

Final Project Report

UCoN University students' Social Network

Submitted by:

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1. Introduction

With the advent of globalization, the ecosystem of universities in the US has become more vibrant than ever. This provides us with all the more reason to have an application that can bring together people from different cultures and communities. Hence, UCoN: a University students' Social Network. It helps users connect with each other, interact, converse, and share experiences.

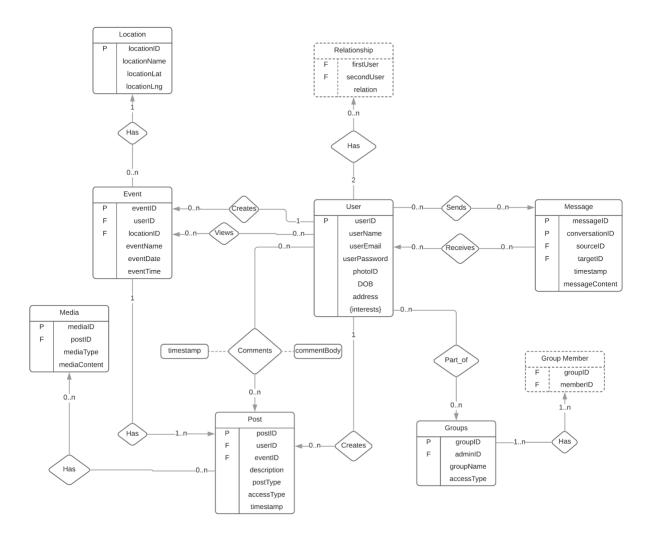
The key features of our system include the following:

- Students can sign up/log in/log out of the network using their email id.
- Students would be required to create a profile which would include entering their photo id, date of birth, interests, etc.
- An event (an event can be a project, collaborative meeting and other activities) can be created by a student which will be posted with various details like event name, location, description, etc.
- Students can also post things (text, photos, videos) which can then be commented upon by other students.
- Students can interact with each other by sending and receiving messages among themselves.
- To improve the interactive experience, students can form groups and do activities/messaging together.
- A student can have various relationships with one or more students.
 Those relationships can be classified as: friend, follower, none, blocked.
- A student can also accept/decline friend requests from other students

2. Database Design

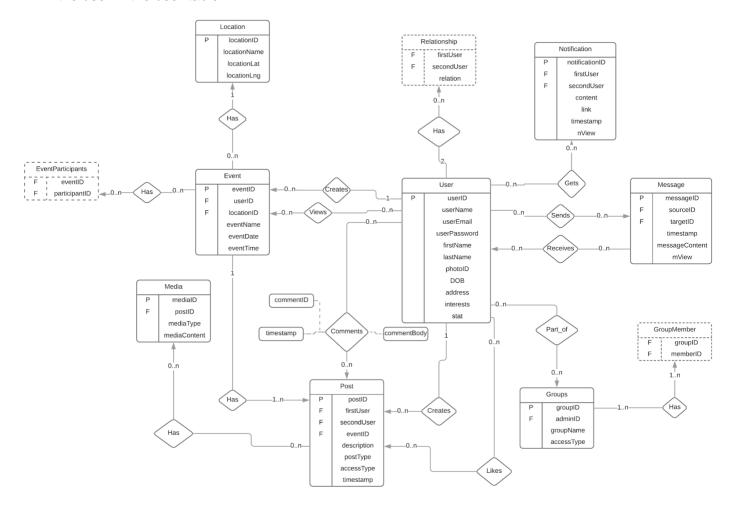
2.1 Entity Relationship Diagram:

This was our Entity relationship diagram before the start of the project.



Now, we have added some more functionality as we started building towards our projects:

We have added three new tables: likes, eventparticipants, and notification. We have also added the columns for the some of the tables. We have added the firstname, lastname and status of the user in the user table.



Note:2.2 Updated Relational Schema:

User(userID,userName,userEmail,userPassword,photoID,DOB,address,interests,firstname,lastname,stat)

Relationship(firstUser, secondUser, relation)

Message(messageID, sourceID, targetID, messageContent, timestamp,mView)

Location(locationID, locationName, locationLat, locationLng)

Comment(commentID, userID, postID, commentBody, timestamp)

Post(<u>postID</u>,firstUser,eventID,desciption, postType, accessType, timestamp,secondUser)

Media(mediaID, postID, mediaType, mediaContent)

Event(eventID, userID, eventName, locationID, eventDate, eventTime)

Groups(groupID, groupName, adminID,accessType)

GroupMember(groupID, memberID)

Likes(postID,likes,userID)

Eventparticipants(eventID,participantID)

Notification(notificationID, firstUser, secondUser, content, link, Timestamp, nView)

2.3 Explanation/Design Documentation

Following are the primary and foreign key constraints for the above schema:

Table	Primary Key(s)	Foreign Key(s)
User	userID	 userID -> Relationship (firstUser, secondUser) userID -> Message (sourceID, targetID) userID -> Group (adminID) userID -> Comment userID -> Post userID -> Event userID -> GroupMember (memberID)
Relationship	N/A	 firstUser -> User (userID) secondUser -> User (userID)
Message	conversationID, messageID	sourceID -> User (userID)targetID -> User (userID)
Location	locationID	locationID -> Event
Comment	commentID	userID -> UserpostID -> Post
Post	postID	 postID -> Comment postID -> Media userID -> User eventID -> Event
Media	mediaID	postID -> Post
Event	eventID	 locationID -> Location userID -> User eventID -> Post
Groups	groupID	adminID -> User (userID)groupID -> GroupMember
GroupMember	N/A	groupID -> GroupsmemberID -> User (userID)
Likes	N/A	 postID -> Post userID -> User
Eventparticipants	N/A	eventID -> EventparticipantID -> User
Notification	notificationID	firstUser -> UsersecondUser -> User

1. Abbreviations used in the above ER Diagram:-

a. P: Primary Key

b. F: Foreign Key

2. Relationship, Group Member, Likes and Eventparticipants are weak entities. The strong entity related to Relationship is User and Group Member is Groups.

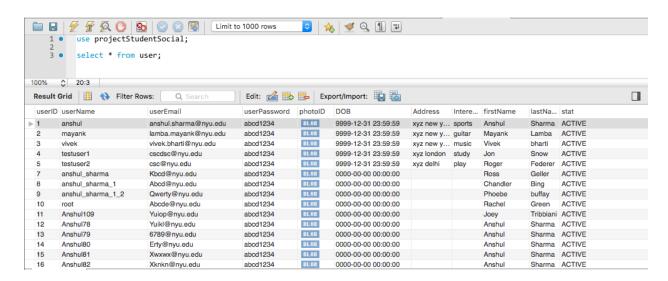
Following are the key points to be observed about our database design:

- The central entities in our database are: User(students), Post, Event, Group and Message.
- A User can do the following things:
 - Signup/Login/Logout
 - o Can create a post on his/her profile or as part of an event
 - Search other User.
 - Update profile data.
 - Comment on posts
 - Like/ Unlike the posts.
 - View their own/someone else's profile
 - Create Event(s)
 - View Event(s)
 - Join Event(S)
 - Create Group(s)
 - View Groups(s)
 - Join Group(s)
 - Send/receive messages among friends with Conversation.
 - Get Location
 - Have relationships with other User(friend, follower, blocked, none)
- A Relationship(which is essentially a weak entity) is among two users.
- Messages can either be sent or received among users(referred to as sourceID, targetID respectively in the relational schema). They will all have a timestamp.
- A Post can:
 - Be created by users as a part of an event or even individually
 - Have media attached to them(photos, video)
 - Be commented upon by user(s)
 - Have an access type: private, public, friends or friends of friends(fof)
 - Will have a timestamp
- An Event:
 - Has at least one post related to it
 - Can have a location
 - Is created by a user
 - o Can be viewed by many users depending upon the access type of event post
- A Location is represented by a location ID. It can have a name, and coordinates (latitude and longitude)
- All Media are related to at least one post. Its type can be either a photo or a video.
- A Comment by a user has its own timestamp, content and is recognized by comment ID. A comment can only be done on a post.
- Groups can:
 - Be created by a user which will become its administrator but is uniquely identified by a group ID.
 - Have multiple members entered into groupmember table.

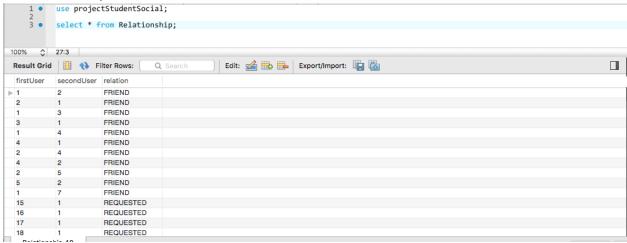
Have access type: private, public, friends, friends of friends

3. Database Tables:

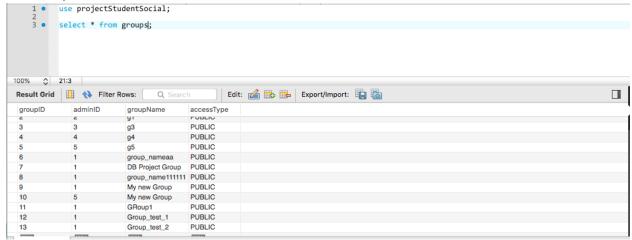
3.1 User Table:



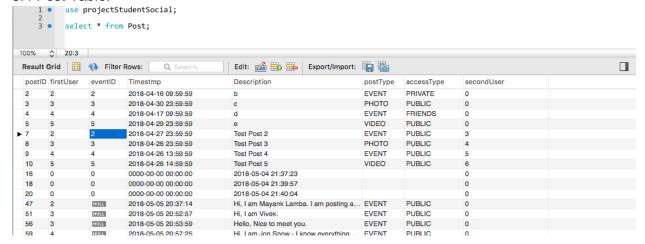
3.2 Relationship table:



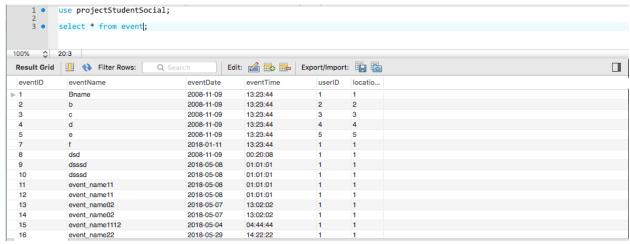
3.3 Groups Table:



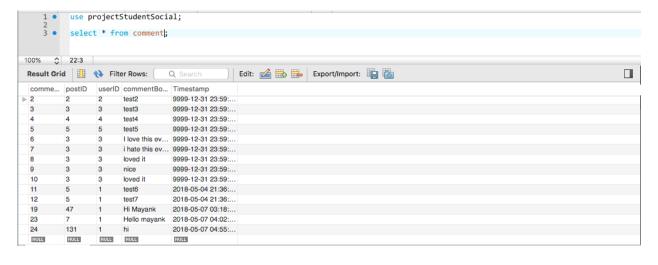
3.4 Post Table:



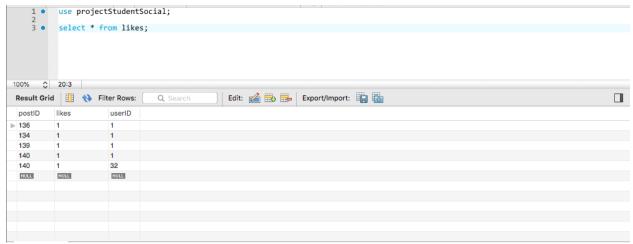
3.5 Event Table:



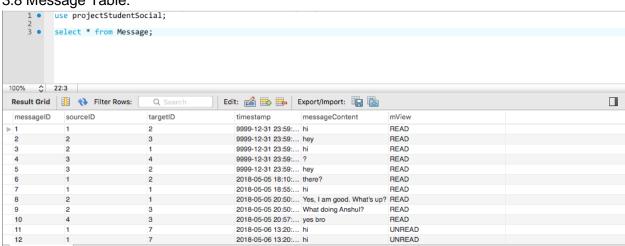
3.6 Comment table:



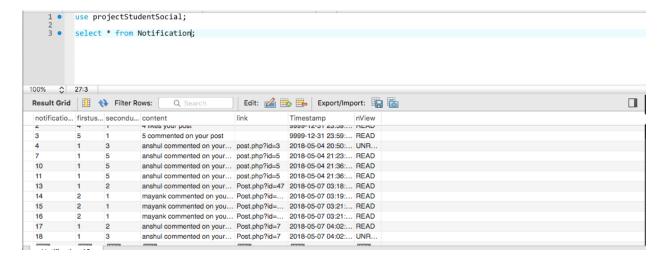
3.7 Likes Table:



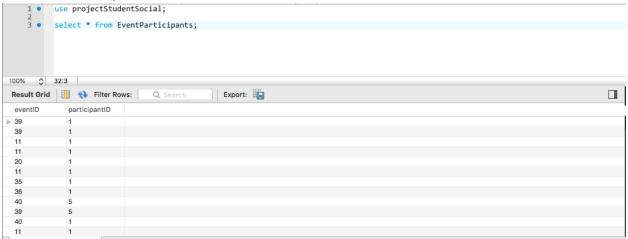
3.8 Message Table:



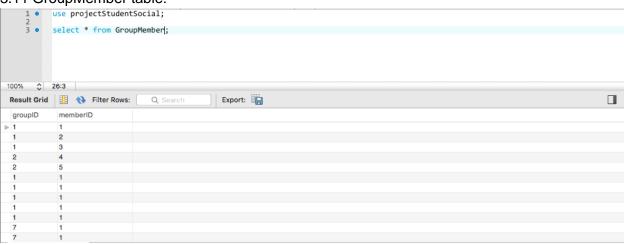
3.9 Notification table:



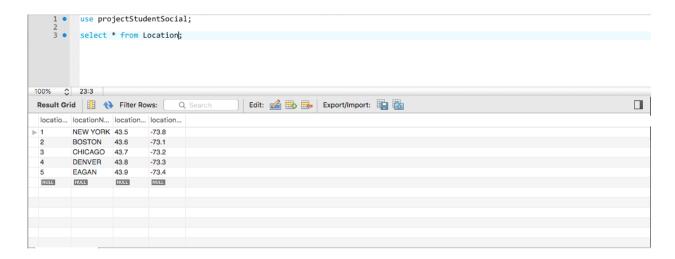
3.10 EventParticipants table:



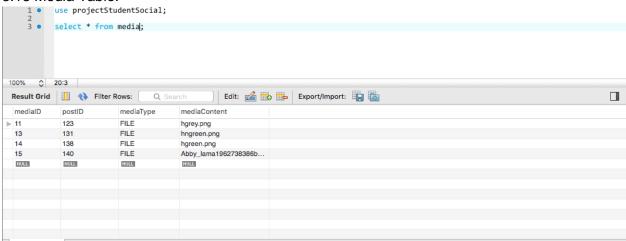
3.11 GroupMember table:



3.12 Location table:



3.13 Media Table:



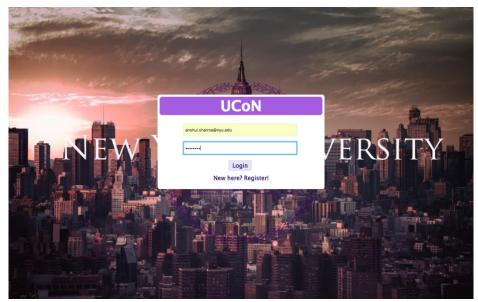
4. Implementation:

With the database created, we now have to implement the frontend for our university social network site. We have built our code using PHP, bootstrap, Ajax, Javascript. It contains all the basic features required by any social networking site. The users will be able to login to the website, where we are storing their data into session and using logged in user's id to fetch all the details and update the tables.

Login Page:

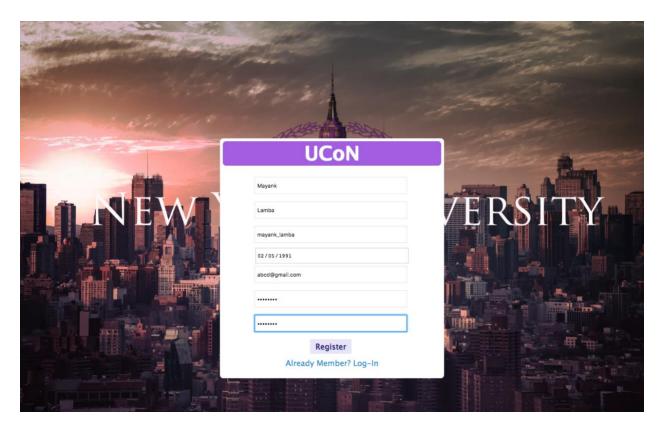
The first page displays the login window with blurred login box, which will appear properly when hovered upon. The Login page requires user to enter email ID and password to login to the system. After entering the data and clicking on login button, the user credentials will be checked and if there is match in our user table, session with user ID is set and user is logged in.





Registration Page:

We have implemented a fade in fade out model box, where user can easily switch between login and sign up page. The sign up page appears after the user clicked on Register button. It asks for basic details such as first name, last name, username, email id, date of birth and password. Before creating a user we are checking if the user email id is valid or not and if both the passwords match or not. If passwords do not match, a message appears regarding the invalid credentials. Also it checks whether the entered username and email is not already present in the table as they are both unique keys.



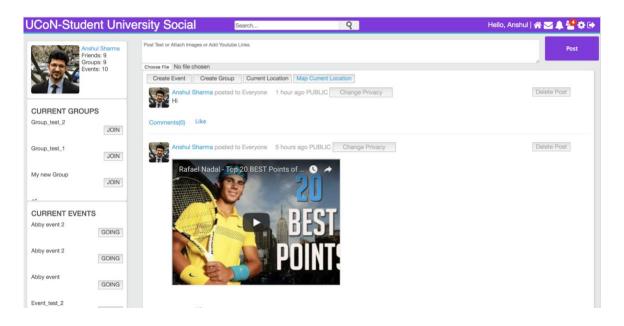
Home Page/Timeline:

Our home page shows a variety of things. On the left side of the page, we have the user details including profile picture, total number of friends, total events participated and total number of groups joined. Below that, there are lists of events and groups which shows only those which the current have joined or taken part in. User can click on the join and going button which is written in front of each event and group. The selected group or the event will be automatically removed from the list as the user has joined it.

On the top bar, user can search for other users and can click on their profile to reach their profile page. On the right side, there are profile page button, home home button, message notifications, post notifications, friend request notification, update details button and log out button.

In the middle part, user can post using text and by also attaching an image to the post. The data here is linked between the media and the post table. The post will appear on the user wall and the home page as well with the timestamp when it was created. The post will display along the whole wall and are filtered by queried so that either public post are visible or the post by friend and self are visible. User can also delete the post through the post wall, but they can only delete the posted by them.

We also have three extra buttons on the top through which user can create the event, group or also know the current location of the user.

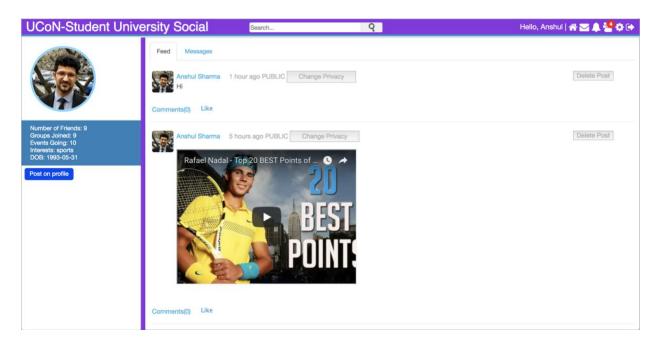


Profile Page:

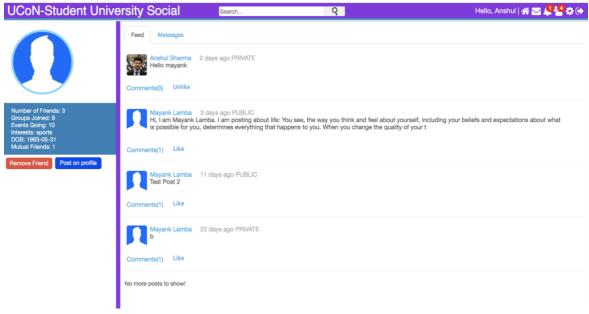
The profile page view is same as the home page view. On the left side, it will show the details of the user including friends, groups, events, date of birth, mutual friends and interests. On the center, it shows the post that is either posted on their profile or posted by them. They can also message the user by switching to the message box.

If the current user navigates to different user profile, there will be different options depending upon the the relationship between two users. If the both are currently friend (Identified by isFriend function) then there will be 'remove friend option'. If they are not friends 'Add friend option will be there'. If the request has already been sent or received, then it will either say to respond to request or request sent.

1. Profile of the user who is currently logged in

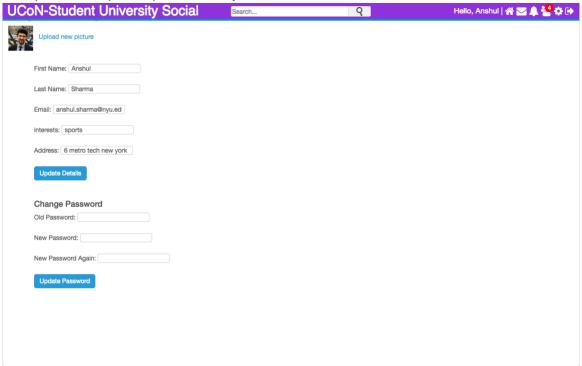


2. Profile of the user other than who is currently logged in:



3. Update Details Page:

We have also given an option for user to update their details and if they want to add their interest and their address. This will run a update query in the user table. Users can also update their profile picture if they want to.

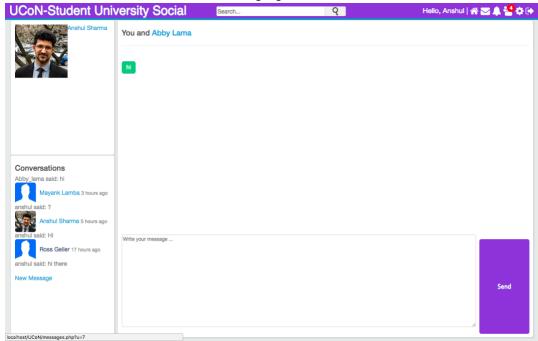


Basic Features:

We have implemented some basic features as required by any social networking site and they are shown as follows:

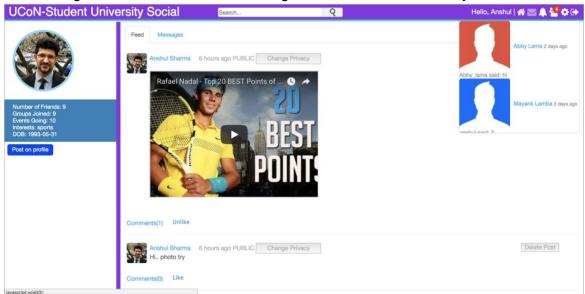
1. Message Window:

We can reach the message window by clicking on the messages box and also see the conversation between two users through green and blue colors.



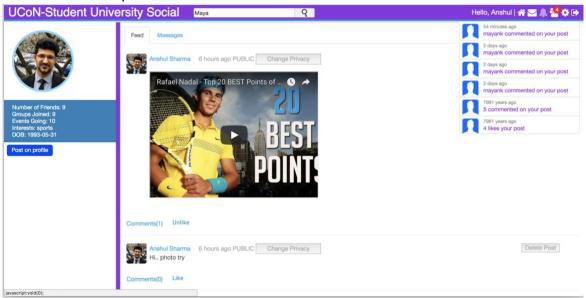
2. Message Notification:

Message notification shows the message sent or received sorted by the latest in order.



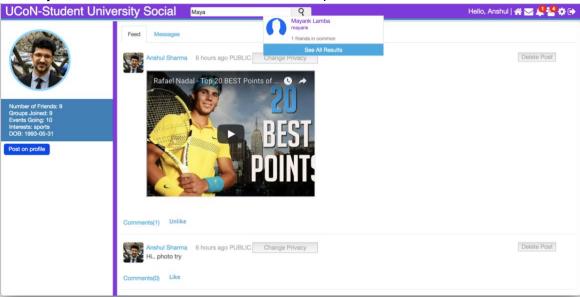
3. Post Notifications:

Post notifications are also available on the option if the user commented or like the current user's post.



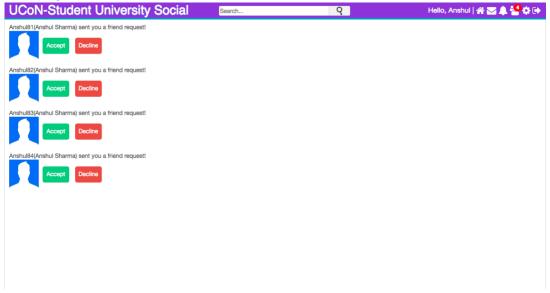
4. Search:

The user can also search the other users by typing the name in the textarea and then they can click on the user's name to see their profile.



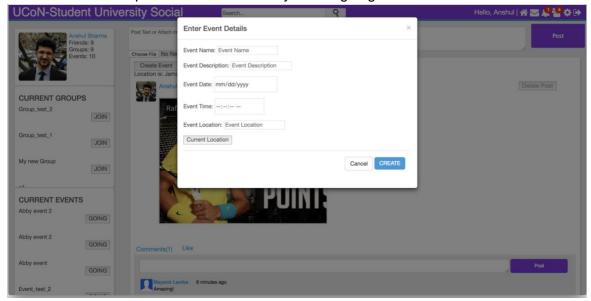
5. Friend Requests:

The friend request option navigates to new page showing the friend request which gives the user the option to accept and reject the request. This will remove the request from this page and add a record in the user table.



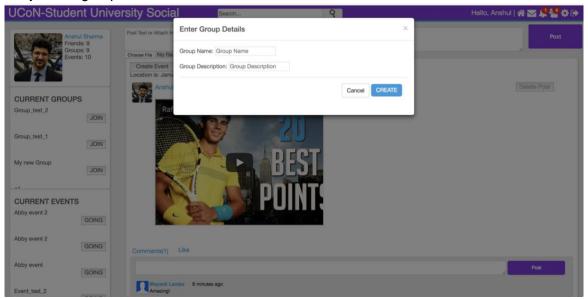
6. Create Event:

Another option added is to create an event where user can go to. This adds an input to the event table with the description and the time and other details as shown. The user can select the option as to whether they will be going to an event or not.



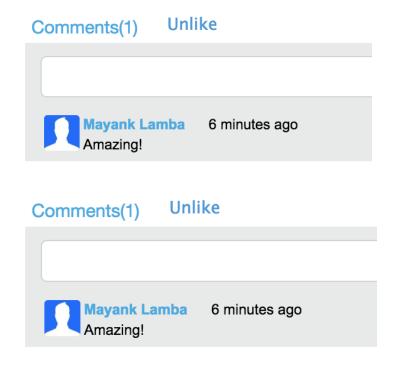
7. Creat Group:

Users can also create a group and can join the group if they want to. They can add the group description and group name. And through the option on the home page, they can join the group as well.



8. Like/Dislike:

A user can like or unlike a post.



9. Comment:

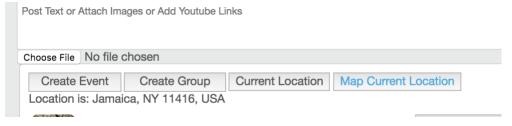
A user can comment on a post.



10. Location:

A user has an option to check and add his/her location as well.

When clicked on current location:

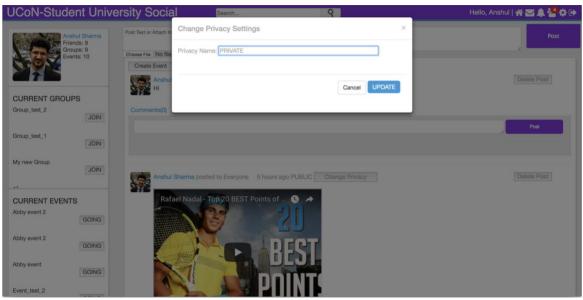


When clicked on Map Current Location:



11. View Privileges:

A user can change the view privileges of a post from public to private, friends, or friends of friends.

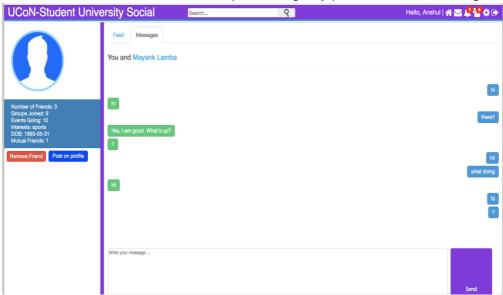


Extra Features:

1. Chat implementation:

We have implemented the feature of chatting in a way that logged in users can easily have a conversation among each other.

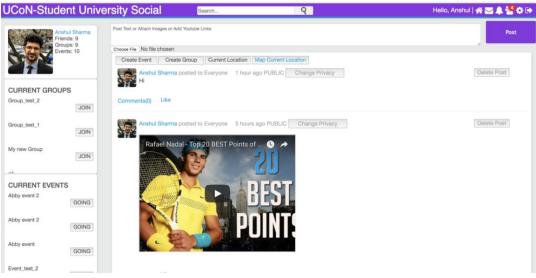
The difficulty for us was displaying the messages in the right order. We tried to use Ajax in order to do that in real time and hence preventing any problems with ordering.



2. Timeline:

We have implemented a timeline for the logged in user in which we have basically displayed their posts, the posts that were attributed to them on their profile, or some public posts, along with addition information about them like their friend count, event count and group count.

The difficulty we faced was that of ordering the posts and and showing the time. We did that by updating our sql queries as well as some if else statements for time. Also, it was a task to embed inline youtube links, which was resolved using iframes.



3. Input Checks:

We have applied various input checks while getting the data from a new user that is trying to register. They are as follows:

- Username can take in only alphanumeric values. There is a check on whether it already exists or not.
- Email should have '@' symbol present in it. There is a check on whether it already exists or not.
- Password should be in the range of 8-30 alphanumeric characters. While
 registering we make the user type the password again in order to match them
 and confirm.
- DOB cannot be a string and hence should be a calendar date.
- First and last names entered by the user should be 2-15 characters long.

	UCoN
	A
Your fi	rst name must be between 2 and 15 characters
	A
Your fi	rst name must be between 2 and 15 characters
	Anshul80
	dd/mm/yyyy
	Username exist – Try Another
	Anshul.sharma@nyu.edu
	Email already in use
	Password
	Confirm Password
	Register
	Already Member? Log-In

Code Snippets:

Get User Data for various purposes:

```
class User {
  private $user;
    $user_details_query = mysqli_query($conn, "SELECT * FROM User WHERE userID='$user'");
  public function getUsername() {
   return $this->user['userName'];
  public function getUserId() {
    return $this->user['userID'];
  public function getNumberOfFriendRequests() {
    $userid = $this->user['userID'];
    $query = mysqli_query($this->con, "SELECT * FROM relationship where secondUser = '$userid' and relation = 'REQUESTED'");
    return mysqli_num_rows($query);
  public function getFirstAndLastName() {
    $userid = $this->user['userID'];
    $query = mysqli_query($this->con, "SELECT firstName, lastName FROM User WHERE userID='$userid'");
    $row = mysqli_fetch_array($query);
return $row['firstName'] . " " . $row['lastName'];
  public function getProfilePic() {
    $userid = $this->user['userID'];
    $query = mysqli_query($this->con, "SELECT photoID FROM User WHERE userID='$userid'");
    return $row['photoID'];
```

User Registration:

```
include("included_files/header.php");
$message_obj = new Message($conn, $userLoggedIn);
$usernameLoggedIn_query = mysqli_query($conn, "SELECT userName FROM User WHERE
$usernameLoggedInRow = mysqli_fetch_array($usernameLoggedIn_query);
$usernameLoggedIn = $usernameLoggedInRow['userName'];
if(isset($_GET['profile_username'])) {
  $userID = $_GET['profile_username'];
  $username_query = mysqli_query($conn, "SELECT userName FROM User WHERE userID
  $row = mysqli_fetch_array($username_query);
  $username = $row['userName'];
  $user_details_query = mysqli_query($conn, "SELECT * FROM User WHERE userID='$
  $user_array = mysqli_fetch_array($user_details_query);
 $user = new User($conn, $userID);
 $friend_count = $user->getFriendCount();
if(isset($_POST['remove_friend'])) {
  $user = new User($conn, $userLoggedIn);
  $user->removeFriend($userID);
if(isset($_POST['add_friend'])) {
 $user = new User($conn, $userLoggedIn);
  $user->sendRequest($userID);
if(isset($_POST['respond_request'])) {
 header("Location: requests.php");
if(isset($_POST['post_message'])) {
  if(isset($_POST['message_body'])) {
    $messageContent = mysqli_real_escape_string($conn, $_POST['message_body']);
    $timestamp = date("Y-m-d H:i:s");
    $message_obj->sendMessage($userID, $messageContent, $timestamp);
  $link = '#profileTabs a[href="#messages_div"]';
  echo "<script>
          $(function() {
              $('" . $link ."').tab('show');
```

Get Messages from other user:

```
public function getMessage($otherUser) {
    $userLoggedIn = $this->user_obj->getUserId();
    $data = "";
    $query = mysqli_query($this->con, "UPDATE Message SET mView='READ' WHERE targetID='$userLoggedIn' AND sourceID='$otherUser'
    $get_Message_query = mysqli_query($this->con, "SELECT * FROM Message WHERE (targetID='$userLoggedIn' AND sourceID='$otherUser'
    $while($row = mysqli_fetch_array($get_Message_query)) {
        $targetID = $row['targetID'];
        $sourceID = $row['sourceID'];
        $messageContent = $row['messageContent'];
        $ddiv_top = ($targetID == $userLoggedIn) ? "<div class='message' id='green'>" : "<div class='message' id='blue'>";
    }
    return $data;
}
```

Send message to other user:

```
public function sendMessage($targetID, $messageContent, $timestamp) {
   if($messageContent != "") {
      $userLoggedIn = $this->user_obj->getUserId();
      $query = mysqli_query($this->con, "INSERT INTO Message VALUES('', '$userLoggedIn', '$targetID', '$timestamp', '$messageContent'
   }
}
```

Update Profile:

Create Events:

Create Groups:

```
<button class="button" data-toggle="modal" data-target="#myModal1" style="height:4%;width:11%;" >
Create Group
<div class="modal fade1" id="myModal1" tabindex="-1" role="dialog" aria-labelledby="myModalLabel" aria-hidden="true">
  <div class="modal-dialog">
    <div class="modal-content">
      <div class="modal-header">
       <button type="button" class="close" data-dismiss="modal"><span aria-hidden="true">&times;</span><span class="sr-only">Close</span><</pre>
       <h4 class="modal-title" id="myModalLabel">Enter Group Details</h4>
      <div class="modal-body">
        <form action="index.php" method="POST">
          <div class="form-group">
             Group Name: <input type="text" name="group_name" placeholder="Group Name" id="group_input"><br>
          <div class="form-group">
             Group Description: <input type="text" name="group_description" placeholder="Group Description" id="group_input"><br>
             <div class="modal-footer">
             <button type="button" class="btn btn-default" data-dismiss="modal">Cancel</button>
            <input type="submit" name="create_group_details" id="save_details" value="CREATE" class="info settings_submit"><br>
```

Accept/Decline Request: