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Design and implementation of a social network for making acquaintances

BACHELOR THESIS

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Declaration

Hereby I declare, that this paper is my original authorial work, which I have worked out by my own. All sources, references and literature used or excerpted during elaboration of this work are properly cited and listed in complete reference to the due source.

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Acknowledgement

Zde bude uvedeno...

Obdobně jako poděkování se mohou vysadit shrnutí a klíčová slova pomocí prostředí Thesisacti a ThesisKeyWordsi.

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Introduction

1 Design

1.1 Existing social networks for making acquaintances

1.1.1 PlentyofFish

PlentyofFish (<http://www.plentyoffish.com/>) was founded in 2003 in Canada. It generates most of its revenue through advertising and some premium services. Unfortunately, it currently only serves users from Canada, UK, US, Australia, Ireland, New Zealand, Spain, France, Italy and Germany so I could not sign up at all.

From the publicly available information, it allows users to create a profile, search for others, message and chat with others. A 'Chemistry test' and some other methods of finding a match are offered, but without explaining precisely how they work.[1]

1.1.2 Match.com

Match.com (<http://www.match.com/>) was launched in 1995 and is one of the oldest networks. It requires a paid subscription of ranging from 34.90EUR for one month to 77.40EUR for 6 months.

After signing up, the user is asked to upload a profile photo and fill in a detailed questionnaire about his or her character, interests, activities and relationships and preferences. Based on this information, the system tries to find the best matching partner. The user can then add the match to his or her favourites, follow their profile and message them. There is a special option to 'wink' at them, which can be used to quickly bring attention of the match and wait for their response to quickly assess their general interest without the need to send a message.

1.2 User data privacy

1.3 Conclusion

2 Implementation

2.1 Technologies

2.2 Basic functionality

2.2.1 User registration

2.2.2 Profile photo upload

2.2.3 Acquaintance selection

2.2.4 Notifications

2.2.5 Chat

2.3 Implementation in detail

2.3.1 Security

2.3.2 I18n

2.3.3 Geolocation

2.3.4 Graphical design

3 Conclusion

Bibliography

- [1] Plentyoffish Media Inc. Plenty of FAQ. <http://www.pof.com/faq.aspx>, 2012. [Online; accessed 27-March-2012].