Edube – A Visual Social Bookmarking

A Minor Project Report

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Of

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in

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By

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DECLARATION BY THE CANDIDATE

We the undersigned solemnly declare that the minor project report entitled **"Edube- A Visual Social Bookmarking"** is based our own work carried out during the course of our study under the supervision of ***Assistant Prof. Sumitra Samal.***

We assert that the statements made and conclusions drawn are an outcome of the project work. We further declare that to the best of our knowledge and belief that the report does not contain any part of any work which has been submitted for the award of any other degree/diploma/certificate in this University/Deemed university of India or any other country.

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To the best of my knowledge and belief the report

i) Embodies the work of the candidate himself

ii) Has duly been completed

iii) Fulfills the partial requirement of the ordinance relating to the B.Tech. degree of the University

iv) Is up to the desired standard both in respect of contents and language for being referred to the examiners.

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LIST OF ABBREVIATIONS

1	JS	JavaScript
2	HTML	Hyper Text Markup Language
3	DFD	Data Flow Diagram
4	WFD	Work Flow Diagram
5	CSS	Cascading Style Sheets
6	UI	User Interface
7	DOM	Document Object Model
8	OOP	Object-Oriented Programming
9	ES6	ECMAScript 6
10	ES8	ECMAScript 8
11	VS CODE	Visual Studio Code
12	CV	Curriculum Vitae

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ABSTRACT

An education-oriented based platform to receive information regarding technologies, job profiles in a single application based on the institute is an attractive way to reduce time wastage and increase productivity by having all the information needed in a single place. A network where a user can connect based on a particular institute can help students and faculty to share information regarding job profiles easily in a single place without any delay or misinformation. This can save a lot of work as everything is available in one place be it job profiles, or student's data that contains their updated resume and CVs or their achievements and experiences. The work of this thesis focuses on the design and development of this particular platform that can help job seekers and employers to freely connect and share information. The Edube is a software designed for this specific purpose to provide an education-based online service that operates via mobile app. Edube focuses on creating an institute-based network for providing all the necessary information regarding jobs, offline events, training, and more.

Chapter 1

INTRODUCTION

INTRODUCTION

1.1 OVERVIEW

Edube is a free social networking application. If you're a college or grad student, Edube can help you transition to the professional world. It allows users to register and to create a professional profile which will be visible to others. Through the site, individuals can maintain a list of known people, known as Connections. Members can invite anyone (whether an existing member or not) to become a connection. Edube can also be used to organize offline events, write articles, publish job postings, post photos and more

From this network, individuals can search for jobs and people. It allows users to upload resumes, certificates, documents and images and they can add a caption to each of their posts and use hashtags. It also allows users to edit and upload photos and documents through this app. Users can write posts and articles within the Edube platform to share with their network.

The basic functionality of Edube allows users to create profiles, which for employees typically consist of a curriculum vitae describing their work experience, education and training, skills, and a personal photo. Employers can list jobs and search for potential candidates Users can save jobs that they would like to apply for.

Each post by a user appears on their followers' Edube feeds . As with other social networking platforms, Edube users can like, comment on and bookmark others' posts. Once visited into this app user will be prompted to sign up for free. For signing up user will have to fill required details such as full name, pin code, Phone Number, password and are given the option to either input their email address or username. From the Home tab, the first screen that appears when the app is opened, Edube users can view photos from accounts they follow in. The Search bar of the Edube app allows members to search for user accounts to follow. The Profile tab presents all of the user's photo and posts in one place. To post a photo click on the plus tab, which will allow users to choose a photo or document from the device's library.

Edube also serves as an effective medium by which both employers and job seekers can review listed professional information about one another. Edube follows strict privacy guidelines where in all connections made are mutually confirmed and individuals only appear in the Edube network with their explicit consent. Users of this application also have the option of making their profile private so that only their followers can view their posts. Individuals have the ability to create their own professional profile that can be viewed by others in their network, and also view the profiles of their own connection. We have taken inspiration from the popular apps such as Instagram, LinkedIn and Pinterest.

1.2 PROJECT OBJECTIVE

The objective of making the project Edube is to build a professional network for providing a single platform for all the job-related information. Further, such a platform will encourage students to keep track of all the records of their achievements and their information updated that will benefit them for more job opportunities. And to reduce the burden of looking at multiple sites to find suitable job profiles, thereby allowing them to focus more on the preparation of such job profiles rather than looking for it.

1.3 INTRODUCTION TO JAVASCRIPT

JavaScript is a lightweight, cross-platform, and interpreted scripting language. It is well-known for the development of web pages. JavaScript is best known for web page development but it is also used in a variety of non-browser environments. JavaScript can be used for Client-side developments as well as Server-side developments

There are also more advanced server-side versions of JavaScript such as Node.js, which allows adding more functionality to a website than downloading files (such as real-time collaboration between multiple computers). Inside a host environment (for example, a web browser), JavaScript can be connected to the objects of its environment to provide programmatic control over them.

JavaScript contains a standard library of objects, such as Array, Date, and Math, and a core set of language elements such as operators, control structures, and statements.

- **Client-side:** It supplies objects to control a browser and its Document Object Model (DOM).

Client-side extensions allow an application to place elements on an HTML form and respond to user events such as mouse clicks, form input, and page navigation. Useful libraries for the client-side are AngularJS, ReactJS, VueJS and so many others.

- **Server-side:** It supplies objects relevant to running JavaScript on a server. Like if the server-side extensions allow an application to communicate with a database, and provide continuity of information from one invocation to another of the application, or perform file manipulations on a server. The useful framework which is the most famous these days is node.js.

1.3.1 Features of JavaScript

JavaScript provides lots of features that are listed below:

i) Light Weight Scripting language

JavaScript is a lightweight scripting language because it is made for data handling at the browser only. Since it is not a general-purpose language so it has a limited set of libraries.

ii) Dynamic Typing

JavaScript supports dynamic typing which means types of the variable are defined based on the stored value. For example, if you declare a variable x then you can store either a string or a Number type value or an array or an object. This is known as dynamic typing.

iii) Object-oriented programming support

Starting from ES6, the concept of class and OOPs has been more refined. Also, in JavaScript, two important principles with OOP in JavaScript are Object Creation patterns (Encapsulation) and Code Reuse patterns (Inheritance).

iv) Functional Style

This implies that JavaScript uses a functional approach, even objects are created from the constructor functions and each constructor function represents a unique object- type. Also, functions in JavaScript can be used as objects and can be passed to other functions too.

v) Platform Independent

This implies that JavaScript is platform-independent or we can say it is portable; which simply means that you can simply write the script once and run it anywhere and anytime. In general, you can write your JavaScript applications and run them on any platform or any browser without affecting the output of the Script.

vi) Prototype-based

JavaScript is a prototype-based scripting Language. This means JavaScript uses prototypes instead of classes or inheritance. We define object prototype and then more objects can be created using this object prototype.

vii) Interpreted Language

JavaScript is an interpreted language which means the script written inside JavaScript is processed line by line. These Scripts are interpreted by JavaScript interpreter which is a built-in component of the Web browser. But these days many JavaScript engines in browsers like the V8 engine in chrome uses just in time compilation for JavaScript code.

viii) Async Processing

JavaScript supports Promise which enables asynchronous requests wherein a request is initiated and JavaScript doesn't have to wait for the response, which at times blocks the request processing.

ix) Client-Side Validation

This is a feature which is available in JavaScript since forever and is still widely used because every website has a form in which users enter values, and to make sure that users enter the correct value, we must put proper validations in place, both on the client-side and on the server-side. JavaScript is used for implementing client-side validations.

x) More control in the browser

JavaScript being a client-side language provides many features that help developers to divide processing between browser and server hence reducing the load on servers by having basic processing, validations, temporary data saving using cookies, etc. on the browser itself.

1.4 TECHNOLOGY STACK

1.4.1 React for Front End Development

React is a free to use open-source front-end JavaScript library for building user interfaces based on the UI components. It can be used as a base for development of single-page applications or mobile applications. React offers various extensions for entire application architectural support, such as Flux and React Native, beyond mere UI.

We have used ReactJS in this project because of several reasons, some of them are: It have native libraries present in it, its single way data flow system. A set of immutable values are passed to the component's renderer as properties in its HTML tags. The component cannot directly modify any properties but can pass a call back function with the help of which we can do modifications.

With React, you can make components using either classes or functions. Originally, class components were the only components that could have state. But since the introduction of ReactJS Hooks API, you can add state and more to function components.

1.4.2 Mongo DB and Firebase for Database

MongoDB is a source-available cross-platform document-oriented database program. Classified as a NoSQL database program, MongoDB uses JSON-like documents with optional schemas. MongoDB is developed by MongoDB Inc. and licensed under the Server-Side Public License (SSPL).

MongoDB is a cross-platform, document-oriented database that provides, high performance, high availability, and easy scalability. MongoDB works on concept of collection and document. Database is a physical container for collections. Each database gets its own set of files on the file system. A single MongoDB server typically has multiple databases. Collection is a group of MongoDB documents. It is the equivalent of an RDBMS table. A

collection exists within a single database. Collections do not enforce a schema. Documents within a collection can have different fields. Typically, all documents in a collection are of similar or related purpose. A document is a set of key-value pairs. Documents have dynamic schema. Dynamic schema means that documents in the same collection do not need to have the same set of fields or structure, and common fields in a collection's documents may hold different types of data.

Firebase is a Backend-as-a-Service (Baas). It provides developers with a variety of tools and services to help them develop quality apps, grow their user base, and earn profit. It is built on Google’s infrastructure. Firebase is categorized as a NoSQL database program, which stores data in JSON-like documents. In Firebase, a document is a set of key-value pairs defined by a schema. A group of documents makes up a collection.

1.4.3 GitHub for Repository Hosting

GitHub is a Web-based Git repository hosting service. It offers all of the distributed revision control and source code management (SCM) functionality of Git as well as adding its own features. Unlike Git, which is strictly a command-line tool, GitHub provides a Web-based graphical interface and desktop as well as mobile integration.

It also provides access control and several collaboration features such as bug tracking, feature requests, task management, and wikis for every project. GitHub offers both plans for private repositories and free accounts, which are usually used to host open-source software projects. As of 2015, GitHub reports having over 11 million users and over 29.4 million repositories, making it the largest host of source code in the world.

Chapter 2

PROJECT REQUIREMENT ANALYSIS

PROJECT REQUIREMENT ANALYSIS

2.1 PROJECT OBJECTIVE IN DETAIL

1. **Interaction with different people:** Connections are formed between users when one accepts an invitation from another to join his or her network.

2. **Gain knowledge about all the stacks related to education:** Get latest information related to latest technologies and job profiles in a single platform.

3. **Easy UI and interactive platform:** Easy to use, user-friendly interactive UI that allows users to freely interact and navigate through different screens and fulfill their requirements.

4. **High Security and end-to-end encryption of data:** End-to-end encryption ensures that data is transferred securely between endpoints.

2.2 SOFTWARE REQUIREMENTS

Software plays a vital role in the development of any system. No matter in which language does the application has been developed. Software is that important part of any application that gives immense support in the development of any system. Software is a set of programs or coding that has been made for the better and easy performance of the computer. In our project, we have also used different software for developing it efficiently. In this system, we have used software like Visual Studio Code, Git, Google Chrome for the development of our project.

Visual Studio Code

Visual Studio Code is a lightweight but powerful source code editor by Microsoft which runs on our desktop and is available for Windows, macros and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages (such as C++, C#, Java, Python, PHP, Go) and runtimes (such as .NET and Unity)

Node Package Manager

Used npm to Adapt packages of code for our apps, or incorporate packages as they are, download standalone tools we can use right away, manage multiple versions of code and code dependencies, find other developers who are working on similar problems and projects.

Node.js

As an asynchronous event-driven JavaScript runtime, Node.js is designed to build scalable network applications. In the following "hello world" example, many connections can be handled concurrently. Upon each connection, the callback is fired, but if there is no work to be done, Node.js will sleep.

Chrome

Chrome is a cross-platform web browser which is developed by Google. It was first released in the year 2008 for Microsoft Windows, built with free software components from Apple WebKit and Mozilla Firefox. Chrome is designed to be the fastest web browser. With one click, it loads web pages, multiple tabs, and applications with lightning speed. Chrome is fitted with V8, a faster and more powerful JavaScript engine. Chrome also loads web pages faster by using the WebKit open-source rendering engine.

Git

Git is a free and open-source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. Git is easy to learn and has a tiny footprint with lightning-fast performance.

2.2.1 Software Requirements (Developer)

The Softwares required for the making of this project are:

- ✓ Operating System – Windows 7 or above
- ✓ Front-End – HTML, CSS, JavaScript, React Js, NPM
- ✓ Software – Visual Studio Code, Node

2.2.2 Software Requirements (End User)

✓ Android 7 and above

2.3 HARDWARE REQUIREMENTS

The role of hardware is as important as that of the software. If software requires adequate and accurate software, then it will also require a good hardware. The hardware configurations should be according to the need of the software that is being developed. The improper configurations of the hardware may lead to the undesirable result of the system being developed. The basic hardware required in our projects is the RAM, ROM and the processor of the system that is being used in the development of the project. The explanations of the requirements are as under:

The processor is a logical based circuit that is used to respond for the basic instructions and then process it to run a computer system. It is the basic requirement as without it a computer will not be able to work. An updated processor should be used each and every time, so that there should not be any kind of mis conductance done by the processor. It contains four elements. They are:

ALU (Arithmetic Logic Unit)

- FPU (Floating Point Unit)
- Registers
- L1 and L2 cache memories

The RAM is another important part in the computer system. It is the storage device of a computer. The RAM stores the data and the machine codes that is being currently using up by the computer system. The space in the RAM should be adequate while developing or running the system developed. The inadequate amount of space in the RAM may lead to the improper functioning of the developed system. To avoid this a proper RAM is to be used. The ROM is another important part in a computer system. The ROM stores that memory of the computer that can only be read and cannot write.

The ROM allows the computer system to be booted whenever we switch on the computer system. It provides some programming to do so. So, with the help of the above mention explanation of the hardware, we can easily understand the importance of the hardware in the development of the project in any computer system. Without perfect hardware, a system can't run properly and so an adequate and accurate hardware is must in developing any system or to run any system.

2.3.1 Hardware Requirements (Developer)

- ✓ Intel Core i3 processor or above
- ✓ The disk requirement is 150GB
- ✓ It requires a 4 GB RAM or above
- ✓ Display – Any compatible monitor
- ✓ Connection – Internet Connection

2.3.2 Hardware Requirements (End User)

- ✓ Ram – 2 GB or above
- ✓ Rom – 250 MB or above
- ✓ Operating System – Windows 7 or above
- ✓ Connection – Internet Connection

Chapter 3

PROJECT IDENTIFICATION & DESIGN

PROJECT IDENTIFICATION & DESIGN

3.1 FEATURES

- Login page consists of 2-step security.

- Any user if wants to create a new account can register as a new user, from wherein the user will have access to the website

- View the profile of the user and access it.

- User can maintain its own information in the profile like name, address, contact number, education, projects, experience, training, hobbies, etc.

- Home page consists of everyone's status updates which is shared by people and can contain information regarding anything like documents, links, images etc. which share some kind of information.

- User if want can also share information by status updates from home page to other users or can save it for future reference.

3.2 FUNCTIONALITIES

Login/Sign Up: creates a user account

Profile: It is located at the bottom of your homepage. Click on your profile picture, it will show your name, photo, skills, education, training, experience and occupation etc. You can also View the profile of the user by your connections

Homepage: In this section, you will find the information related to job vacancies, events, resumes, certificates etc. in the form of images which is posted by the people of your connections.

Post: User if want can also share information by post from home page.

Connection: It shows your professional connections, the list of professionals you are connected with on Edube. It also shows you the invitations (people who want to be added to your connection) and a list of people you would like to connect with.

Settings: The Settings & Privacy page allows you to manage your Edube account settings, update your privacy and security settings.

Search Bar: The Search bar is at the top of your Edube Homepage you're viewing, and it allows you to search for people and posts. You can click any suggestions that appear in the dropdown list as you type or submit your search to see the full results.

3.3 SYSTEM DESIGN

Edube uses client/server architecture. At the client, by using a web browser or mobile can connect via internet or local host with the server where JavaScript and Firebase in the server side are responsible for the processing of user's data and returning data from the database.

Web applications use server-side scripts (Node.js) to handle the storage and retrieval of the knowledge, and client-side scripts (JavaScript and HTML) to present information to users. We don't have to download or install web apps as they will be used with in-built browsers.

They are easy to take care of and may be made for any device by making them responsive. Also, you would like to not update an internet application like we do with a mobile application because the web application is uploaded on a server and updates, or changes are made on the server side.

We used a web application for our project because it is convenient for the users. Also, it's simple to gather/store posts and related data through websites.

3.4 FLOWCHART

A flowchart is a type of diagram that represents a workflow or process. A flowchart can also be defined as a diagrammatic representation of an algorithm, a step-by-step approach to solving a task.

The flowchart shows the steps as boxes of various kinds, and their order by connecting the boxes with arrows.

Flowcharts are used in analyzing, designing, documenting or managing a process or program in various fields.

Flowcharts are used in designing and documenting simple processes or programs. Like other types of diagrams, they help visualize what is going on and thereby help understand a process, and perhaps also find less-obvious features within the process, like flaws and bottlenecks. There are different types of flowcharts: each type has its own set of boxes and notations.
The two most common types of boxes in a flowchart are:

- A processing step, usually called activity, and denoted as a rectangular box.
- A decision, usually denoted as a diamond.

A flowchart is described as "cross-functional" when the chart is divided into different vertical or horizontal parts, to describe the control of different organizational units. A symbol appearing in a particular part is within the control of that organizational unit. A cross- functional flowchart allows the author to correctly locate the responsibility for performing an action or making a decision, and to show the responsibility of each organizational unit for different parts of a single process.

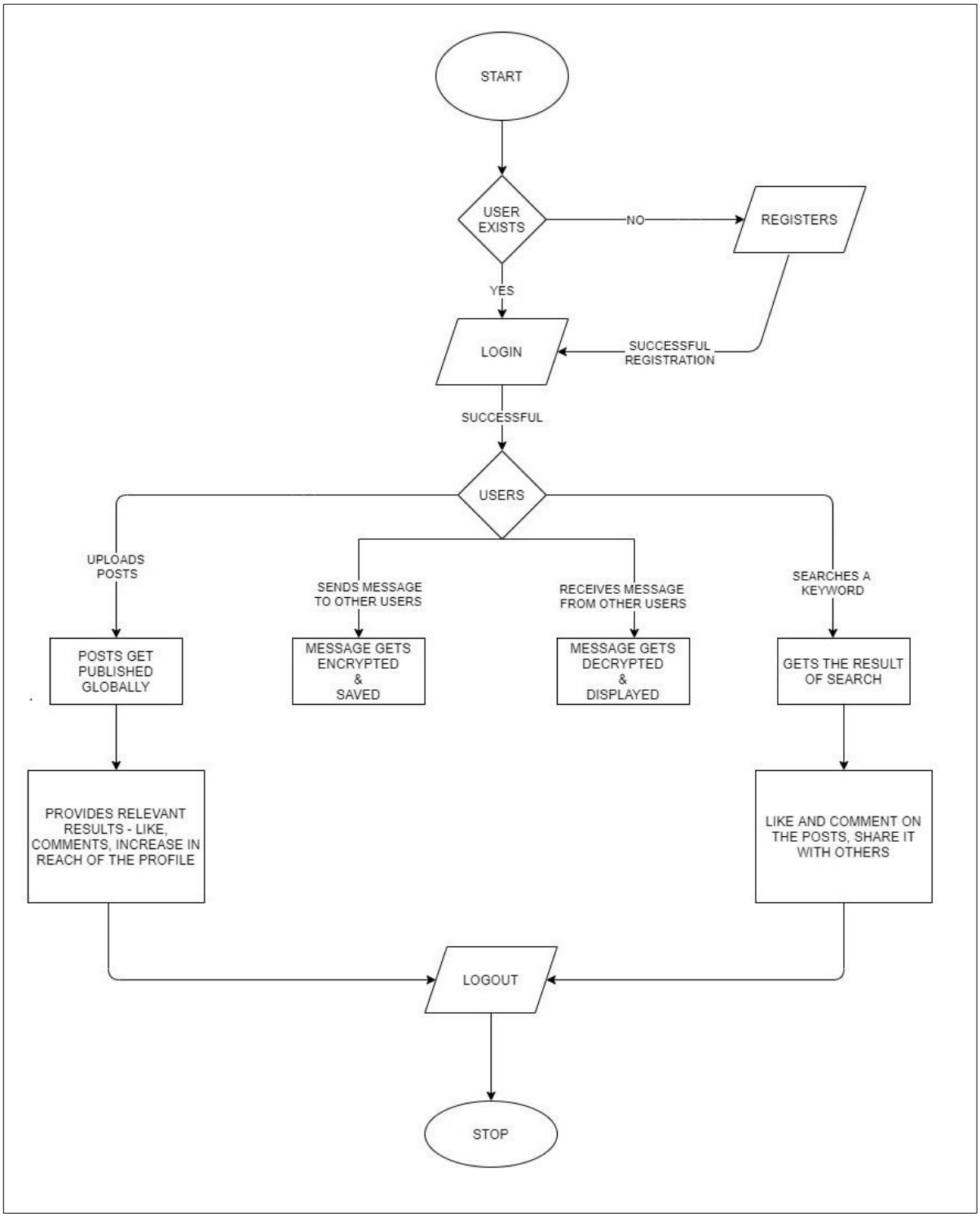

Fig. 1.3.1 WORKFLOW DIAGRAM

3.5 FLOWCHART WORKING

- It does require a login/sign-in signup. After which the user is redirected to upload picture or search posts/keywords, i.e., the dashboard.
- The frontend of the website is created using React JS, HTML, CSS, Bootstrap.
- After registering, the user data along with the other details are stored in a database.
- Using MongoDB and Firebase as our database to store all the data receiving from various users.
- All the data from the MongoDB and Firebase are redirected to the Frontend which is created using React.js, Html, CSS for the other user who have searched the specific keyword, and shown in the form of a Card through which user who are searching can easily access it.

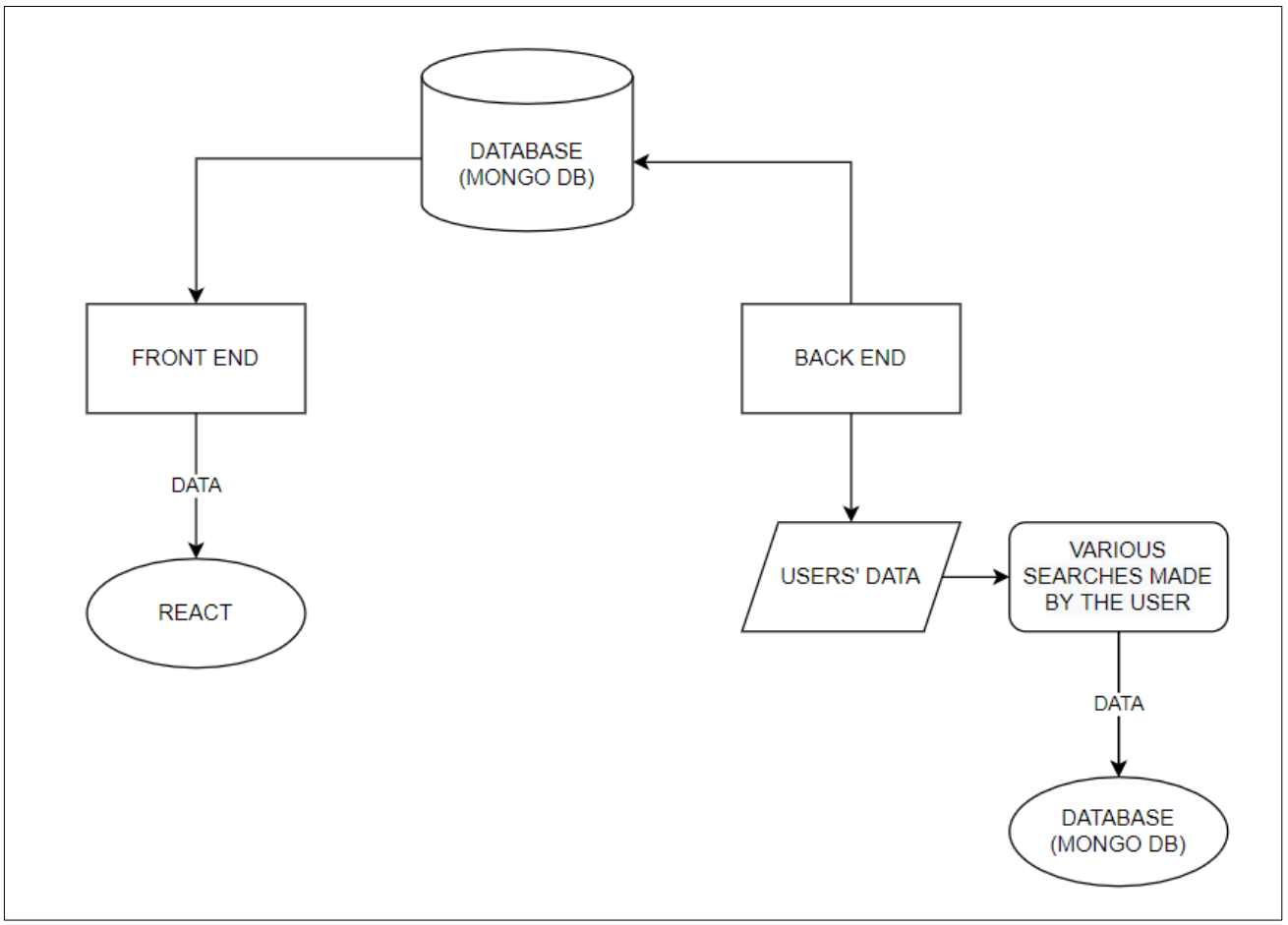

Fig. 2.3.2 FLOW CHART OF WEB APP PROCESSING

3.6 DATA FLOW DIAGRAM

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both.

It shows how data enters and leaves the system, what changes the information, and where data is stored. The objective of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communication tool between a system analyst and any person who plays a part in the order that acts as a starting point for redesigning a system. The DFD is also called as a data flow graph or bubble chart.

The DFD may be used to perform a system or software at any level of abstraction. In fact, DFDs may be partitioned into levels that represent increasing information flow and functional detail. Levels in DFD are numbered 0, 1, 2 or beyond.

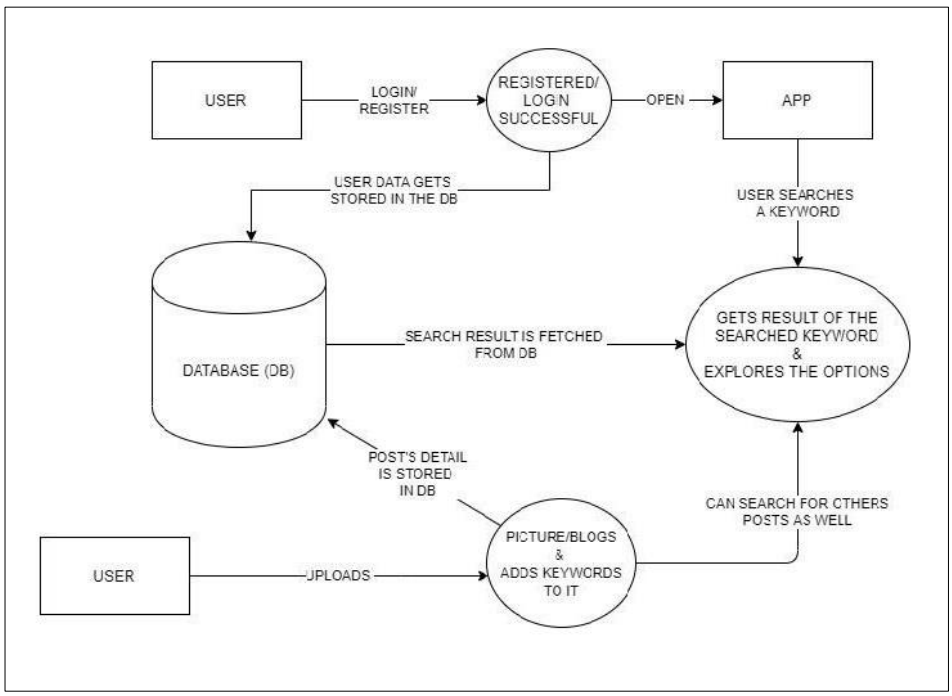

Fig. 3.3.3 DATA FLOW DIAGRAM

3.7 USE CASE DIAGRAM

A use case diagram is a graphical depiction of a user's possible interactions with a system. A use case diagram shows various use cases and different types of users the system has and will often be accompanied by other types of diagrams as well.

In the Unified Modeling Language (UML), a use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system. To build one, you'll use a set of specialized symbols and connectors. An effective use case diagram can help your team discuss and represent:

1. Scenarios in which your system or application interacts with people, organizations, or external systems.
2. Goals that your system or application helps those entities (known as actors) achieve.
3. The scope of your system.

UML is the modeling toolkit that you can use to build your diagrams. Use cases are represented with a labeled oval shape. Stick figures represent actors in the process, and the actor's participation in the system is modeled with a line between the actor and use case. To depict the system boundary, draw a box around the use case itself.

UML use case diagrams are ideal for:

1. Representing the goals of system-user interactions
2. Defining and organizing functional requirements in a system
3. Specifying the context and requirements of a system
4. Modeling the basic flow of events in a use case

A use case diagram doesn't go into a lot of detail—for example, don't expect it to model the order in which steps are performed. Instead, a proper use case diagram depicts a high-level overview of the relationship between use cases, actors, and systems.

While a use case itself might drill into a lot of detail about every possibility, a use-case diagram can help provide a higher-level view of the system. It has been said before that "Use case diagrams are the blueprints for your system".

Due to their simplistic nature, use case diagrams can be a good communication tool for stakeholders. The drawings attempt to mimic the real world and provide a view for the stakeholder to understand how the system is going to be designed.

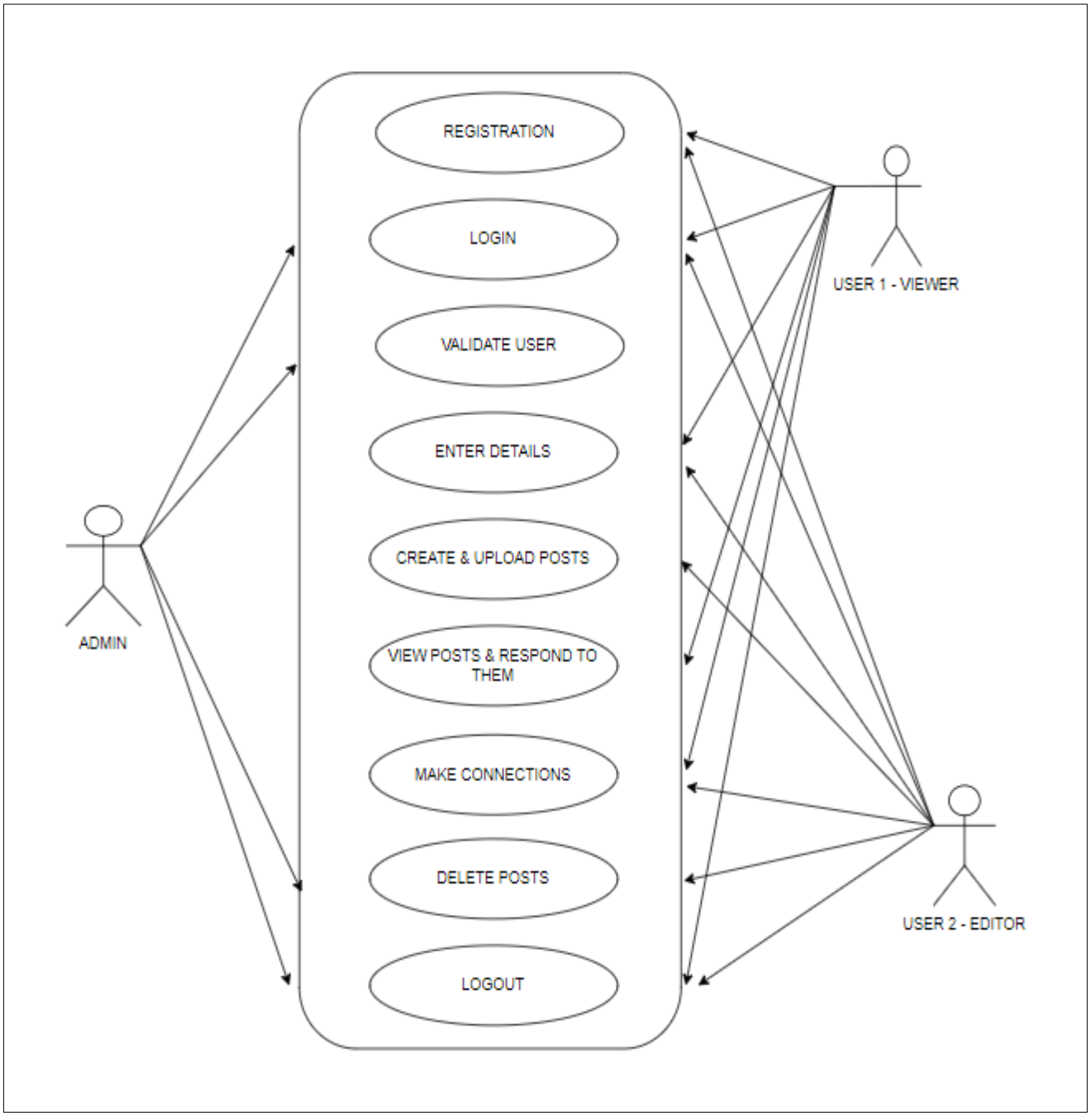

Fig. 4.3.4 USE CASE DIAGRAM

Chapter 4

PROJECT METHODOLOGY

PROJECT METHODOLOGY

4.1 SOFTWARE DEVELOPMENT LIFE CYCLE:

The model uses to build this project is waterfall model. The Waterfall Model was the first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a water fall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.

The Waterfall model is the earliest SDLC approach that was used for software development. The waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete. In this water fall model, the phases do not overlap. Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In this Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially.

4.1.1 Waterfall Model – Stages

The sequential phases in Waterfall model are –

1. **Requirement Gathering and analysis –**

All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.

2. **System Design –**

The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.

3. **Implementation** –

   Within puts from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.

4. **Integration and Testing** –

   All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

5. **Deployment of system** –

   Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.

6. **Maintenance**–

   There are some issues which come up in the client environment. To fix those issues, patches are released. Also, to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

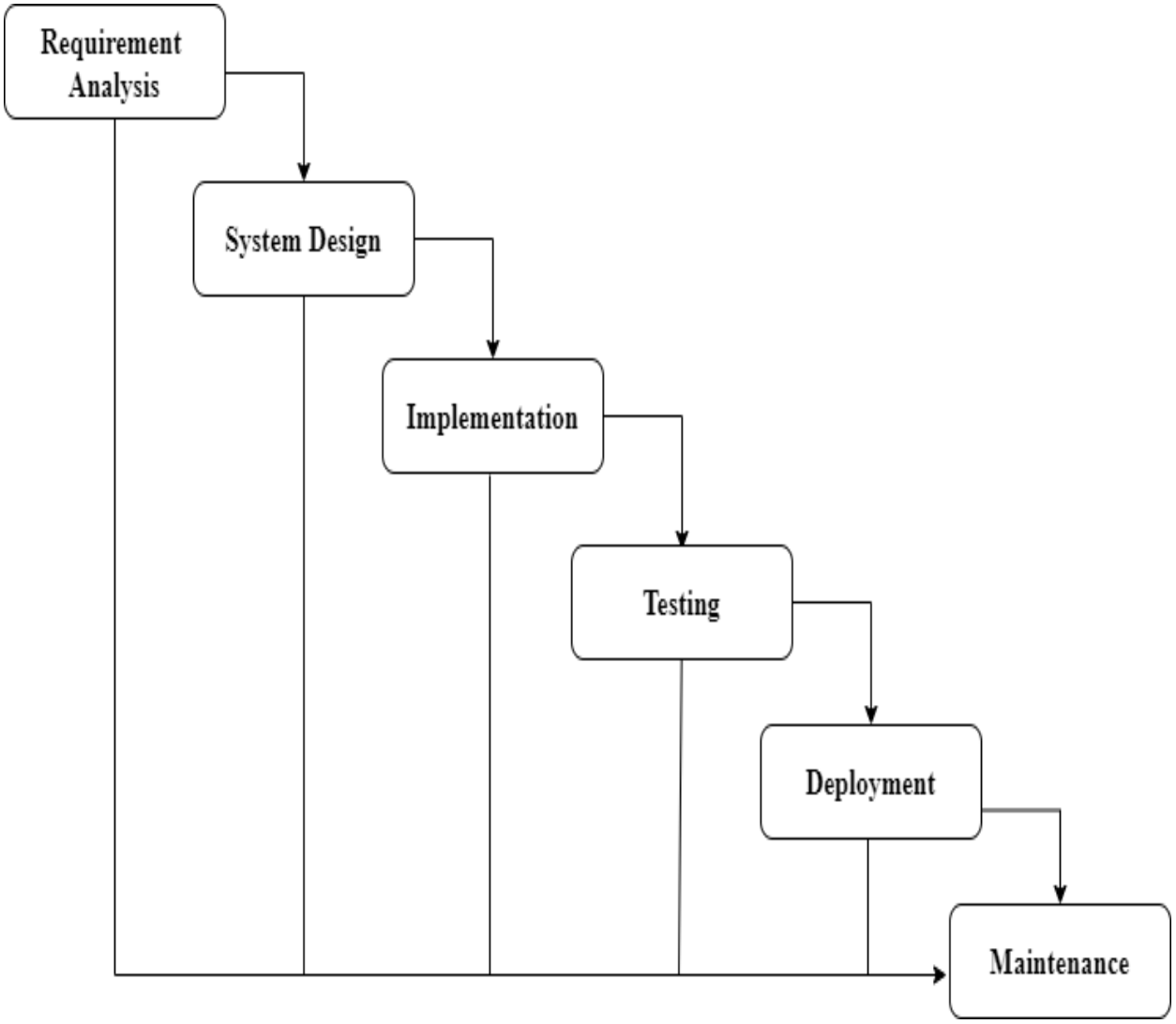

Fig. 5.4.1 WATERFALL MODEL OF SDLC

4.1.2 Waterfall Model – Application

Every software developed is different and requires a suitable SDLC approach to be followed based on the internal and external factors. Some situations where the use of Waterfall model is most appropriate are−

1. Requirements are very well documented, clear and fixed.
2. Product definition is stable.
3. Technology is understood and is not dynamic.
4. There are no ambiguous requirements.
5. Ample resources with required expertise are available to support the product.
6. The project is short.

Waterfall Model –Advantages

1. Simple and easy to understand and use
2. Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
3. Phases are processed and completed one at a time.
4. Works well for smaller projects where requirements are very well understood.
5. Clearly defined stages.
6. Well understood milestones.
7. Easy to arrange tasks.
8. Process and results are well documented.

Chapter 5

SNAPSHOTS

SNAPSHOTS

5.1 SNAPSHOTS OF THE UI

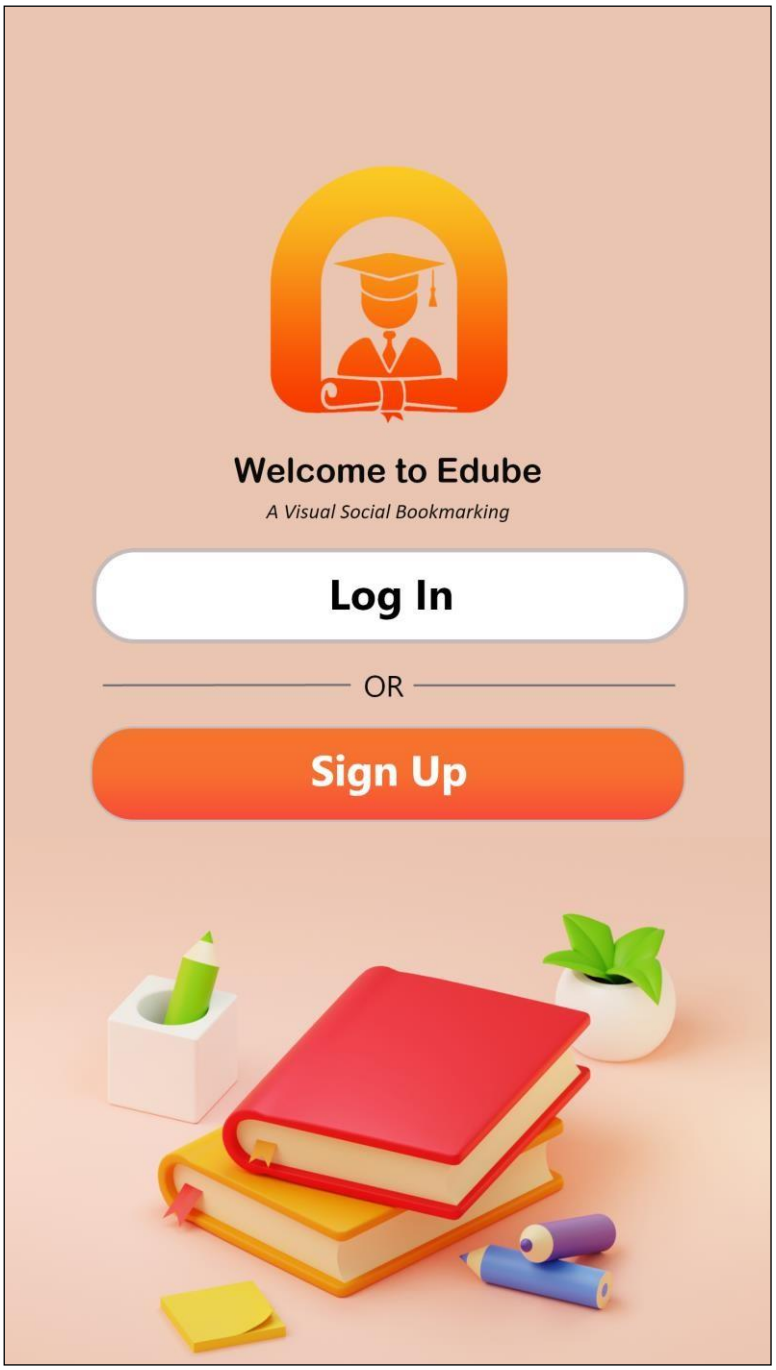

Fig. 6.5.1 WELCOME SCREEN

Whenever a user opens the application, he/she will be landed on to this welcome screen.

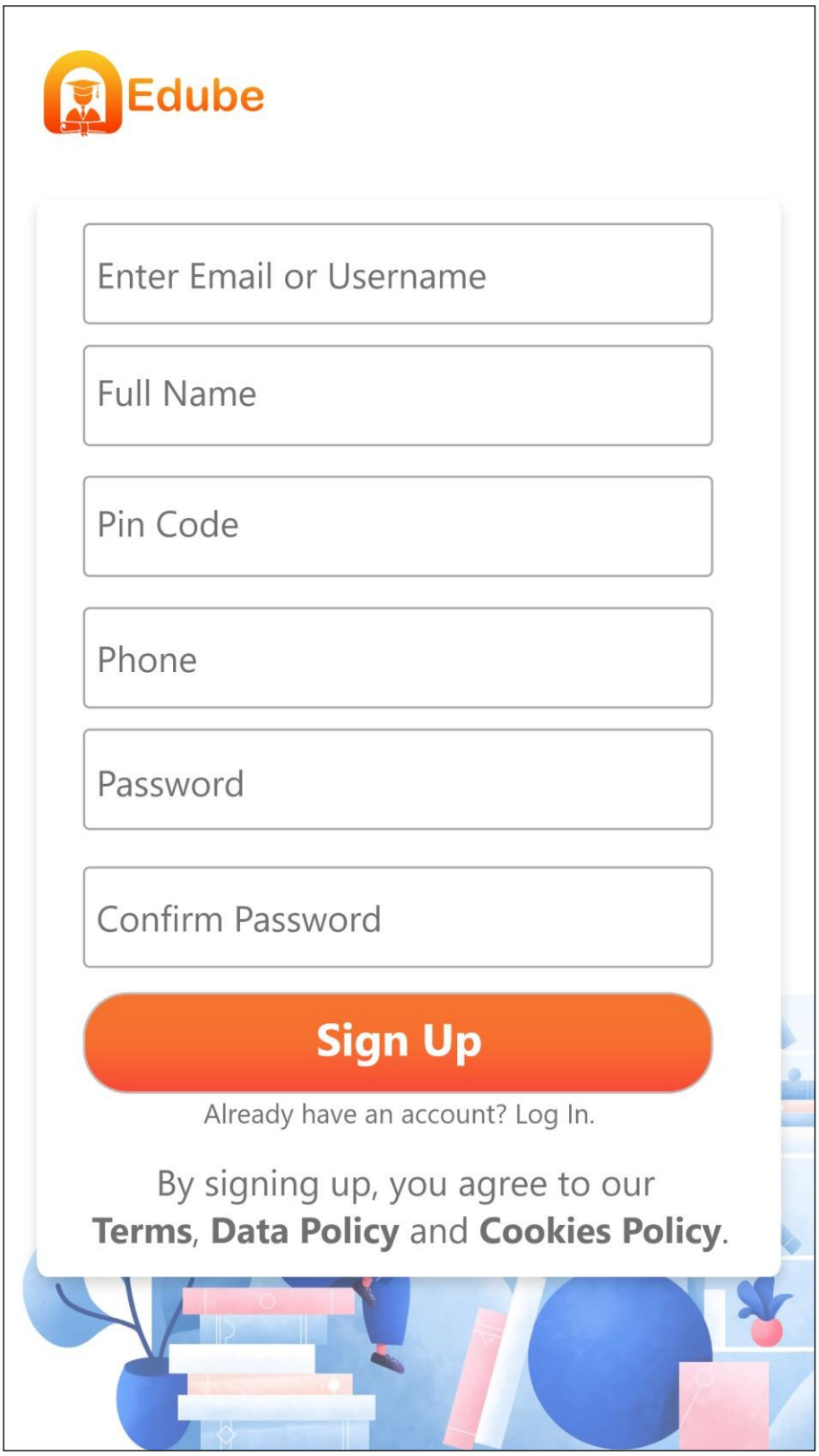

Fig. 7.5.2 REGISTER SCREEN

If a new user, opens up the application, he/she will have to register himself/herself before using the application.

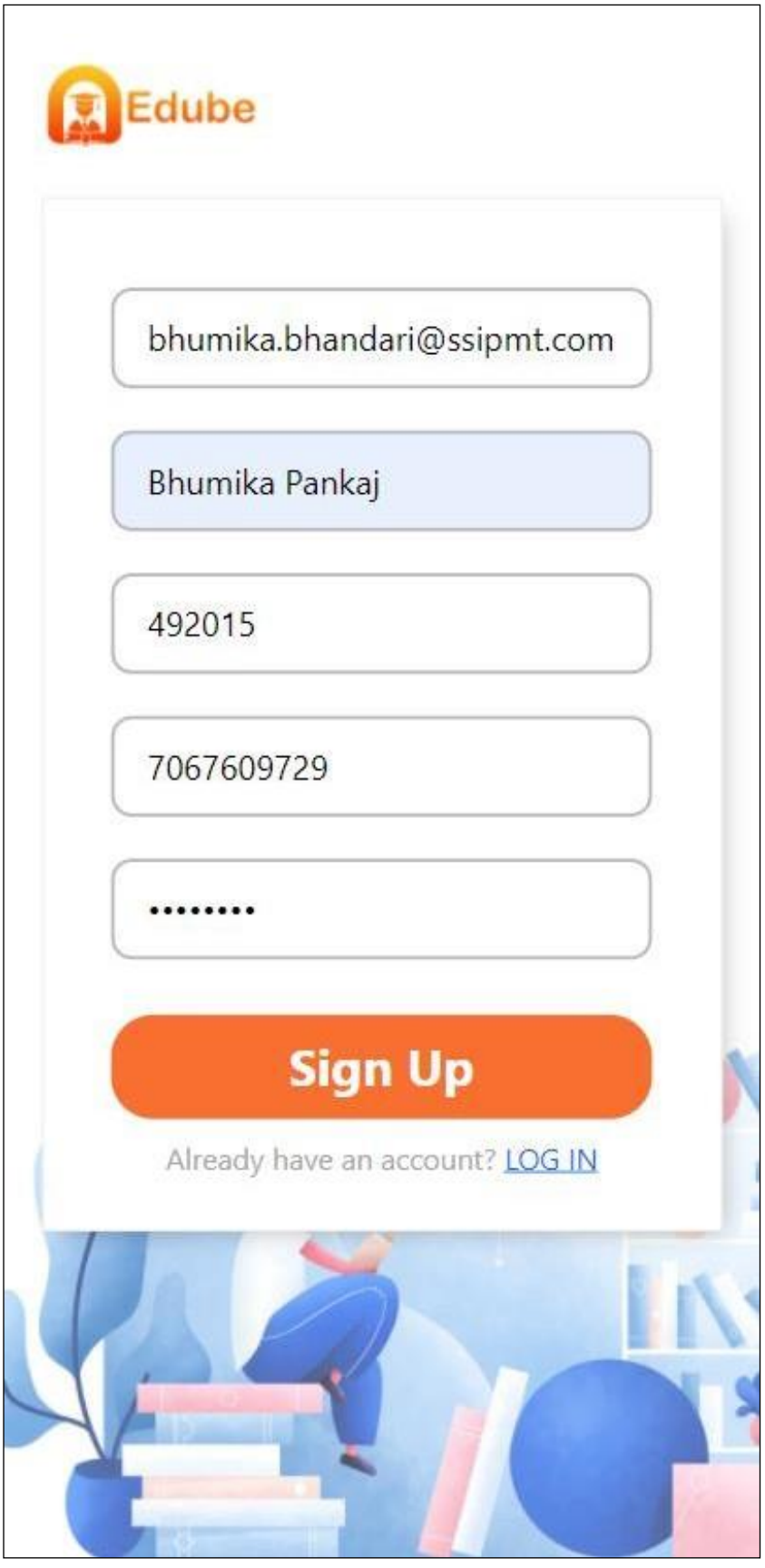

Fig. 8.5.3 REGISTER SCREEN

The details of the user who's registering into the application will be shown here, all the details will be confidential and secured completely.

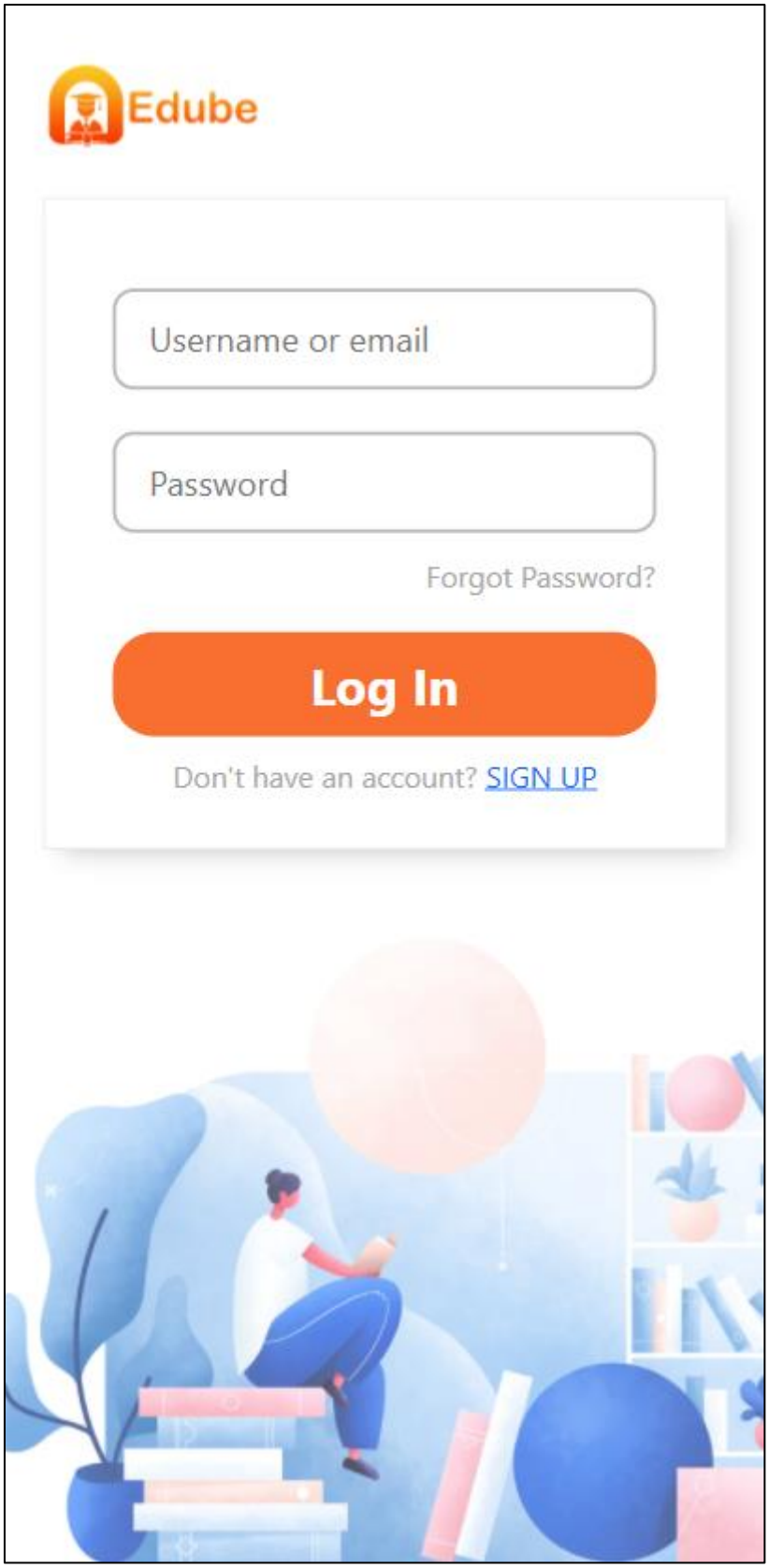

Fig. 9.5.4 LOGIN SCREEN

If an existing user wishes to use the application, he/she must login with the credentials filled during the time of registration in order to use the application efficiently.

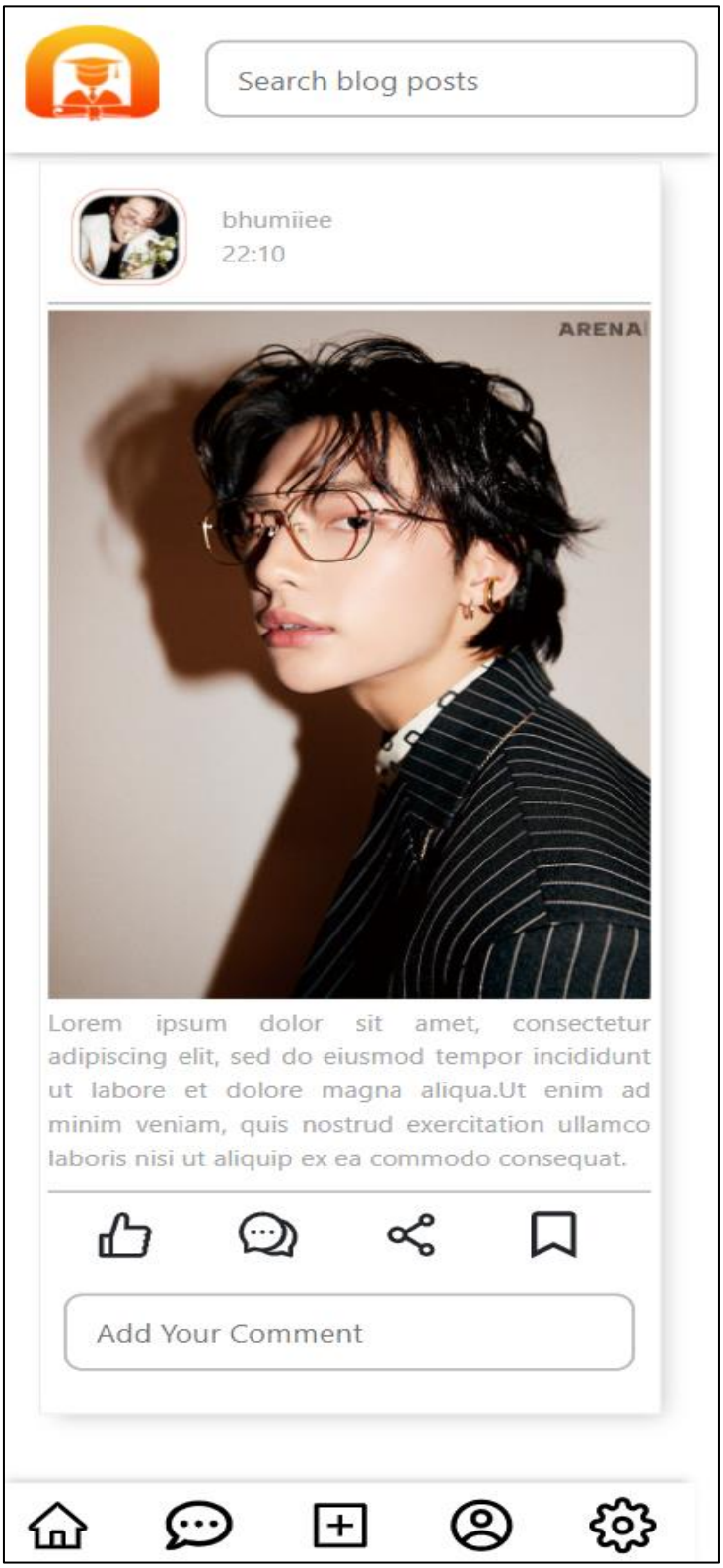

Fig. 10.5.5 USER DASHBOARD SCREEN

User dashboard consists of all the posts made by other users with whom they've made connections and the user gets the option of like, comment, share and save the post for future reference.

Fig. 11.5.6 USER PROFILE SCREEN

A user's profile screen consists of different field like username, full name, his bio (description about the user), experience, educational details, skills, and interest. Other users can view these details in order to establish a connection between them and view their posts as well.

5.2 SNAPSHOTS OF DATABASE

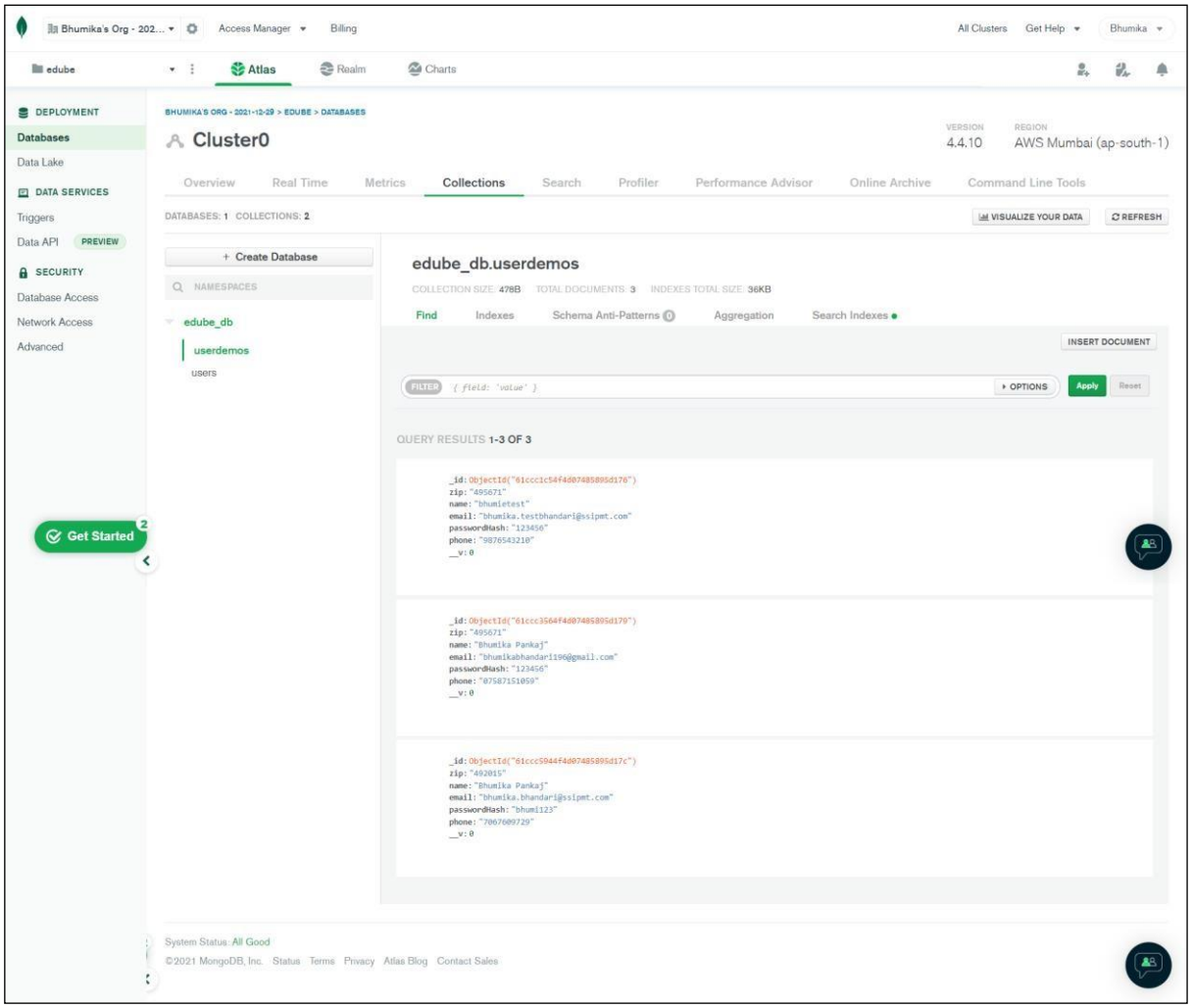

Fig. 12.5.7 Whenever a new user registers onto the platform, the database gets updated with the user's detail.

```
router.post("/register-demo", async (req, res) => {
  const isExistWithSameEmail = await UserDemo.findOne({ email: req.body.email });
  if (isExistWithSameEmail != null) {
    return res.status(404).json({ msg: "The user with same email exists!" });
  }

  let user = new UserDemo({
    name: req.body.name,
    email: req.body.email,
    passwordHash: req.body.password,
    phone: req.body.phone,
    zip: req.body.zip,
  });

  user = await user.save();

  if (!user) return res.status(400).send("the user cannot be created!");

  res.send(user);
});
```

Fig. 13.5.8 BACKEND CONNECTION FOR REGISTER

Whenever a new user registers on the application, the data gets updated into the database and the registration is successful.

Chapter 6

RESULT & DISCUSSION

PROJECT RESULT AND DISCUSSION

6.1 RESULT

After testing this project, we find that -

1. This project works efficiently.
2. It is helpful for getting job profiles and post jobs.
3. It is suitable for the people to easily get technology related information.
4. It is a low maintenance system.
5. It is fast-paced system.
6. **Easy portal -**

   A user can apply for as many Jobs/Internships he wants. A user can view any number of Jobs/Internships.
7. **Saves User's time -**

   It minimizes the time of the user while searching from a different website and applying.
8. **Establish Yourself as a Knowledgeable Professional -**

   Through sharing articles or Post, you can establish yourself as a knowledgeable and active professional in your field.
9. **A Good Way to Network -**

   Especially if you're not much for schmoozing with people in person, Edube can help you build a virtual network of contacts. This could prove valuable if you are looking for a job at some point in your career.

6.2 DISCUSSION

Edube follows strict privacy guidelines where all connections are mutually confirmed and users can appear only with their explicit consent or by the consent of the institute and organizations for job profiles for students. Through this software, users can maintain a list of known people, interact with employers of the organization and get detailed information about how to apply to their job profiles. Edube users can make their profile private, allowing only certain people to have access to view their profiles by giving their consent to follow them. Edube is a network that provides an interactive way to connect with multiple organizations, showcase your skills, and a single place for all job-based posts based on institutes.

Edube also allows institutes to keep track of students' records. An institute can register students for job profiles they are eligible for based on certain criteria by the employers. Edube follows strict privacy guidelines where a student belonging to particular registered institutes only can use their institute id to have an access to the software. With Edube, students can showcase their activities, institutes and companies can organize events and interact directly with interested candidates. Edube also allows to add captions to posts and use hashtags to make their posts more interactive or give short information regarding the content of the post.

The main idea of Edube is to provide an institute-based platform wherein students from that particular university can see all the job profiles by organizations that are in contact with the institute. It also focuses on creating an interactive portfolio containing all the updated information for job seekers to find their suitable candidates easily and efficiently.

This project took us through various phases of project development and gave us real insight into the world of engineering. It was due to this project that we came to know how professional software are designed and what precautions should be taken. This project has laid the path to the depth of the subject, that requires a thorough study and which is an engineering student have flair of proficiency. We enjoyed each and every bit of our work that we have into this project.

Chapter 7

CONCLUSION & FUTURE SCOPE

PROJECT CONCLUSION AND FUTURE SCOPE

7.1 CONCLUSION

For Edube, some of the practices include weekly posts, participation in group discussions, keeping an updated profile, and asking and responding to questions in comment section. Weekly posts involve updating recent business events that one has attended. Participation in group discussions helps build a foundation of trust within the business community. Keeping profiles up-to-date allows one's connections to be informed on their recent awards or recognitions within the community. Asking and answering questions shows interest and provides credibility for the member. Through all these practices, members can stay active and get the most out of their Edube experience. Edube' s user profile is like a digital resume, which tells members of Edube of your skills and capabilities.

7.2 SCOPE OF FUTURE WORK

Since this system has been generated by using JavaScript – based front-end and back-end languages, there are every chance of reusability of the codes in other environment even in different platforms. Also, its present features can be enhanced by some simple modification in codes so as to reuse it in changing scenario.

Further it can also include certain features like,

- Resume making in future can be implemented to help users create and share their skills effectively.
- Bots can be included to automate certain tasks.
- Chatting feature that will allow users to have direct contact to company officials.

Chapter 8.

REFERENCES

PROJECT REFERENCES

8.1 REFERENCES

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