolve in the future to include more services and features to improve users' experience and provide innovative services, such as :

1. live streaming.
2. e-commerce
3. virtual reality
4. artificial intelligence

In general, it can be said that the future of social sites depends on their ability to adapt to changes and meet the needs of users and the communities they serve.

6.2 Conclusions:

From the design of this website, several things can be inferred, including:

1. **People being social:** The design of the website indicates that there is a great need for people to communicate and interact with each other over the Internet.

2. **Simple and clear design:** The design of the site means that simplicity and clarity in using the site are very important to attract users and make them use the site efficiently.

3. **Advanced tools and features:** It can also be concluded that the site contains advanced features that allow users to share content directly, interact with friends, comment on posts, join interested groups and pages, and other social activities.

4. **Social and interactive design:** It can also be concluded that the site is interested in facilitating communication and interaction between users, and encouraging them to share their ideas and content.

5. **Security and privacy:** The design of the social networking site means that it relies on taking security and protection measures to protect users' information and privacy.

In general, it can be concluded that the design of the social networking site reflects the needs and interests of users in communication and social interaction via the Internet, and aims to provide an easy and enjoyable experience for users.

REFERENCES

[1]   Supaartagorn, C. (2011). PHP Framework for database management based on MVC pattern. International Journal of Computer Science & Information Technology (IJCSIT), 3(2), 251-258.

[2]   Salama, H., Elmannai, W., & Bach, C. (2014). International Journal of Innovation and Scientific Research ISSN 2351-8014 Vol. 3 No. 2 Jun. 2014, pp. 199-207© 2014 Innovative Space of Scientific Research Journals.Oct. 2016, pp. 1-8

[3]   Thakur, G. (2015). Recent trends in ICT in education. Lulu. com.

[4]   Chandrashekar, V. (2013). A Framework for Community Detection from Social Media. International Institute of Information Technology Hyderabad.

[5]   Holdener, A. T. (2008). Ajax: the definitive guide. " O'Reilly Media, Inc.".

[6]   Boehm, B. W. (1988). A spiral model of software development and enhancement. Computer, 21(5), 61-72.