

MINI PROJECT-II

(2021-22)

“SocioBook”

Project Report



Institute of Engineering & Technology

Submitted By -

Jatin (191500363)

Isha Gupta (191500354)

Under the Supervision Of

Mr. Mandeep Singh

Technical Trainer

Department of Computer Engineering & Applications



Department of Computer Engineering and Applications
GLA University, 17 km. Stone NH#2, Mathura-Delhi Road,
Chaumuha, Mathura – 281406 U.P (India)

Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project “**Social Media Web Application**”, in partial fulfillment of the requirements for the award of the *Bachelor of Technology* in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Mandeep Singh, Technical Trainer, Dept. of CEA, GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

Name of Candidate: Jatin

University Roll No.:191500363

Name of Candidate: Isha Gupta

University Roll No.:191500354



Department of Computer Engineering and Applications
GLA University, 17 km. Stone NH#2, Mathura-Delhi Road,
Chaumuha, Mathura – 281406 U.P (India)

Certificate

This is to certify that the project entitled “**SocioBook**”, carried out in Mini Project – II, is a bonafide work by Jatin and Isha and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Name of Supervisor: Mr. Mandeep Singh



Department of Computer Engineering and Applications
GLA University, 17 km. Stone NH#2, Mathura-Delhi Road,
Chaumuha, Mathura – 281406 U.P (India)

ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Mr. Mandeep Singh, our Technical Trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last, but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

Name of Candidate: Jatin

University Roll No.: 191500363

Name of Candidate: Isha Gupta

University Roll No.: 191500354

ABSTRACT

Social media nowadays is among the 'best possibilities available' to an item to get in touch with potential customers. Community social networking websites are the method to interact socially. These new media win the believe in of customers by linking with them at a deeper level. Community online marketing is the new mantra for several manufacturers since early a season ago. Promoters are considering many different social media possibilities and beginning to apply new social projects at a higher rate than ever before. Community online marketing and the companies that utilize it have become more sophisticated. One cannot afford to have no existence on the social programs if the competitor is creating waves with its solutions and items. The blast of social media trend is as amazing as that and the speed at which it is improving is frustrating. International companies have identified social media promotion as a potential promotion system, used them with enhancements to power their marketing with social media promotion.

CONTENTS

Cover Page	i
Declaration	ii
Acknowledgement	iii
Abstract	iv
Content	v
Chapter 1 Introduction	1
• 1.1 Objective	1
• 1.2 Feasibility Study	2
• 1.3 Existing System	2
Chapter 2 Software Requirement Analysis.....	4
• 2.1 Problem Statement.....	5
• 2.2 Hardware and Software Requirements.....	5
Chapter 3 Software Design.....	7
• 3.1 Use Case Diagram	8
• 3.2 Data Flow Diagram	11
• 3.3 Sequence Diagram.....	12
Chapter 4 Technology Used.....	13
• 4.1 MERN Stack.....	13
• 4.2 Tools and Languages	15
Chapter 5 User Interface	19

• 5.1 User Interface.....	23
Chapter 6 Conclusion.....	40

CHAPTER-1

INTRODUCTION

1.1 Objective

The main goal of the service is to make your social life and that of your friends, more active and stimulating. Social network can help you both maintain existing relationships and establish new ones by reaching out of people you have never met before. Before getting to know a forever member, you can even see how they are connecting you through the friend's network.

1.2 Feasibility Study

Once the system objectives have been ascertained by initial investigation, we need to spell the various possible solutions to meet the various objectives. The feasibility study is conducted to check whether the candidate system is feasible. The system which is selected to be the best against the criteria is thereafter designed and developed. The feasibility study takes into consideration. The risks involved in the project development beforehand. Feasibility study includes seven distinct but inters related type of feasibility.

1.3 EXISTING SYSTEM

The social networking website is an online community designed to make your social life more active and stimulating. The social network can help you maintain existing relationships with people and share pictures and messages, and establish new ones by reaching out to people you've never met before.

Frenzoholic is a Social Networking Website which a web based service providing its users to construct a public or semi public profile within a bounded system.

This website provides the features of keeping intact with one and all at one place. Frenzoholic lets keep in touch with your peers and pals , without boring you at the same time.

Frenzoholic has various other attractive features of technofreaks. Its coming up with new world which will be enjoying for every section of society

CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 PROBLEM STATEMENT

- So far there is still need of efficient social networking site.
- There is yet no any social networking site that provide efficient access and easy communication.
- There is an overhead of traffic in net that making chaotic situation and long time to access.
- Unavailability of simplicity through which one can communicate.
- In this online world where everyone want to connect, so that one can better coordinate with other any make work easy with enjoyment and full of joy.

2.2 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement

- Processor: intel i3,i5,i7
- Operating System: Any Operating System
- RAM: 4 GB (or higher)
- Hard disk: 256GB (or higher)

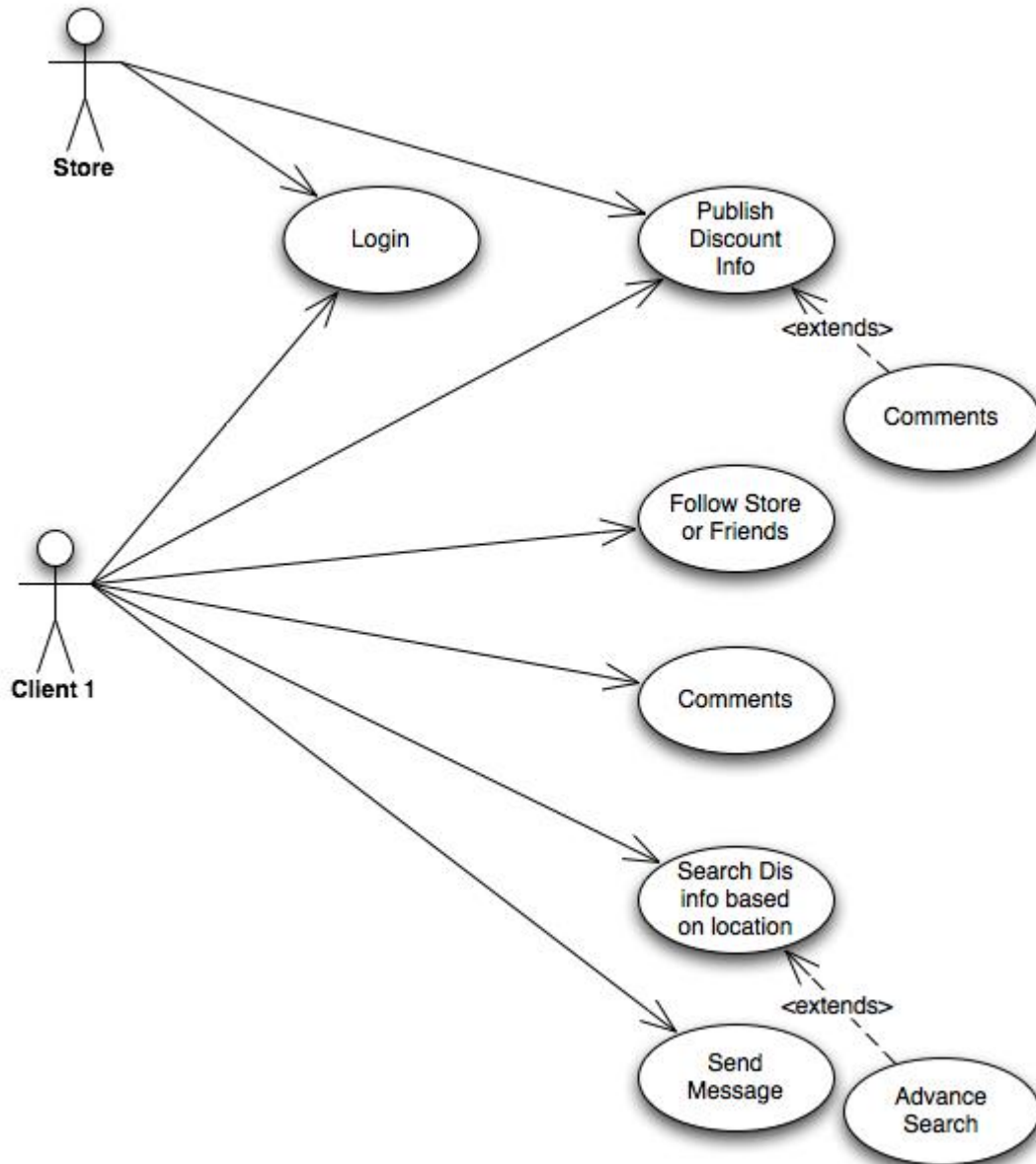
Software Requirement

- Software used: Visual Studio Code,
- Language used: HTML, CSS, Python
- User Interface Design: Visual Studio Code

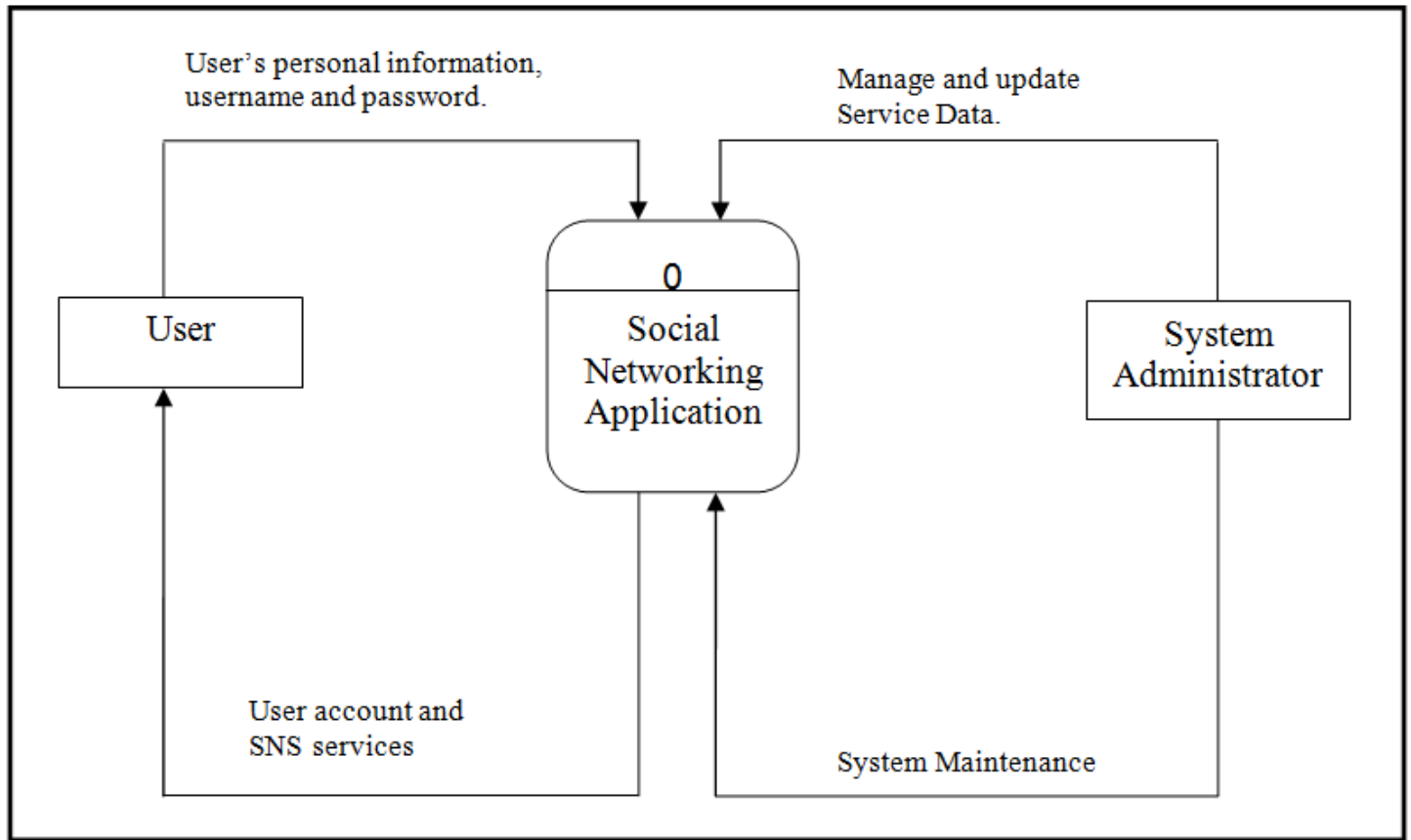
CHAPTER -3

SOFTWARE DESIGN

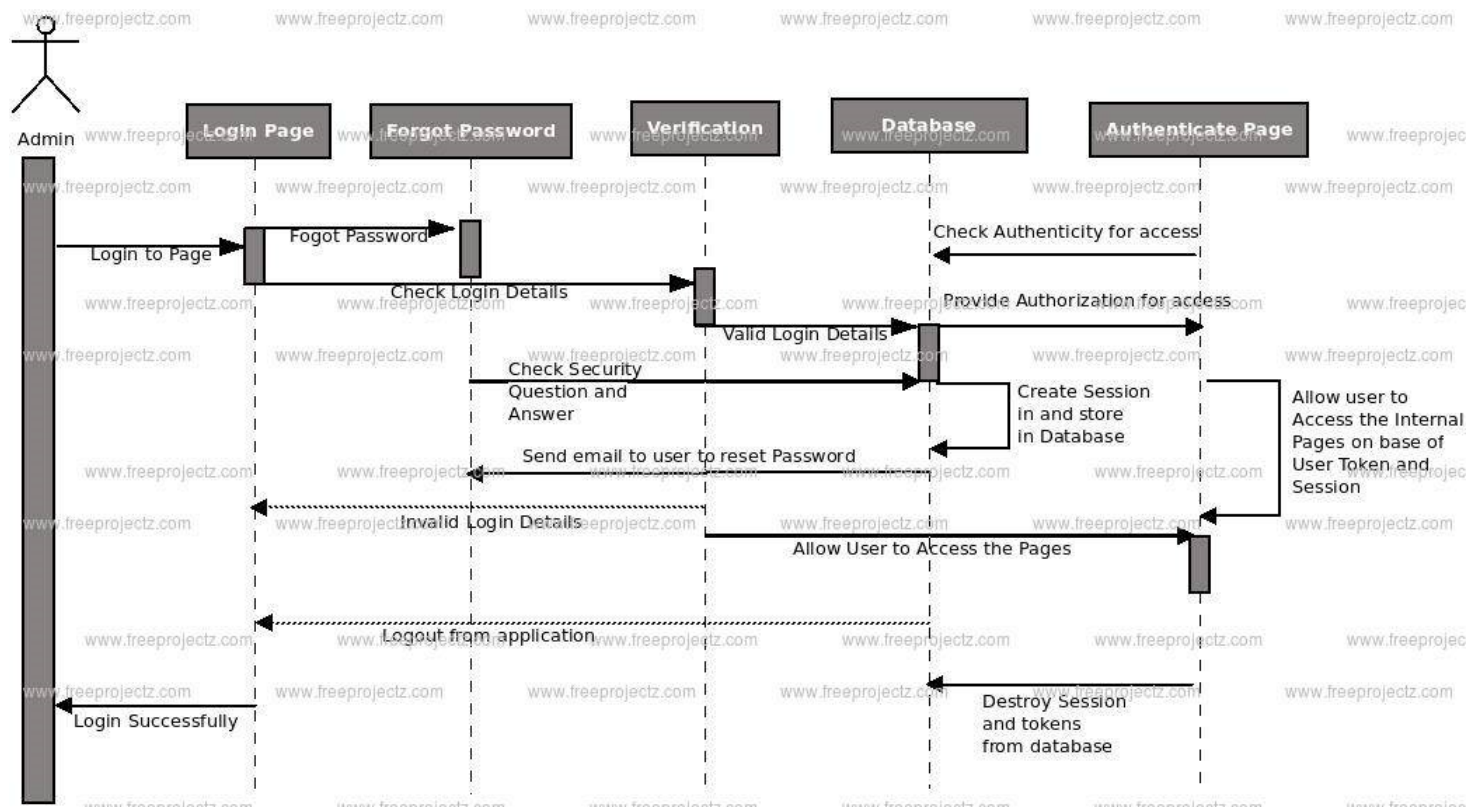
3.1 USE CASE DIAGRAM



3.2 DATA FLOW DIAGRAM



3.3 SEQUENCE DIAGRAM



CHAPTER-4

TECHNOLOGY USED

4.1 MERN Stack

MERN stands for MongoDB, Express, React, Node, after the four key technologies that make up the stack.

- MongoDB - document database
- Express(.js) - Node.js web framework
- React(.js) - a client-side JavaScript framework
- Node(.js) - the premier JavaScript web server

Express and Node make up the middle (application) tier. Express.js is a server-side web framework, and Node.js the popular and powerful JavaScript server platform. Regardless of which variant you choose, ME(RVA)N is the ideal approach to working with JavaScript and JSON, all the way through.

4.2 TOOLS

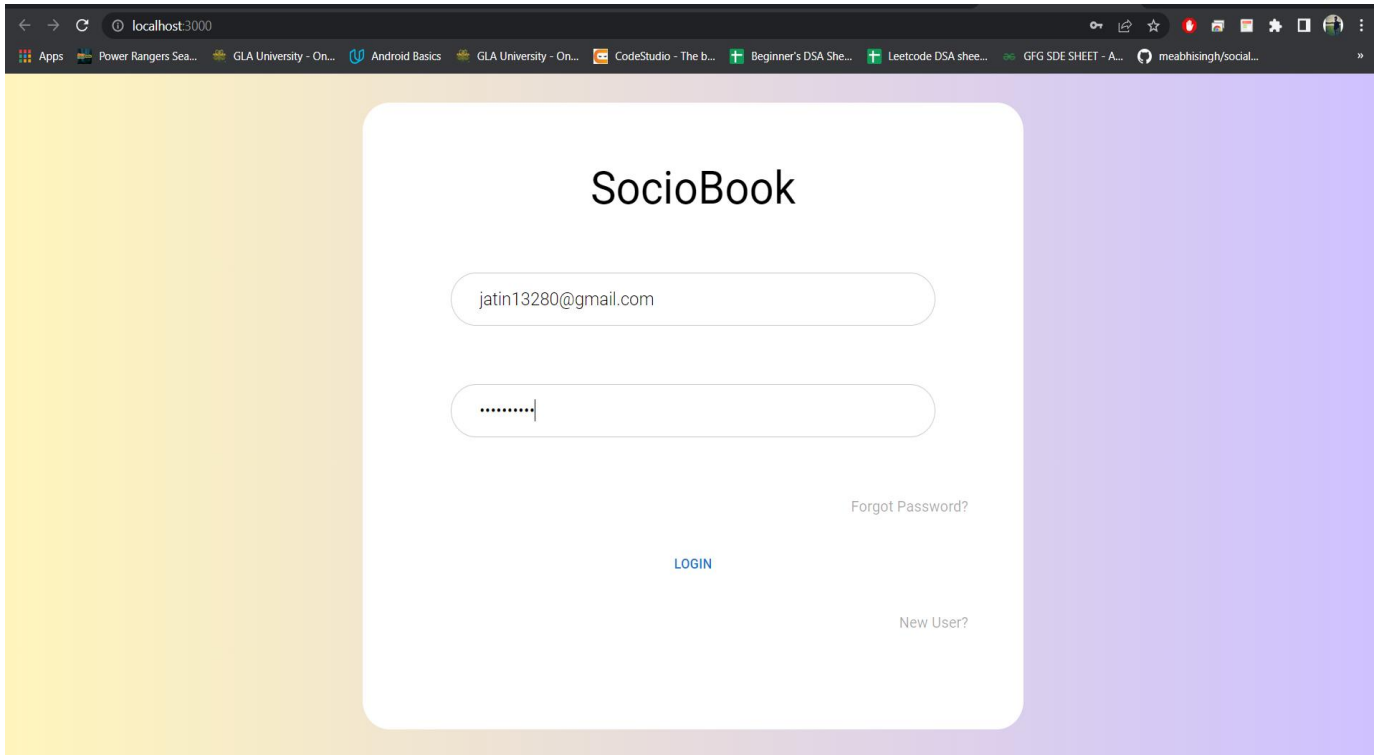
Visual Studio: Visual Studio is an Integrated Development Environment (IDE) developed by Microsoft to develop GUI (Graphical User Interface), console, Web applications, web apps, mobile apps, cloud, and web services, etc. With the help of this IDE, you can create managed code as well as native code. It uses the various platforms of Microsoft software development software like Windows store, Microsoft Silverlight, and Windows API, etc. It is not a language- specific IDE as you can use this to write code in C#, C++, VB (Visual Basic), Python, JavaScript, and many more languages. It provides support for 36 different programming languages. It is available for Windows as well as for macOS.

CHAPTER-5

IMPLEMENTATION AND USER INTERFACE

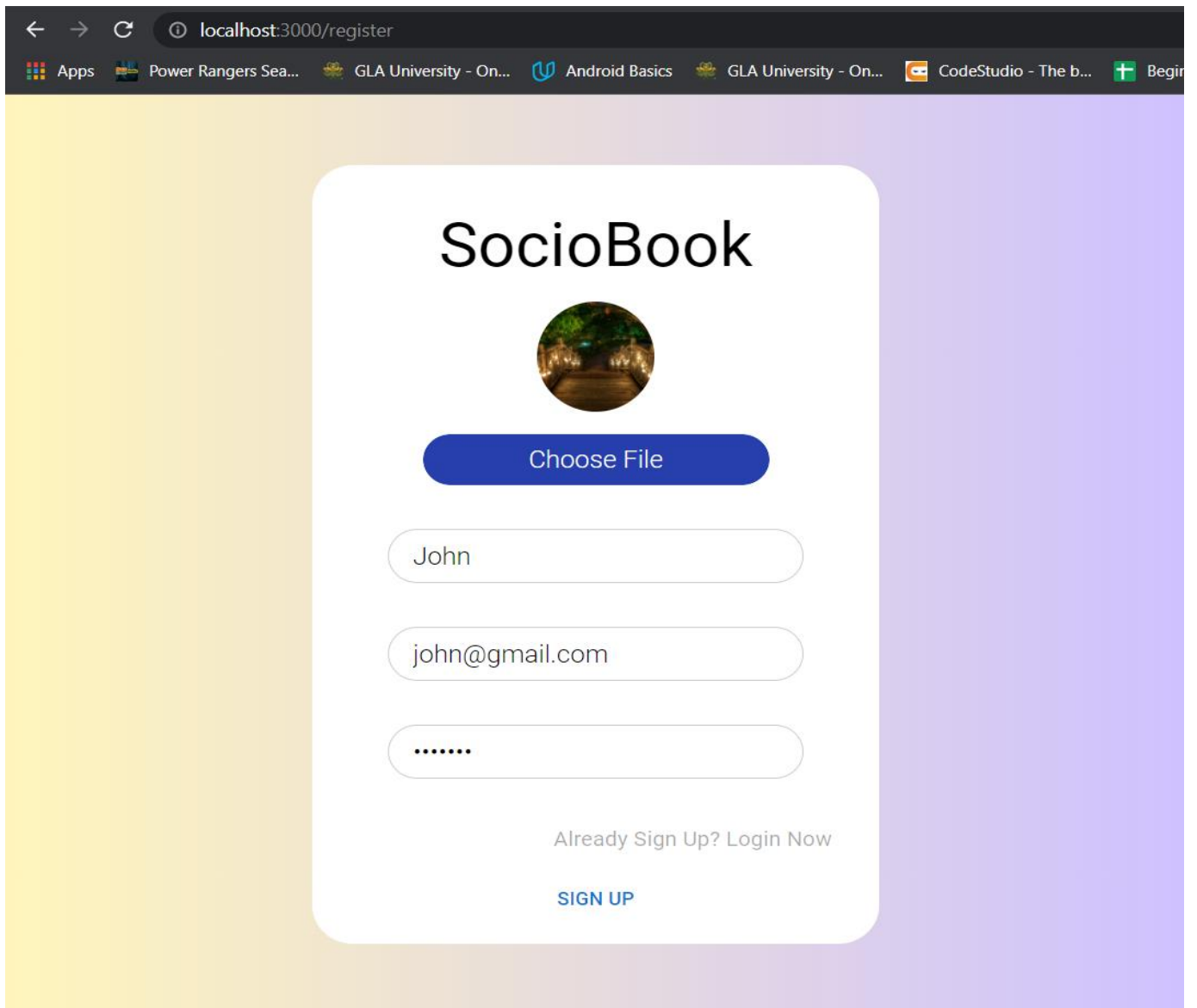
5.1 USER INTERFACE

- **Login Page**



The screenshot shows a web browser window with the address bar displaying 'localhost:3000'. The browser's tab bar contains several open tabs, including 'Apps', 'Power Rangers Sea...', 'GLA University - On...', 'Android Basics', 'GLA University - On...', 'CodeStudio - The b...', 'Beginner's DSA She...', 'Leetcode DSA shee...', 'GFG SDE SHEET - A...', and 'meabhisingh/social...'. The main content area of the browser shows a login page for 'SocioBook'. The page has a white background with a yellow gradient on the left and a purple gradient on the right. The 'SocioBook' title is centered at the top. Below it are two input fields: the first contains the email 'jatin13280@gmail.com' and the second contains a masked password '.....'. To the right of the password field is a link 'Forgot Password?'. Below the input fields is a blue 'LOGIN' button. At the bottom right of the login area is a link 'New User?'.

- **User Register Page**




The screenshot shows a web browser window with the address bar displaying 'localhost:3000/register'. The browser's tab bar includes 'Apps', 'Power Rangers Sea...', 'GLA University - On...', 'Android Basics', 'GLA University - On...', 'CodeStudio - The b...', and 'Begin'. The main content area features a registration form for 'SocioBook'. The form is centered on a white background with a subtle gradient. It includes a circular profile picture placeholder with a landscape image, a blue 'Choose File' button, and three input fields for 'Name' (containing 'John'), 'Email' (containing 'john@gmail.com'), and 'Password' (masked with dots). Below the input fields, there is a link 'Already Sign Up? Login Now' and a blue 'SIGN UP' button.

localhost:3000/register

Apps Power Rangers Sea... GLA University - On... Android Basics GLA University - On... CodeStudio - The b... Begin

SocioBook



Choose File

John

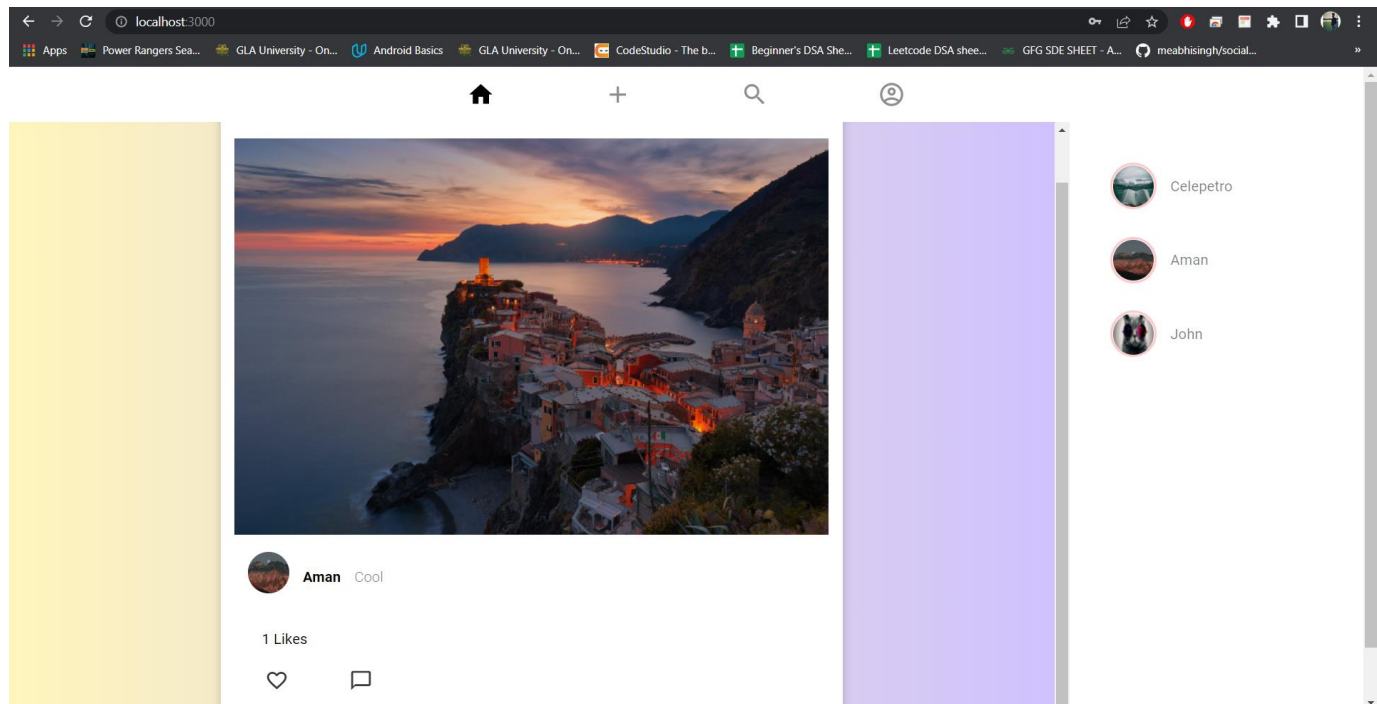
john@gmail.com

.....

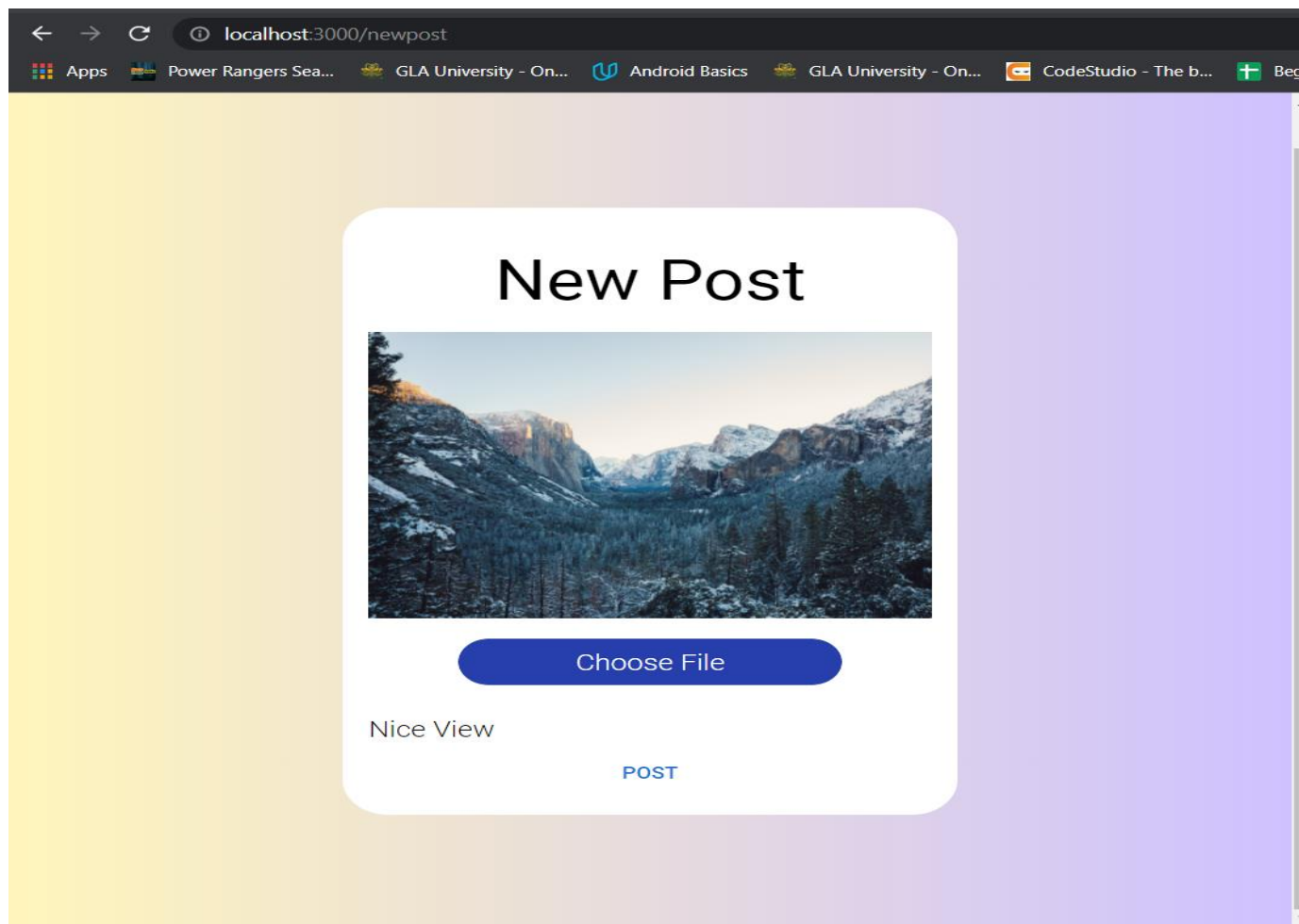
Already Sign Up? Login Now

[SIGN UP](#)

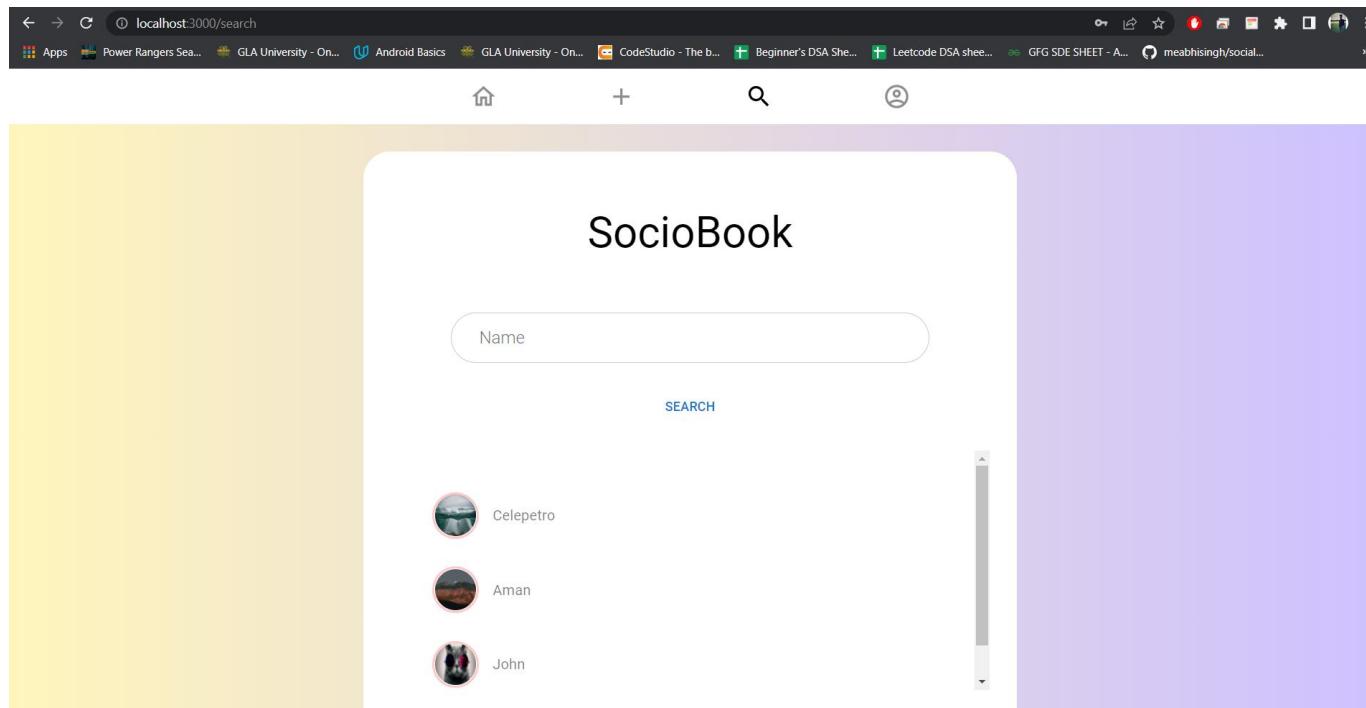
- Home Page



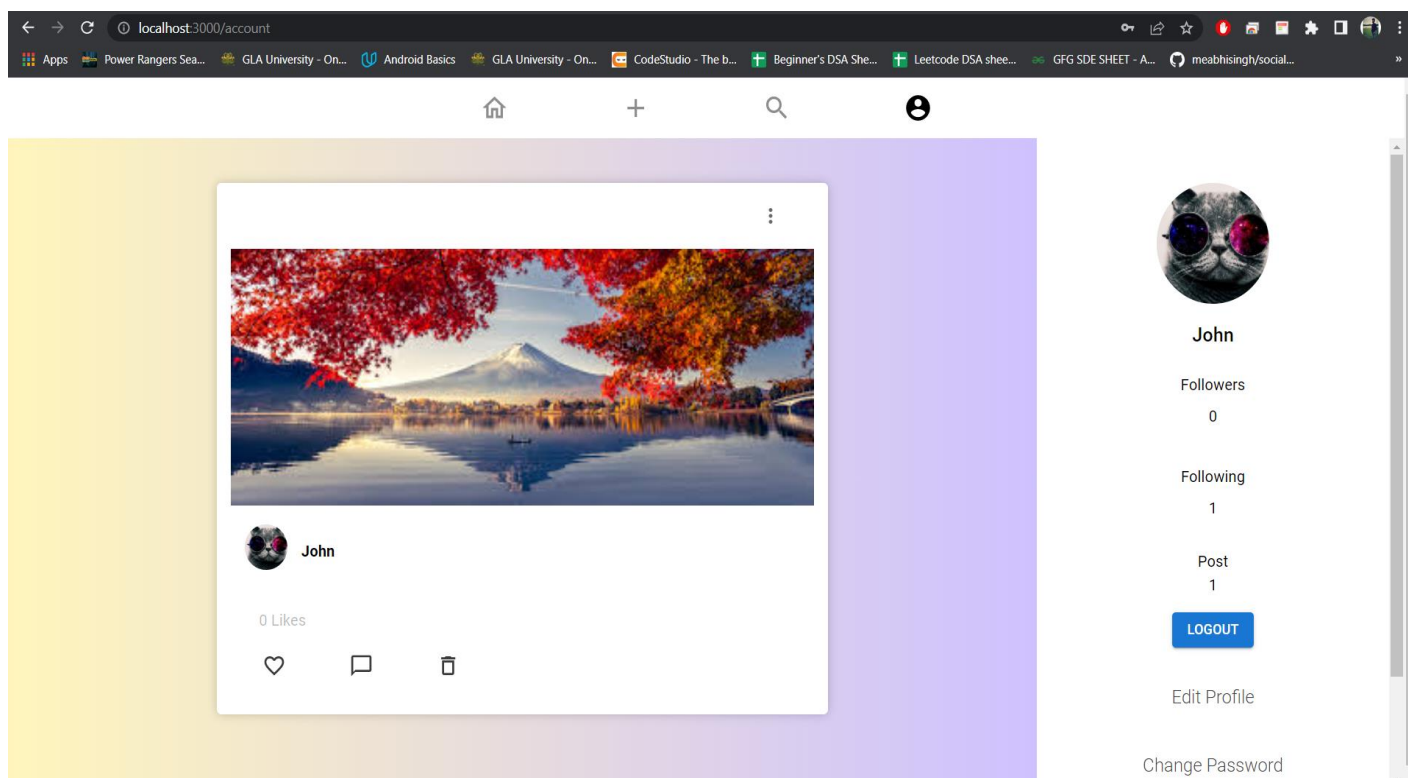
- Create Post



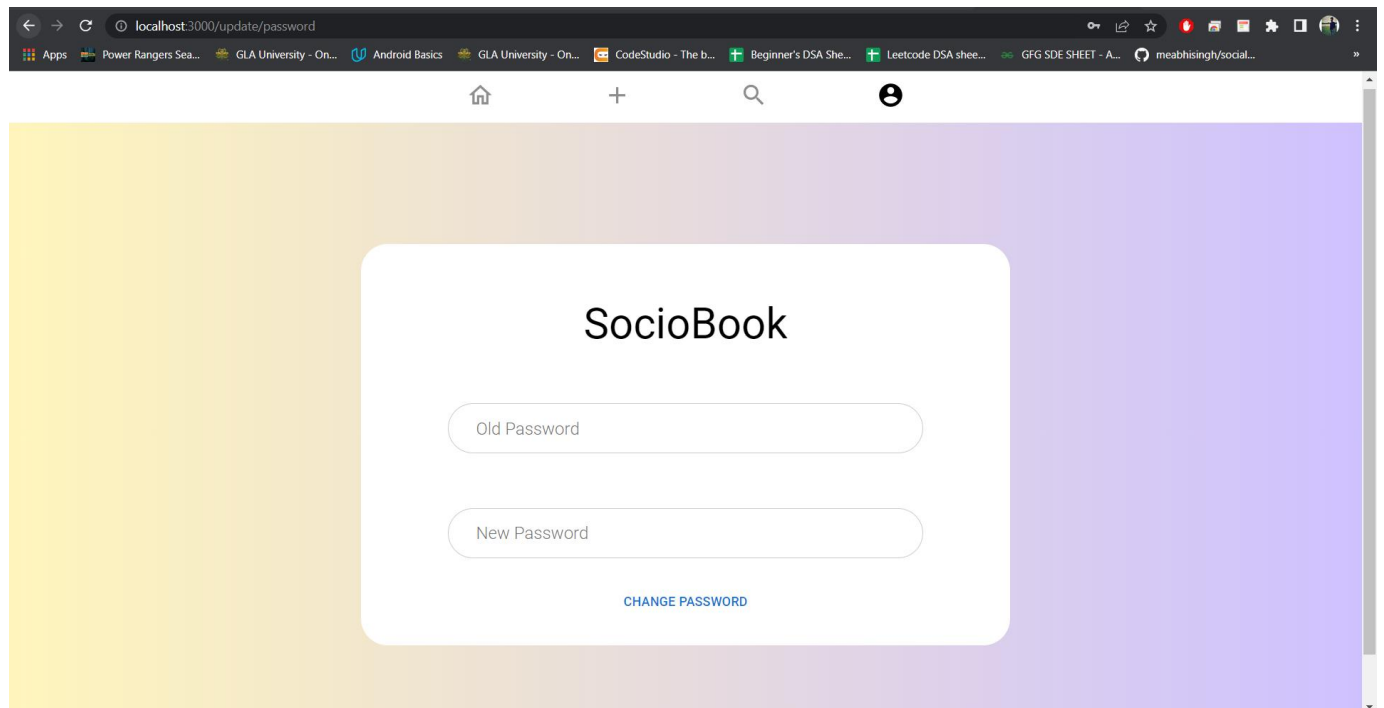
- Search User



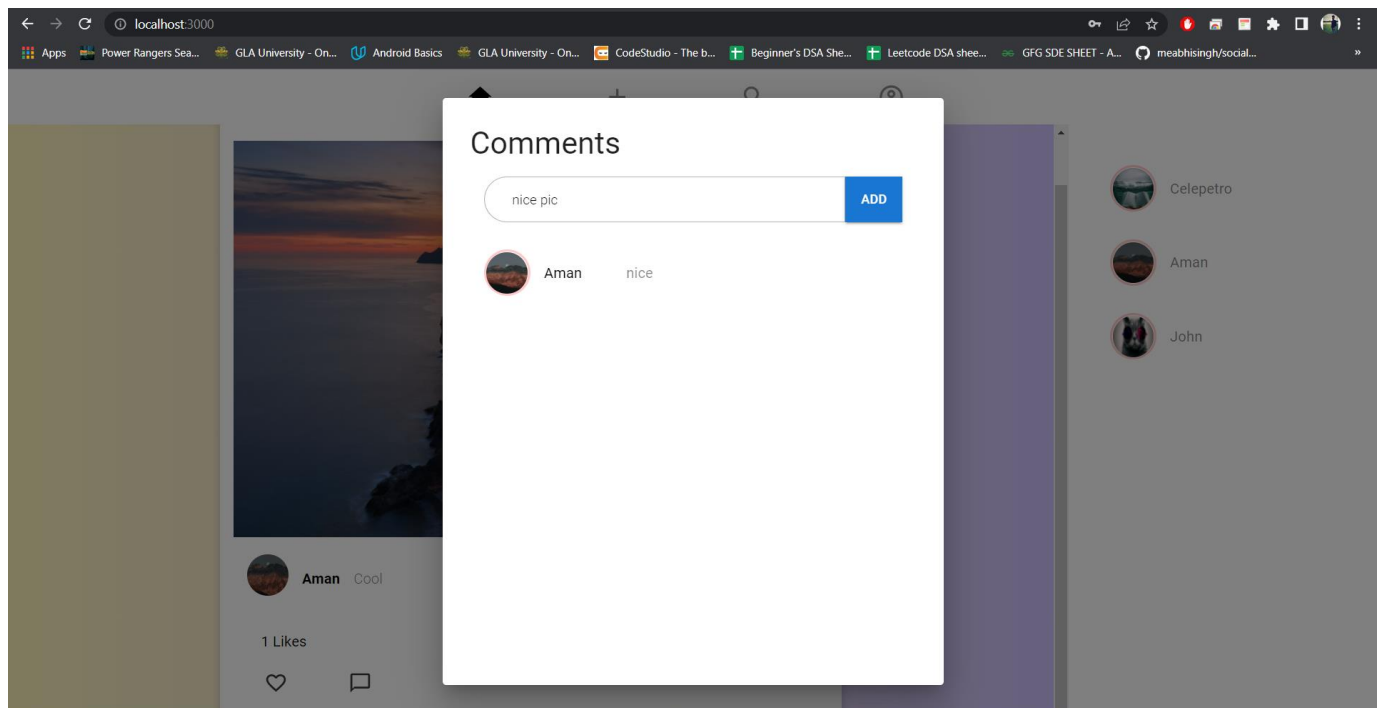
- User Profile Page



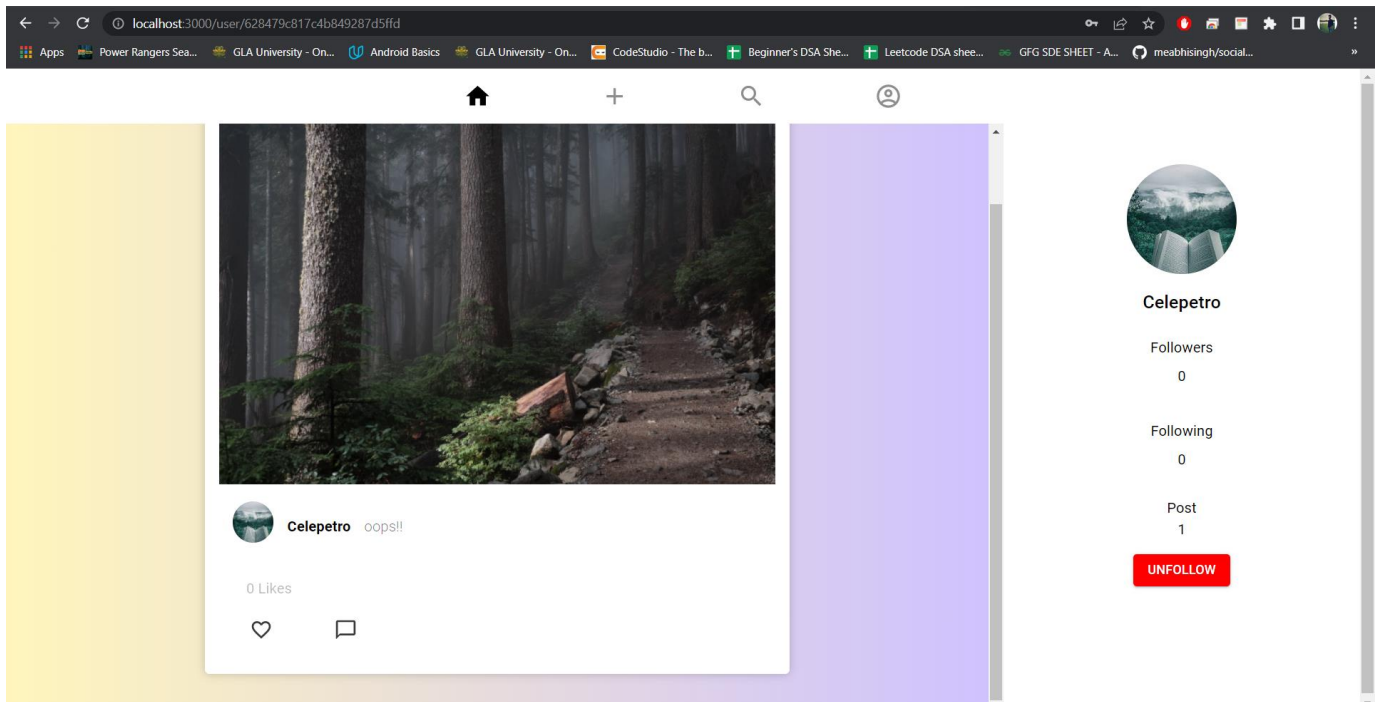
- **Change Password Page**



- **Add Comments**



- **Follow Profile**



Chapter 6 Conclusion

Social Networking website is a revolutionary idea with a very bright future with further scope for advancements. The opportunities provided from this medium are immense and many organisations are making use of this medium to better their practices. Organisations are no longer at the mercy of the media to advertise or convey their message. With the help of social networking they can advertise or communicate in a more efficient way. For example, Starbucks have started a very successful program in which a person from any part of the world can login to a website to write comments and discuss issues. Similarly people don't have to rely on newspapers or TV to get their daily dose of news it can all be obtained from a social networking site. People can follow or get information from any part of the world. For example Twitter allows a user to follow anything from airline timing to the next breaking