# THRILLIO — A SOCIAL BOOKMARKING APP

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#### INTRODUCTION

- Social bookmarking application
- Marking kid-friendly bookmarks
- Sharing certain bookmarks

## DESIGN METHODOLOGY — Entities Schema

#### User

saveWebLink() saveMovie() saveBook() rateBookmark() postAReview()

#### **EmailAdmin**

saveWebLink()
saveMovie()
saveBook()
rateBookmark()
postAReview()
handleEmailCampaign()

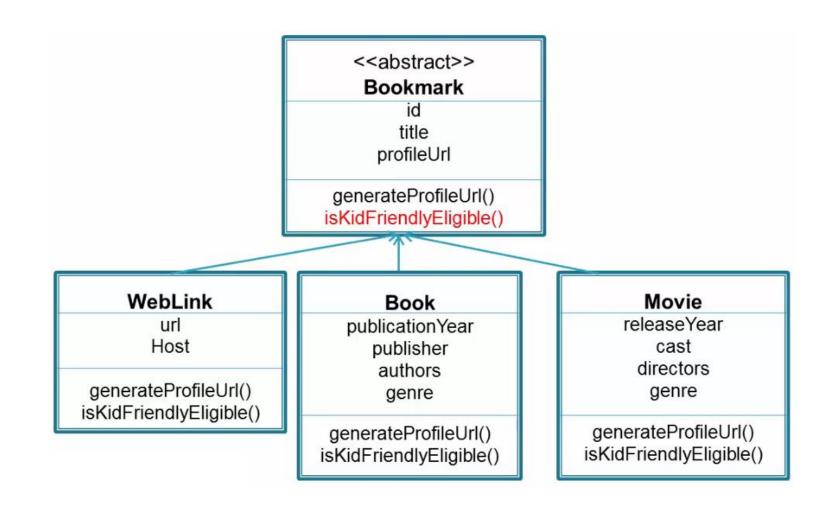
#### Editor

saveWebLink()
saveMovie()
saveBook()
rateBookmark()
postAReview()
approveReview()
rejectReview()

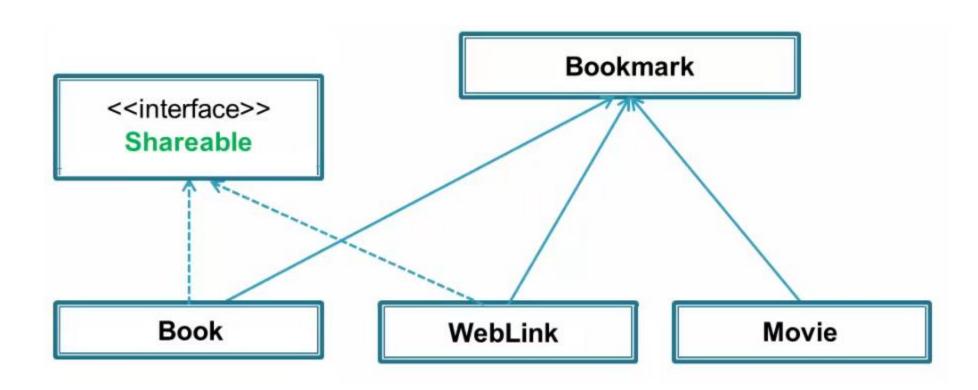
#### ChiefEditor

saveWebLink()
saveMovie()
saveBook()
rateBookmark()
postAReview()
approveReview()
rejectReview()
updateHomepage()

# DESIGN METHODOLOGY - Bookmark Schema

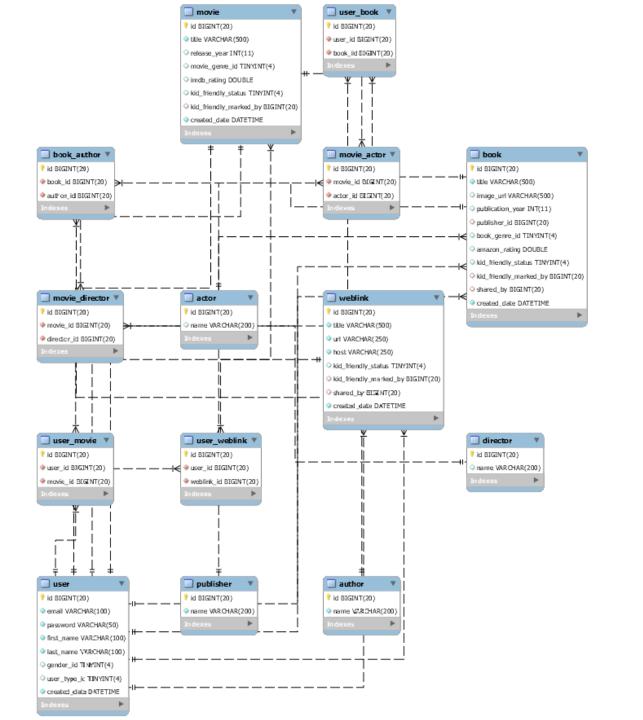


## DESIGN METHODOLOGY – Shareable feature

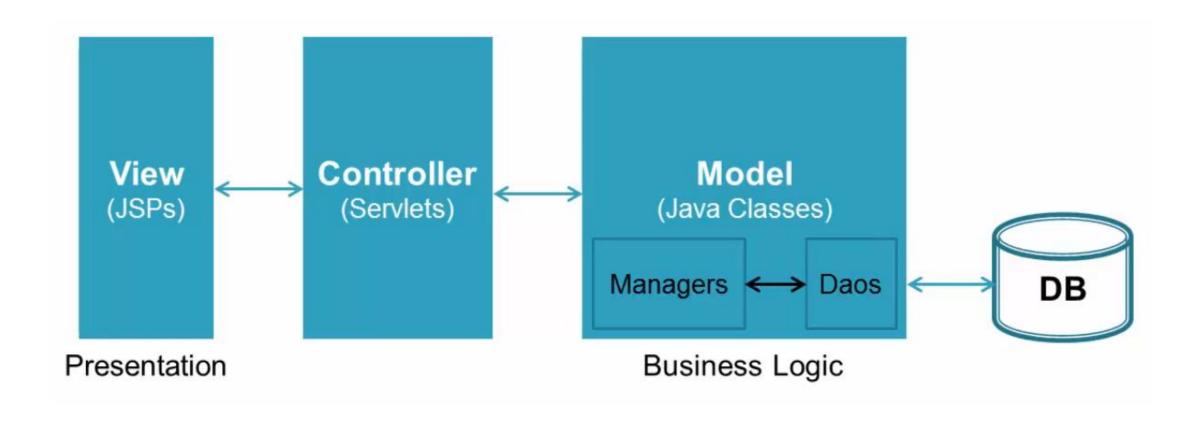


# DESIGN METHODOLOGY - ER

• (on next page)



## DESIGN METHODOLOGY – MVC Architecture



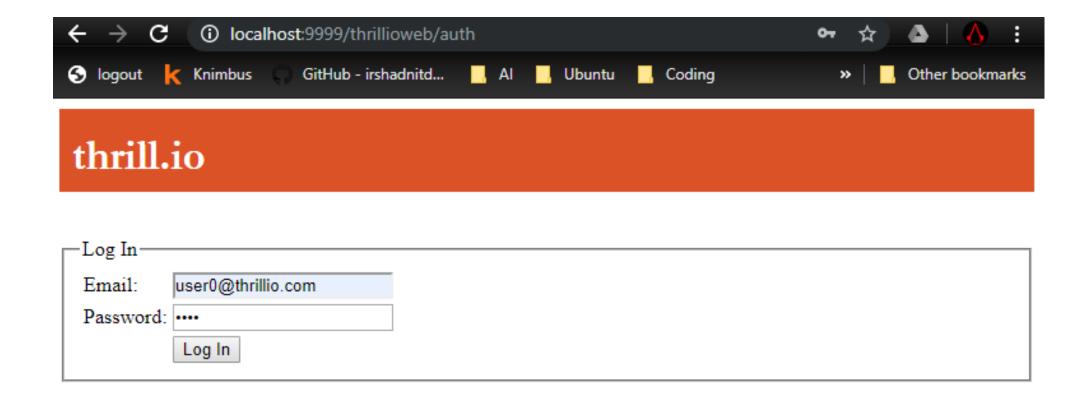
### IMPLEMENTATION

- Java libraries
- JSP & JSTL
- Servlet
- Oracle's MySQL Community edition

#### ADDITIONAL FEATURES USED

- Background processes
- Multithreading
- Test Driven Development

# SNAPSHOTS – Login Screen

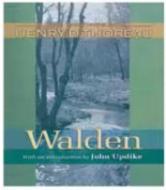


## SNAPSHOTS – user bookmarks

#### thrill.io

Brows

#### Saved Items



By Henry David Thoreau

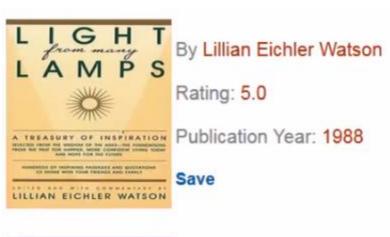
Rating: 4.3

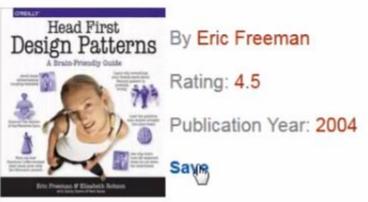
Publication Year: 1854

# SNAPSHOTS – browsing through bookmarks

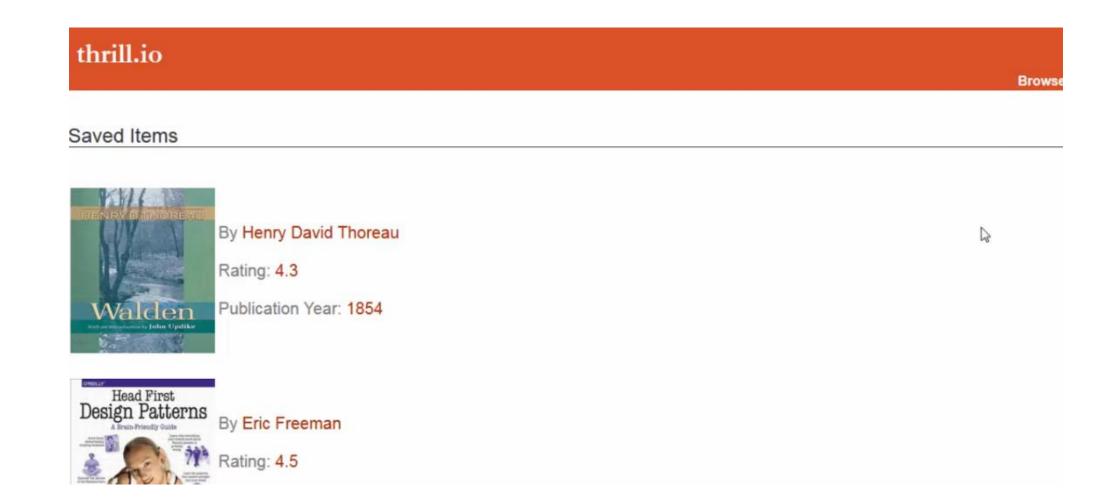


# SNAPSHOTS – saving a bookmark

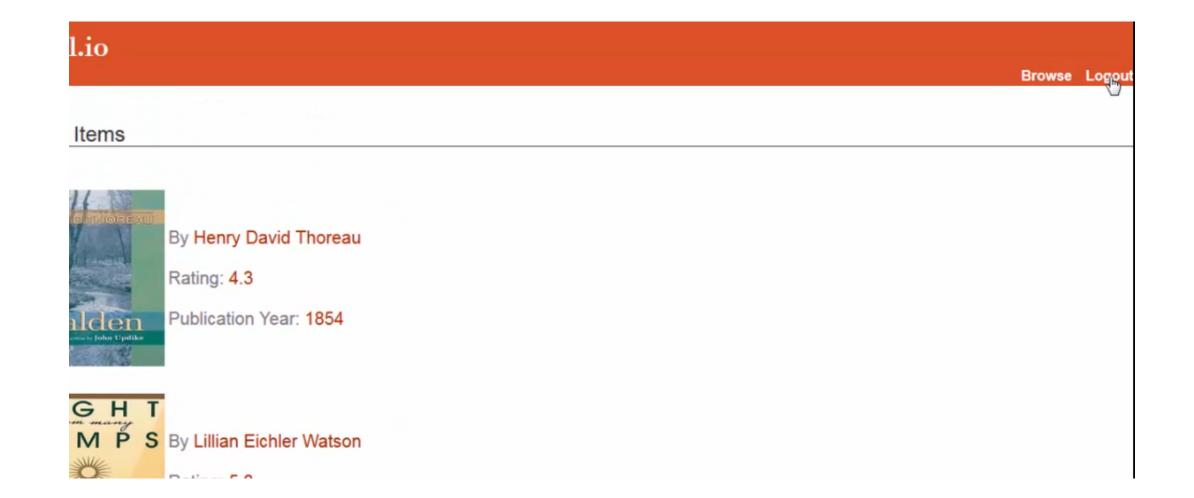




## SNAPSHOTS – new bookmark saved



# SNAPSHOTS —logging out



# SNAPSHOTS – logged out



#### CONCLUSION

- Java Core and Advanced features
- Best coding practices and conventions
- MVC design pattern for extendibility
- Using servlets and api

#### REFERENCES

- Effective Java Joshua J. Bloch
- Head First Java Bert Bates & Kathy Sierra
- Head First Design Patterns: A Brain-Friendly Guide Eric Freeman & Elizabeth Robson
- https://docs.oracle.com/javase/8/docs/api
- https://www.udemy.com/java-in-depth-become-a-complete-java-engineer/
- https://in.linkedin.com/in/dheerumundluru

# THANK YOU