UTALK

# Internet technologies - project

Team :

Amariei Marinel – Team Leader

Blejusca Oana

Ciobanu Denis

We chose to make our own version of a virtual social network to find out more about how these big companies succeeded and the work behind those beautiful html landing pages.

Preexisting such applications are already well known, such as Facebook, Twitter, Instagram. They excel through a big, scalable infrastructure that can sustain big loads of requests and accesses every second.

## Specifications and requirements

Our application is going to be based on:

-database server

-web services server

-web server

-web client(browser)

-mobile app

Main implemented features:

-Personal profile – Register, Create and Edit profile

-Friends list – Add, remove, search friends

-Messaging – Send and post messages

Hardware/software resources:

-Visual Studio Code, Sublime and Notepad++ – text editor

-IntelliJ/Eclipse – Java IDE

-ApacheTomcat 8.5 – server

-MySql – Database server

-Github – Project management

- Google Chrome – Browser

The main protagonist is our user. He has the possibilities to register or log in, in order to have access to his information.

Application components: User interface, Mobile application, Web server, Web services server, Database server.

## UML DIAGRAMS

• Entity-Relationship diagram: This diagram displays the layout of our database which consists of 4 tables: Users (with id, name, password and profile id), Profile(user-id – foreign key to users.id) one to one relationship with Users, Messages (sender-id, receiver-id – foreign key to users.id) many to one with Users, Posts(user-id – foreign key to users.id) many to one with Users.