

SOCIAL MEDIA APP & AUTOMATION

Department of CSE
Jyothi Engineering College
Thrissur

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Department Mission & Vision

Vision

- **Creating eminent and ethical leaders in the domain of computational sciences through quality professional education with a focus on holistic learning and excellence.**

Mission

- **To create technically competent and ethically conscious graduates in the field of Computer Science & Engineering by encouraging holistic learning and excellence.**
- **To prepare students for careers in Industry, Academia and the Government.**
- **To instill Entrepreneurial Orientation and research motivation among the students of the department**
- **To emerge as a leader in education in the region by encouraging teaching, learning, industry and societal connect.**



OUR TEAM

GROUP MEMBERS

- 1 **Divya Peter**
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- 2 **Eljo Joy**
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- 4 **Jackson James**
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Guide

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Introduction

- In the early 2000s, the primary purpose of mobile phones was to communicate by calling or texting an interlocutor
- Mobile phones have become tools that have changed our world, allowing users to entertain themselves learn, and search for information faster and more efficiently
- Our project is a platform for generating applications for educational institutions



Objective

- To access the application easily to every colleges
- To reduce the time taken and the cost needed for creating a social media application
- Limited expense is needed for its maintenance



Simulating User Interactions: A Model and Tool for Semi-realistic Load Testing of Social App Backend Web Services

- 1 Many mobile apps today support interactions between their users and/or the provider within the app.
- 2 Simulating interacting users of a social app is proposed and evaluated by implementing it in a prototype load testing tool and using it to test a backend of new real-world social app
- 3 Adaptability to test different OSN backends needs to be demonstrated by evaluating the tool in various scenarios, in lab tests as well as in practice.



Application of Low-Cost Methodologies for Mobile Phone App Development

The aims of this research article are to:

- 1 Highlight a low-cost methodology that clinicians without technical knowledge could use to develop educational apps.
- 2 Illustrate how limitations pertaining to dissemination could be addressed. As the apps are not in the respective app stores, it might be hard for dissemination of the apps as well.
- 3 There are various online Web-based mobile phone app builders such as Conduit Mobile and IbuildApp.
- 4 Users could access the application via a Web-link.



An Empirical Evaluation of the User Interface Energy Consumption of React Native and Flutter

- 1 Energy efficiency is a growing area of concern for mobile developers.
- 2 React Native and flutter are leading platform in mobile application development.
- 3 Measuring overall energy use between both platform is necessary to make the right choice.
- 4 Comparison can be done between energy use of the React Native and Flutter frameworks while performing User Interface tasks to the native Android API



An Introduction to Hybrid Platform Mobile Application Development

- 1 Hybrid platform mobile applications help in cost cutting and saving time as well as providing components for easier development of applications.
- 2 The aims of this research article are to:
 - to help developers make the right choice in order to build an application
 - to give vital information about hybrid platform mobile application approaches
 - advantages and disadvantages hybrid platform mobile application .



Efficient Way Of Web Development Using Python And Flask

- 1 Web is the most frequently used networking aid which satisfies the requirements of all types of users
- 2 While developing a web portal the appearance of web portal makes a development more critical
- 3 Flask is a better technology for designing and developing a well structured and with the good appearance of web.
- 4 The technological needs of satisfying a good web portal can be fulfilled by "python" and "flask"



Modules of Proposed System

- 1. Website Creation**
- 2. Data Collection**
- 3. Automation**
- 4. Application**



SRS-Functional Requirements

1. Automation of Application development
2. User Interface - User
3. User Interface - Admin



SRS-Non Functional Requirements

1. Performance Requirements
2. Safety Requirements
3. Security Requirements
4. Software Quality Attributes





Figure: Level 0

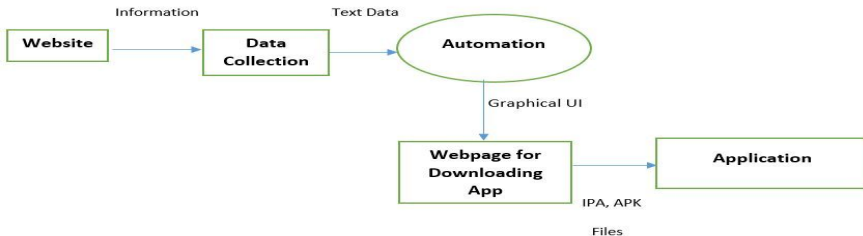


Figure: Level 1

DFD CONTD...

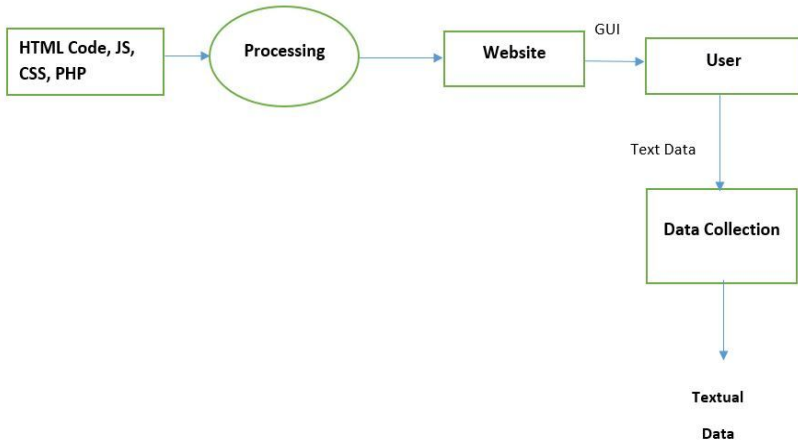


Figure: Level 2.1

DFD CONTD...

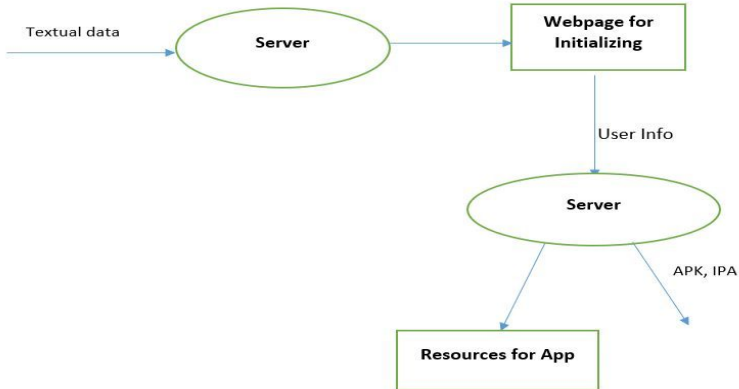


Figure: Level 2.2

DFD CONTD...

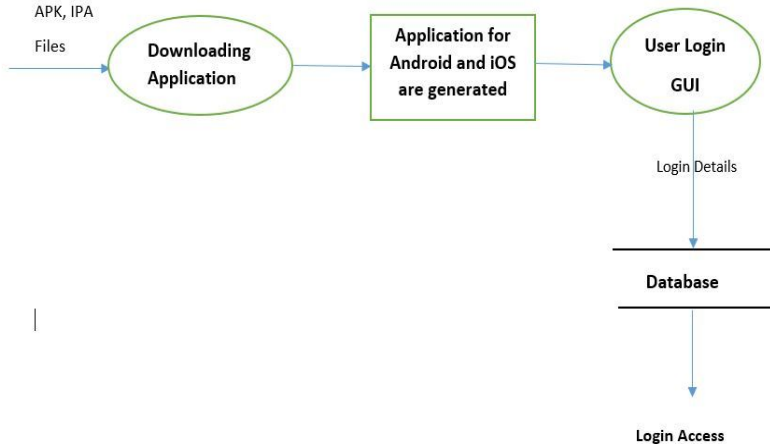


Figure: Level 2.3

STRUCTURE CHART

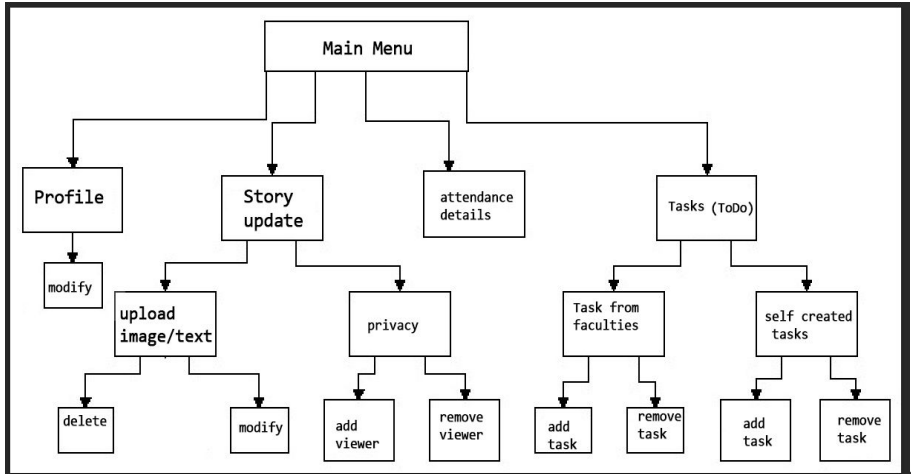
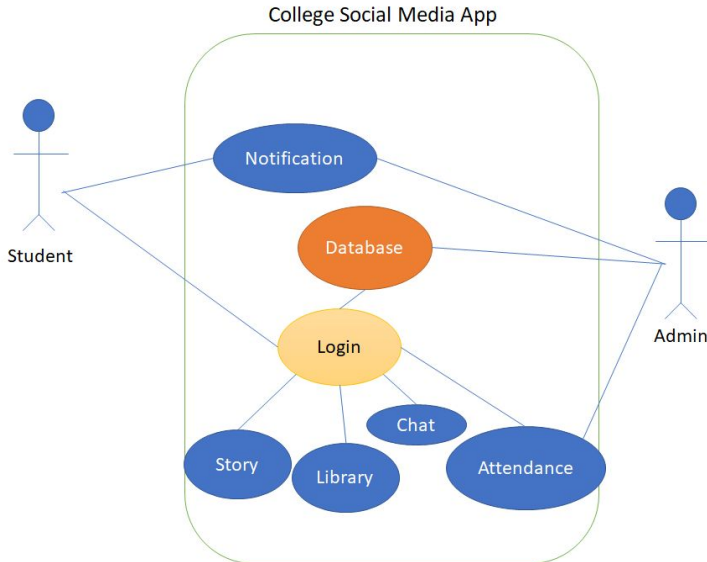


Figure: structure chart

Use Case Diagram



ER diagram

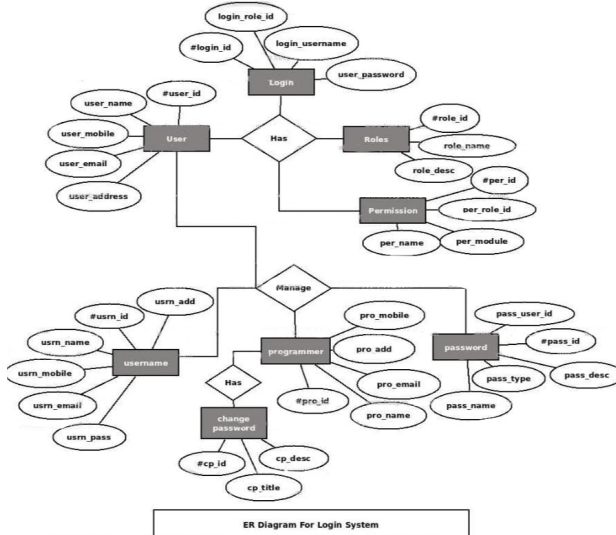


Figure: ER diagram

Expected Output

COLLEGE SOCIAL MEDIA

1 TELL US ABOUT YOUR INSTITUTION

Name of Institution

Address

Type of institution

Courses

Contact info

Additional info

Other branches

COLLEGE SOCIAL MEDIA

Thank you for your patience and cooperation

Generate Application

Figure: UML of WEB

Expected Output CONTD..

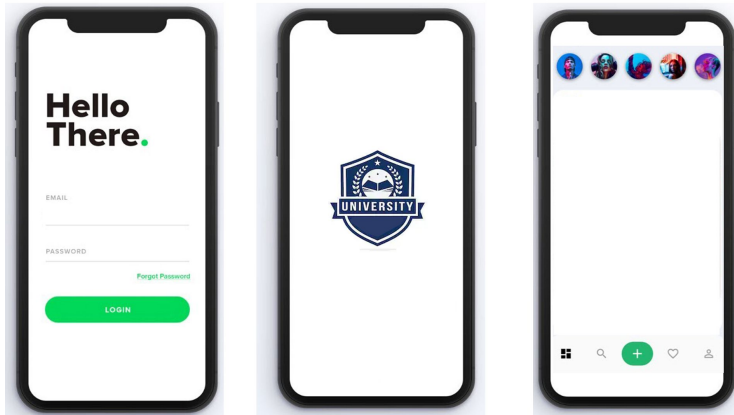


Figure: UML of APP

Pending Work

- Creating a template for social media app in flutter.
Which includes:
 - 1) Login system
 - 2) Story updation
 - 3) Chat system
 - 4) Attendance viewer
- Creating a website for accessing data from clients.
- Creating a server using flask for generating the app using the data from website.
- Testing the generated application in different devices.







CONCLUSION

- 1 **Nowadays people more attractive to applications than websites to access data**
- 2 **Applications are more simple to handle**
- 3 **Trespassers cannot access the application, so more secure**



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Thank You

Any Query?

