1.INTRODUCTION

INTRODUCTION

1.1 Project Overview:

'Amigos' is a social networking platform that features the users to have an eye candy experience.

One can search people using name and can send the friend request to connect as friend.

User can also share post with their friends, can see posts shared by user's friends. These posts are shown on homepage when user successfully logged in to the account using registered email and password.

When a post is shared, user or friends can like the post, make comment on post or can see comments that are already present. Also user can remove own comment only.

User can report the post to admin with some description about report of that post that can be inappropriate. Also this user can report for particular post only at once that means for a single post, more than one reports are not allowed and user cannot report for own post instead user can remove own post.

User can chat with friends simply by selecting name of user and start typing message to be sent.

User can see the current friends list and can 'Unfriend' them if required to do so. Also on the other hand, user can see the list of total friend requests with option to either 'Accept' or 'Reject' that particular friend request.

User can customize own profile details such as profile picture, first name, last name, profession, profession at, email as well as password. If something is not changed, then previous profile data or default will be saved.

At the end, user can get password for own account using 'Forgot password' link at login page using registered email and answer for the security question. All of the user's facilities are available for admin with additional some. One of them is to see 'Trending posts'. This means admin can see whole list of trending posts available. 'Trending posts' is a sorted list of all posts based on most likes.

Admin can see the list of 'Reported posts' by other users. Admin can see the original post which is reported, can block post author, can block post reporter or can ignore the post as it is reported. Blocked user cannot be able to login back to that blocked account by admin.

Another feature for admin is to see 'Blocked users'. Admin can see who users are blocked and can 'Unblock' that user in some case if admin wants to do so.

Objective of System

This project will serve the following objectives: -

- 1. Provide easy to use, eye candy social media platform for the users of each type.
- 2. Avoid bad/inappropriate content on the social platform to be shared with the help of administrator/admin.
- 3. Provide a way for users to easily connect, share knowledge and upgrade with the help of friends.
- 4. Have a reliable communication among end users.
- 5. Flexibility to customize account details and remove own stuff (like posts, comments etc.).
- 6. Handy approach for admin to see trending posts, to inspect reported post including ability to see what's the original post and able to block either post author or post reporter including ability to unblock previously blocked user if required to do so.

1.2 Present System:

There are many social media platforms that provide so many features like create page, create groups and so on. They all include the feature to like the post, comment on post or share with others, tag friends and so on.

1.3 Proposed System:

One of the objective of this system is to 'Keep It Simple'. It has the ability of connecting to friends, sharing of posts, likes, comments, messaging but not excessing the features like others but maintain the necessary features in correct manner. Also inappropriate things can be reported to admin so, action can be taken by admin and so this reduces much of those un-necessary things on social platform.

CHARACTERSTIC OF THE PROPOSED SYSTEM:

- **a.** <u>User module:</u> When a new account is created then it is user by default. User can search for friends, send friend request, share posts, like/comment on own/other post, report other post to admin as inappropriate, chat with connected friends, unfriend some existing friend, accept/reject friend requests etc.
- **b.** Admin module: Admin user is not created like regular user. It exists. All features of user modules with some additions. Admin can see trending posts which is a sorted list of all posts based on most likes. Admin can also get a list of reported posts with ability to see original post which is reported, block either post author or post reporter otherwise ignore the post as reported at all. Then a list of blocked users can be seen by admin and able to unblock if required to do so.

1.4 Scope of project:

This is the age of contacts for interaction between people to people through social platforms in the web. The tremendous popularity of using the social media could never have been realized before. In fact, social media have become an important tool of marketing in true sense of customer orientation. The scope of social media is widening, and today it offers a strong support to the companies in providing the much desired touch of concern. Future of social media brings exciting promises as expected from the experience of limited users from a few companies in the top bracket. This is the beginning of interweaving social media as a positive business process bringing two people together than merely two organizational entities. People can communicate their message to the suppliers or customers and also convey any difference of opinion over the social networks. The business community has started to take a keen interest in the enormous possibilities of reaching and serving the buyers in this emerging domain of marketing.

The concept is one, wherever on the earth; reach the common platform of the people for everybody's benefit.

2.FEASIBILITY STUDY

2.Fesiblity Study:

Feasibility is the part of aspect of the system analysis that concentration finding out whether an intended course of action violets any constraints is referred to as Feasibility study.

2.1ProjectFesibility

1. Operation

Feasibility:

An estimate should be made to determine how much effort and care will go into the developing of the system including the training to be given to the user. Usually, people are reluctant to changes that come in their progression. The computer initialization will certainly have affected the turn over, transfer and employee job status. Hence an additional effort is to be made to train and educate the users on the new way of the system.

2. Technical Feasibility

The main consideration is to be given to the study of available resources of the organization where the software is to be implemented. Here the system analyst evaluates the technical merits of the system giving emphasis on the performance, reliability, maintainability and productivity.

By taking the consideration before developing the proposed system, the resources availability of the organization was studied. The organization was immense computer facilities equipped with sophisticated machines and the software hence this technically feasible.

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2.2 Hardware Specification-

➤ Processor :-Intel core 2 duo or above

> RAM: -1 GB or above

> Hard Disk Drive: - Minimum 10GB

2.3 Software Specification-

➤ Operating System: -Microsoft Windows 7 or above

➤ MS Visual Studio 2015

> Front End:ASP.NET

> Back End: SQL Server 2014

➤ Code behind: C#

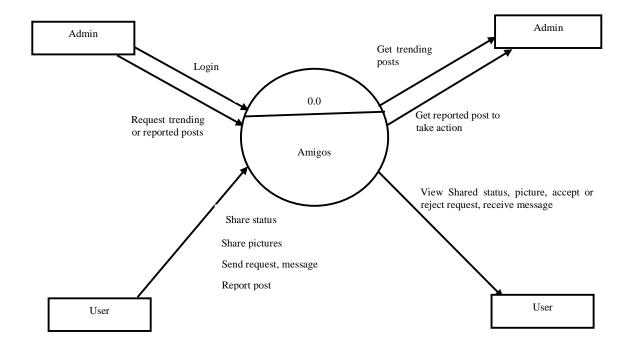
> Others: CSS, HTML, jQuery (version - 3.3.1), Bootstrap (version - 4.1.3)

3.SYSTEM DESIGN

3.SYSTEM DESIGN:

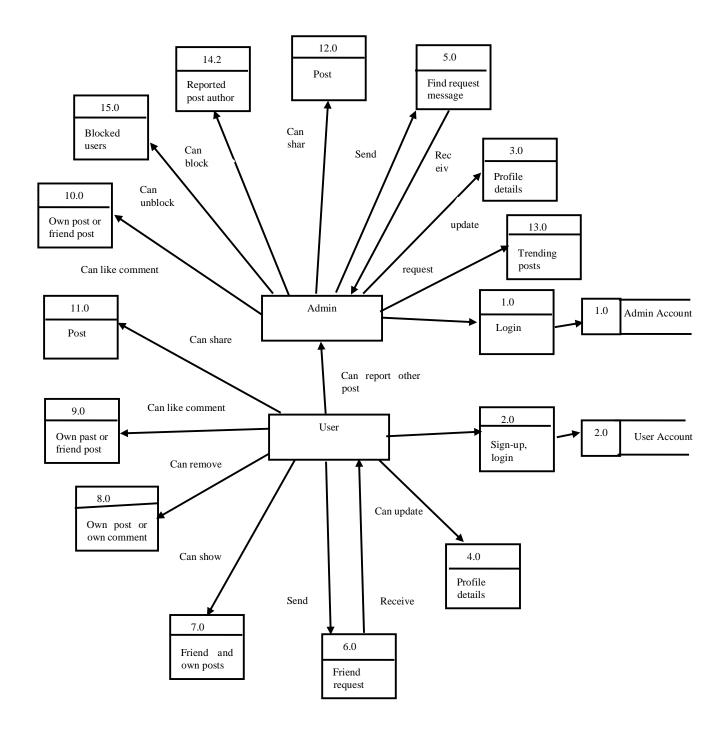
3.1 DFD (Data Flow Diagram):

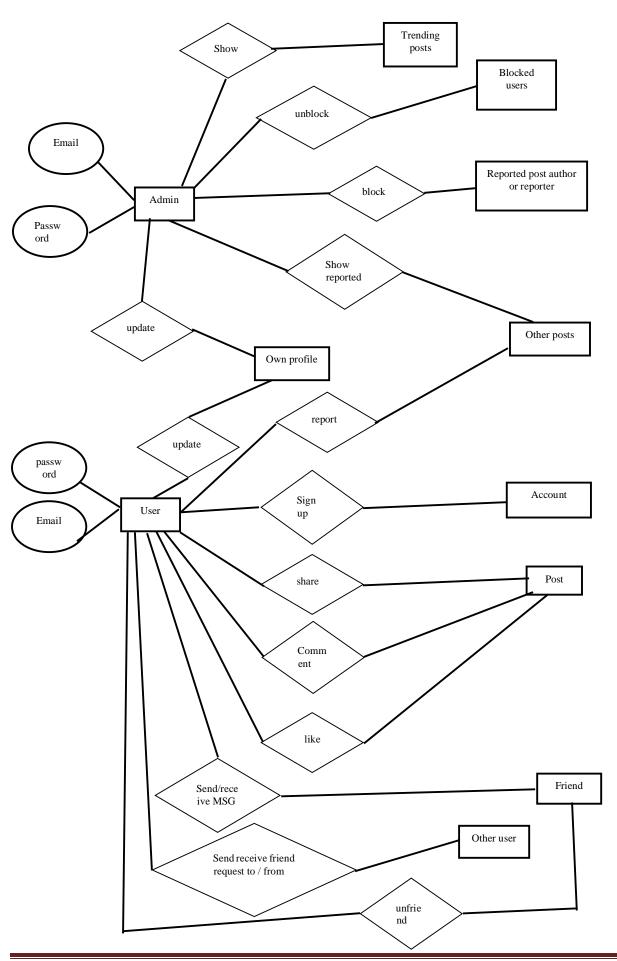
0 level DFD (Logical CLD): -



1 level DFD: -

3.2 ERD (Entity Relationship Diagram):





3.3 <u>Database Design:</u>

1.USER_CREDS:

Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	UserID	numeric(18,0)	Primary Key	ID
2	RoleID	int	Not Null	User's Role ID
3	firstname	nvarchar(100)	Not Null	User's first name
4	lastname	nvarchar(100)	Not null	User's last name
5	mobileno	numeric(10,0)	Not null	Mobile number
6	Dob	date	Not null	Date of birth
7	Email	varchar(100)	Not null	Email of user
8	upassword	varchar(100)	Not null	User password
9	Secque	varchar(200)	Not null	Security question
10	Secans	varchar(200)	Not null	Security answer
11	Gender	varchar(10)	Not null	Gender of user
12	Active	bit	Not null	Account status
13	Islogin	bit	Not null	Login status

2.USER_PROFILE:

Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	ProfileID	numeric(18,0)	Primary key	Profile ID of
				user
2	UserID	numeric(18,0)	Not Null	User ID
3	Photo	varchar(max)	Not null	Photo
4	profession	varchar(100)	Not null	Profession
5	At	varchar(100)	Not null	At

3.FRIENDS:

Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	FriendID	numeric(18,0)	Primary Key	Friendship ID
2	from_UserID	numeric(18,0)	Not Null	Request from user ID
3	to_UserID	numeric(18,0)	Not Null	Request to user ID
4	confirmed	bit	Not null	Confirm status

4.USER_CHAT:

Sr. No	Field Name	Data Type(size)	Constraint	Description
1	ChatID	numeric(18,0)	Primary key	Chat message ID
2	Sender_UserID	numeric(18,0)	Not null	Sender User ID
3	Receive_UserID	numeric(18,0)	Not Null	Receive user ID
4	chat_date_time	datetime	Not Null	Message date-time
5	chat_message	nvarchar(200)	Not Null	Chat message

5.POST_MST:

Sr. NO	FIELD NAME	Data Type(size)	Constraint	Description
1	PostID	numeric(18,0)	Primary Key	Post ID
2	UserID	numeric(18,0)	Not Null	Poster user ID
3	post_heading	nvarchar(100)	Not Null	Post heading
4	post_text	nvarchar(max)	Not Null	Post text
5	post_image	varchar(max)	Not Null	Post image
6	Dated	datetime	Not Null	Date-time of post

6.POSTS_LIKES:

Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	PostID	numeric(18,0)	Not Null	Post ID
2	liked_by_UserID	numeric(18,0)	Not Null	Liked by user
				ID

7.POST_COMMETNT:

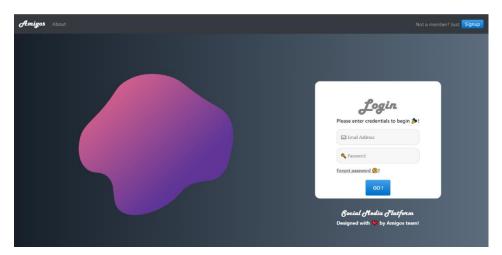
Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	CommentID	numeric(18,0)	Primary key	Comment ID
2	PostID	numeric(18,0)	Not Null	Post id
3	commenter_userID	numeric(18,0)	Not null	Commenter ID
4	comment_text	nvarchar(max)	Not null	Comment text
5	dated	datetime	Not null	Date-time of comment

8.REPORTED_POST:

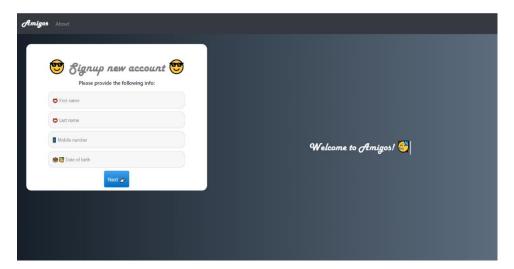
Sr. NO	FIELD NAME	Data	Constraint	Description
		Type(size)		
1	ReportID	numeric(18,0)	Primary key	Reported ID
2	PostID	numeric(18,0)	Not Null	Post ID
3	poster_UserID	numeric(18,0)	Not null	Poster user ID
4	reporter_UserID	numeric(18,0)	Not null	Reporter user ID
5	report_text	nvarchar(max)	Not null	Report text
6	Dated	datetime	Not null	Date-time of report

3.4 Output Screens:

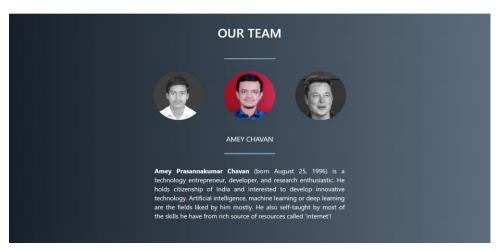
1.Login page



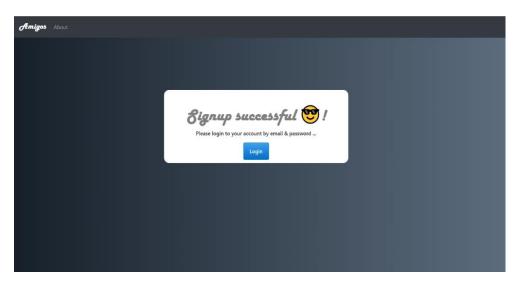
2. Sign-up page



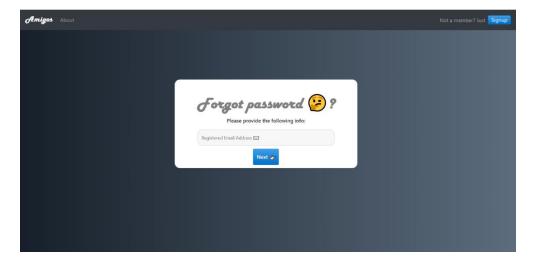
3. About page



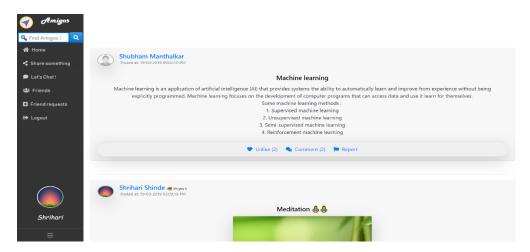
4. Sign-up Success



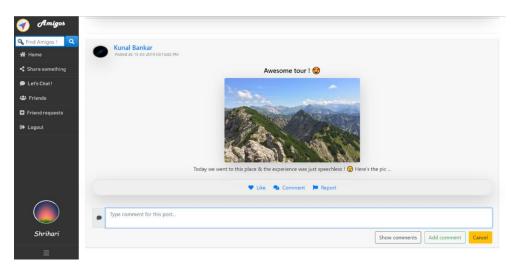
5. Forgot password



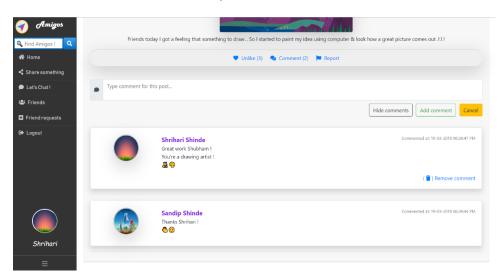
6. Home (after successful login)



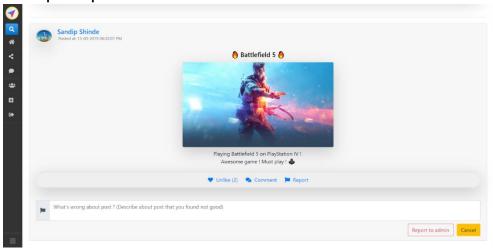
7.Add comment to post



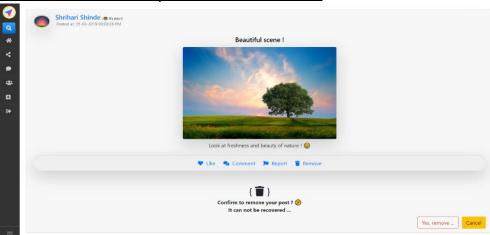
8.Show comments of post



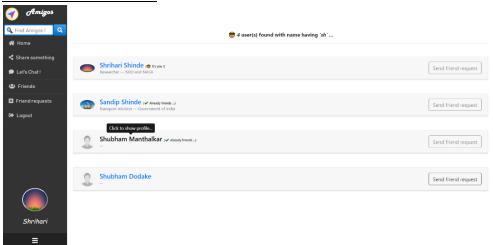
9.Report post to admin



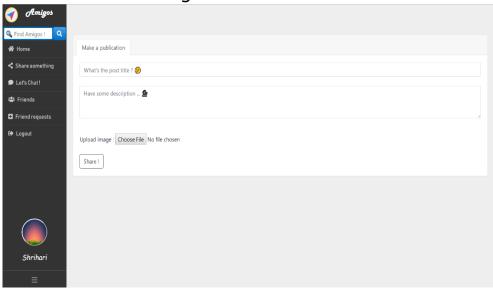
10.Remove own post confirmation



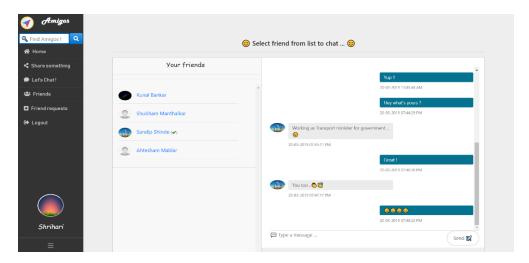
11.Search result



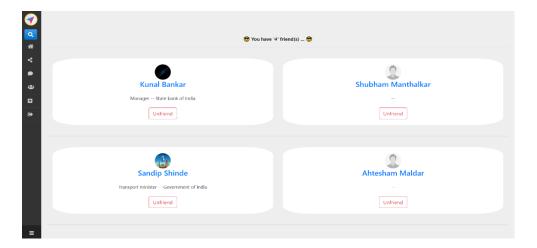
12. Share something



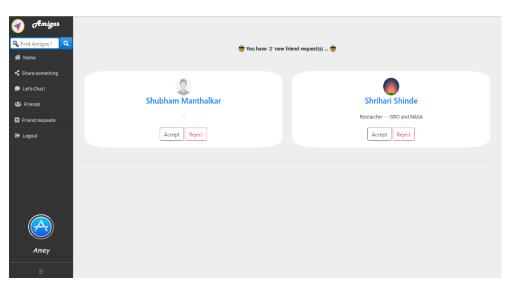
13.Chat with friend



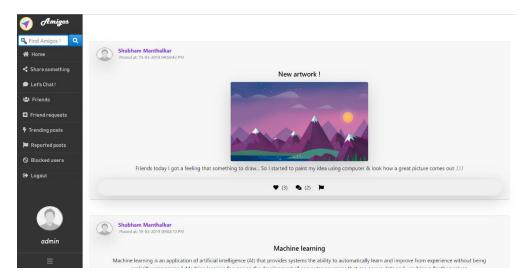
14.Friends list



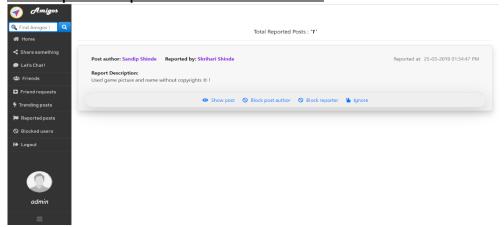
15.Friends Requests



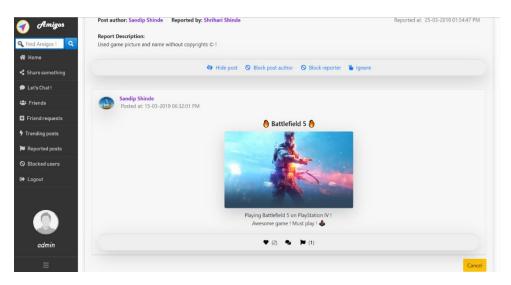
16.Trending posts show to admin



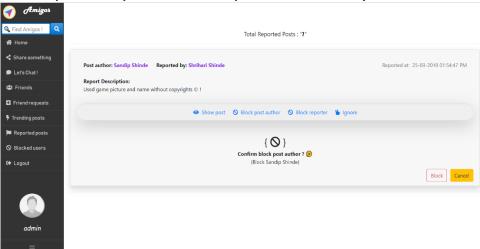
17.Reported posts show to admin



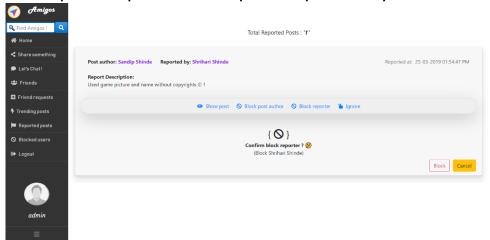
18. Show original post that is reported to admin



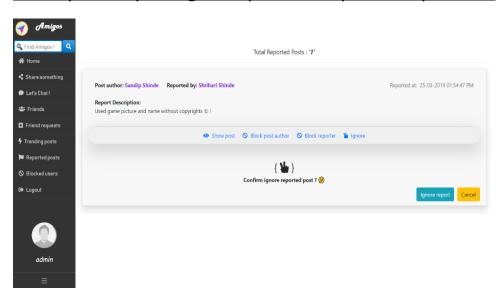
19.Reported posts block post author by admin



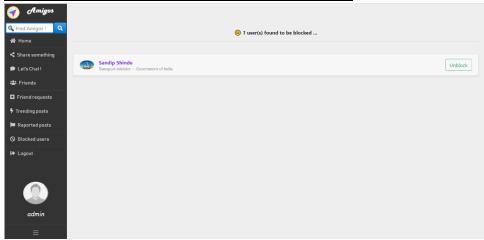
20.Reported posts block post reporter by admin



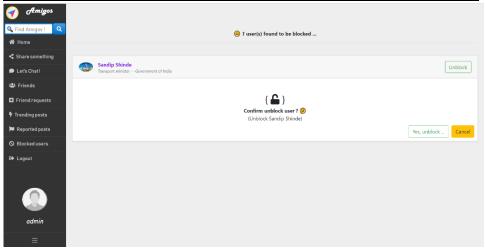
21.Reported post ignore post as reported by admin



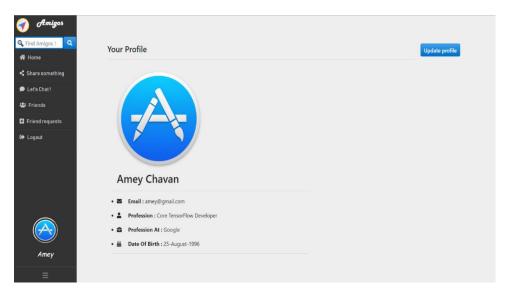
22.Blocked users lists show to admin



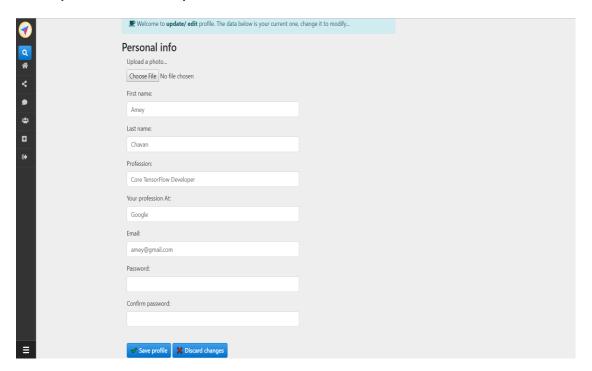
23.Blocked user confirmation to unblock for admin



24.User's profile



25.Update user's profile



4.IMPLEMENTATION

IMPLEMENTATION:

4.1 Code Script:

```
using System;
using System.Collections.Generic;
using System.Data;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
public partial class LandingPage : System.Web.UI.Page
    protected void Page_Load(object sender, EventArgs e)
    }
    protected void signupBtn_Click(object sender, EventArgs e)
        Response.Redirect("~/Signup/Signup.aspx");
    protected void goBtn Click(object sender, EventArgs e)
        // Handle user login here...
        try
            if (Commons.CheckQuotes(inputEmail.Text))
                Commons.ShowAlertMsg(" ★ Any quotes in email is NOT allowed !!! ★ ");
                inputEmail.Focus();
                return;
            string cmdText = "SELECT UserID, RoleID, upassword, firstname, lastname,
email, dob, active " + "FROM user_creds WHERE (email = '" + inputEmail.Text + "')";
            DataTable dt = new DataTable();
            dt = SQLHelper.FillDataTable(cmdText);
            if (dt.Rows.Count <= 0)</pre>
                Commons.ShowAlertMsg(" X INVALID email !!! X ");
                inputEmail.Focus();
                return;
            }
            //string passwordText = dt.Rows[0]["upassword"].ToString();
            if (inputPassword.Text.ToString() == dt.Rows[0]["upassword"].ToString())
                if (Convert.ToBoolean(dt.Rows[0]["active"]))
                    Session["UserID"] = dt.Rows[0]["UserID"].ToString();
                    Session["RoleID"] = dt.Rows[0]["RoleID"].ToString();
                    Session["firstname"] = dt.Rows[0]["firstname"].ToString();
```

```
// Set user current 'islogin' status to 1 (True)
                    cmdText = "UPDATE user_creds SET islogin = 1 WHERE (UserID = " +
Session["UserID"].ToString() + ")";
                    SQLHelper.ExecuteNonQuery(cmdText);
                    Response.Redirect("~/Home/Home.aspx");
                    // 'if( Convert.ToBoolean(dt.Rows[0]["active"]) )' closed.
                else
                {
                    Commons.ShowAlertMsg(" ⚠ Account for " + inputEmail.Text + " is
BLOCKED by administrator ! \triangle ");
                    return;
                   // 'else' closed.
                // 'if( inputPassword.Text.ToString()
                     == dt.Rows[0]["upassword"].ToString() )' closed.
            else
                Commons.ShowAlertMsg(" X INVALID password !!! X ");
                inputPassword.Focus();
                return;
            } // 'else' closed.
            // 'try' closed.
        catch (Exception ex)
            throw ex;
        // 'goBtn_Click(object sender, EventArgs e)' closed.
}
```

4.2 Advantages:

- Communicate with friends
- Share information
- Report illegal content/post to admin
- Search for people we know
- · Like, comment to posts
- Shows total count for like, comment and report for post
- Show other comments for posts
- Admin can block poster/reporter from reported post also can unblock

4.3Disadvantages:

- Requires internet consistently
- Cannot share videos and create own album
- Requires latest browser to show pages correctly

Amigos	(Social	Media	Platform)
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5. Tools and Technology

5.Tools and Technology:

<u>Microsoft visual Studio</u>: is an integrated development environment(IDE) from Microsoft. It is used to develop computer programs, as well as web sites, web apps, web services and mobile apps. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code.

Visual Studio includes a code editor supporting IntelliSense (the code completion component) as well as code refactoring. The integrated debugger works both as a source-level debugger and a machine-level debugger. Other built-in tools include a code profiler, forms designer for building GUI applications, web designer, class designer, and database schema designer. It accepts plug-ins that enhance the functionality at almost every level—including adding support for source control systems (like Subversion) and adding new toolsets like editors and visual designers for domain-specific languages or toolsets for other aspects of the software development lifecycle (like the Team Foundation Server client: Team Explorer).

Visual Studio supports 36 different programming languages and allows the code editor and debugger to support (to varying degrees) nearly any programming language, provided a language-specific service exists. Built-in languages include C, C++, C++/CLI, Visual Basic .NET, C#, F#, JavaScript, Type Script, XML, XSLT, HTML and CSS. Support for other languages such as Python, Ruby, Node.js, and among others is available via plugins. Java (and J#) were supported in the past.

Microsoft SQL Server Express:

Microsoft SQL Server Express is a version of Microsoft's SQL Server relational database management system that is free to download, distribute and use. It comprises a database specifically targeted for embedded and smaller-scale applications. The product traces its roots to the Microsoft Database Engine (MSDE) product, which was shipped with SQL Server 2000. The "Express" branding has been used since the release of SQL Server 2005.

1. Databases: SQL Server

2. Development Tool: MS Visual Studio 2015

3. Languages Used: C#, ASP.NET

1.Front End:ASP.NET

2.BackEnd:SQL Server 2014

6.Bibliography

8.Bibliography:

- www.w3schools.com
- <u>www.c-sharpcorner.com</u>
- www.stackoverflow.com
- www.codeproject.com
- https://docs.microsoft.com
- https://forums.asp.net