# Full Stack Project Report (2022-23)

# **EVERYDAY STORY**



## **Institute of Engineering and Technology**

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Supervised By:
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#### **Declaration**

We here by declare that the work which is being presented in the Full Stack Project "Everyday Story", in partial fulfilment of the requirements for Full Stack Project, is an authentic record of our own work carried under the supervision of Mr. Akash Kumar Choudhary, Technical Trainer, GLA University, Mathura.

Jasleen Kaur (201500312)
Sign:
Course: B. Tech (CSE)
Year: 3rd
Semester: V



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#### **Certificate**

This is to certify that the project entitled "Everyday Story" carried out for Mini Project is the work done by Jasleen Kaur is submitted in partial fulfilment of the requirements for the award of degree Bachelor of Technology (Computer Science and Engineering).

Signature of Supervisor:

Name of Supervisor: Mr. Akash Kumar

Choudhary

Date:

#### **Acknowledgement**

It is our pleasure to acknowledge the assistance of several people without whose help this project would not have been possible.

First and foremost, We I would like to express our gratitude to Mr. Akash Kumar Choudhary our project mentor, for providing invaluable Encouragement, guidance, and assistance. We would like to thank my coteam members for their complete support throughout in finishing the mentioned project accurately. After doing this project We can confidently say that this experience has not only enriched us with technical knowledge but also has unparsed the maturity of thought and vision, the attributes required for being a professional.

#### **Abstract**

Everyday Story is a blogging website where a person writes regularly about topics that interest them, usually with photographs and links to other websites they find interesting. This site is a web page that is a part of a larger website. Typically, it features articles written in a conversational style with accompanying pictures or videos. Blogging is a fun and flexible way for self-expression and social connection, so it is no wonder blogs have become very popular. In this project I have made a blogging website where a person can publish his/her blog, can share his/her views, can edit the content in the blog and many more. The admin only can edit the content of the blog, no any participant can edit the content of another person.

The login credentials and signup and register options are also provided in the blogging app. Mainly, I built this application using HTML, CSS, JS and React for the frontend and working on MongoDB for the backend technologies. This application is designed to enhance to promote the writing skills of the persons who loves writing and feels good to share their ideas and views.

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7.1 Project GitHub

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#### **Chapter-1 Introduction**

#### 1.1. Overview

A blog (short for "weblog") is an online journal or informational website run by an individual, group, or corporation that offers regularly updated content (blog post) about a topic. It presents information in reverse chronological order and it is written in an informal or conversational style.

#### 1.2. Motivation

So much of what motivates a person to become a blogger is to escape from their current circumstances in some way. While not everyone is running from something, many bloggers report that quitting their job or becoming self-employed is a major motivation for getting started.

#### 1.3. Project Plan

#### 1.3.1. Objective

They say every outstanding website development process begins with a project plan, and we 100% agree. Developing a website is just like constructing a building. You must start with a solid foundation and architectural plans before people begin using it or it will not live up to its expectations.

A lot of developers are not aware of what goes into a website development project plan.

#### **1.3.2. Scope**

Blogging is sharing your knowledge and expertise on an online portal and generating revenue through it. While individuals can write blogs on various topics, one can start their blog based on one specific niche, such as entertainment, sports, food, gadgets, education, health, lifestyle, and tech.

#### 1.4. Drawbacks in Existing System

You might regret later, something that you blog about. For example, you may lose your job or fail an interview because of embarrassing posts, or upset a friend, relative or loved one. Blogs are subject to libel law. Posting something that is untrue about an individual or organisation could incur serious penalties.

# **Chapter-2 Software & Hardware Requirement Analysis**

#### 2.1. Hardware Requirements

• **Processor:** AMD Ryzen 5

• Main Memory (RAM): 256 MB

• Cache Memory: 512 KB

• Monitor: 13.5-inch Colour Monitor

• Keyboard: 108 Keys

• Mouse: Optical Mouse

#### 2.2. Software Requirements

System Software

- Operating System: Windows 11

• Application Software - Tools: GitHub, VS

Code - Front-end:

> React

#### 2.3. Installation of VS Code

VS Code is a free code editor, which runs on the macOS, Linux, and Windows operating systems.

VS Code is lightweight and should run on most available hardware and platform versions. You can review the System Requirements to check if your computer configuration is supported.



Fig1. Finish up Installing

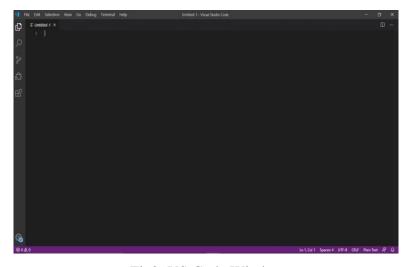


Fig2. VS Code Window

#### 2.4. Specific Requirements

#### 2.4.1 Languages Used

#### **React:**

The React.js framework is an open-source JavaScript framework and library developed by Facebook. It is used for building interactive user interfaces and web applications quickly and efficiently with significantly less code than you would with vanilla JavaScript.

In React, you develop your applications by creating reusable components that you can think of as independent Lego blocks. These components are individual pieces of a final interface, which, when assembled, form the application's entire user interface

#### **Express.js:**

Express is a node JS web application framework that provides broad features for building web and mobile applications. It is used to build a single page, multipage, and hybrid web application. It is a layer built on the top of the Node JS that helps manage servers and routes.

#### Node.js:

Node.js is similar in design to, and influenced by, systems like Ruby's Event Machine and Python's Twisted. Node.js takes the event model a bit further. It presents an event loop as a runtime construct instead of as a library. In other systems, there is always a blocking call to start the event-loop.

#### Mongo DB:

MongoDB is a document database used to build highly available and scalable internet applications. With its flexible schema approach, it is popular with development teams using agile methodologies.

## **Chapter-3 Software Designs**

## 3.1 Use Case diagram

A **use case diagram** is a dynamic or behaviour diagram in UML. Use case diagrams model the functionality of a system using actors and use cases. Use cases are a set of actions, services, and functions that the system needs to perform.

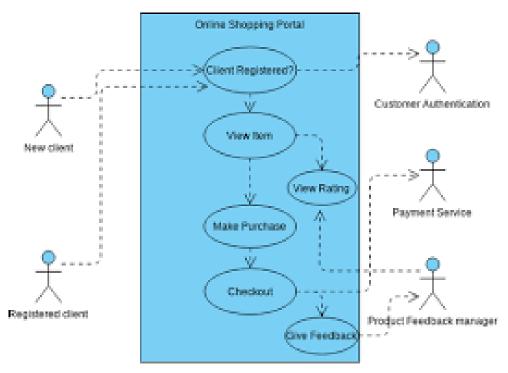


Fig 3.1 Use Case diagram

# 3.2 Data Flow Diagram

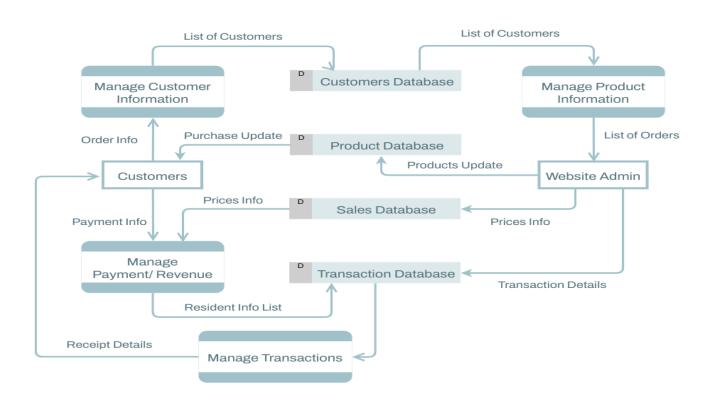


Fig. 3.2 Level-0 DFD

#### **Chapter-4 Testing**

#### 4.1 Introduction

The implementation phase of software development is concerned with translating design specification into source code. The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking.

Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages.

The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.



Fig5. Testing

#### 4.2. <u>Error</u>

The term error is used in two ways. It refers to the difference between the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also to used to refer to human action that result in software containing a defect or fault.

#### 4.3. <u>Fault</u>

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and is synonymous with the commonly used term Bug.

#### 4.4. Failure

Failure is the inability of a system or component to perform a required function according to its specifications. A software failure occurs if the behaviour of the software is the different from the specified behaviour. Failure may be caused due to functional or performance reasons.

#### a. Unit Testing

The term unit testing comprises the sets of tests performed by an individual programmer prior to integration of the unit into a larger system.

A program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the unit is integrated into an evolving software product. In the unit testing the programs are tested separately, independent of each other. Since the check is done at the program level, it is also called program teasing.

#### b. Module Testing

A module and encapsulates related component. So can be tested without other system module.

#### c. Subsystem Testing

Subsystem testing may be independently design and implemented common problems are subsystem interface mistake in this checking we concenton it. There are four categories of tests that a programmer will typically perform on a program unit.

- i Functional test
- ii Performance test
- iii Stress test
- iv Structure test

#### **4.5 Functional Test**

Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries) and special values.

#### **4.6 Performance Test**

Performance testing determines the amount of execution time spent in various parts of the unit, program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the overall performance of the entire system. Performance testing is most productive at the subsystem and system levels.

#### 4.7 Stress Test

Stress test are those designed to intentionally break the unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

#### 4.8 Structure Test

Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as "black box" testing. While structure testing is referred to as "white box" or "glass box" testing. The major activities in structural testing are deciding which path to exercise, deriving test date to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring45 the test coverage achieved when the test cases are exercised.

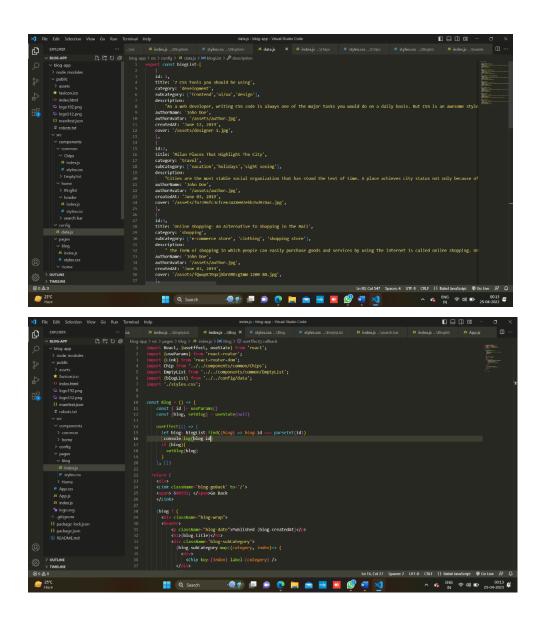
# **Chapter-5**

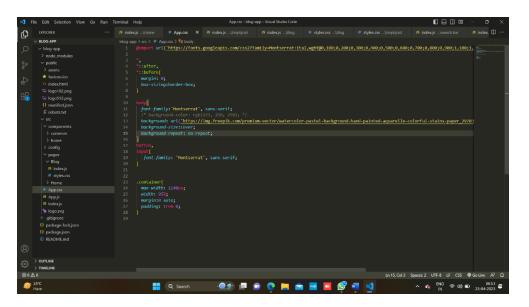
# **Implementation & User Interface**

#### **SOURCE CODE:**

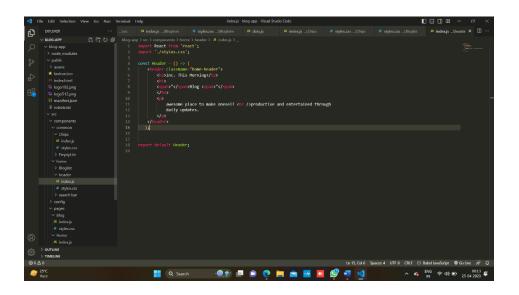
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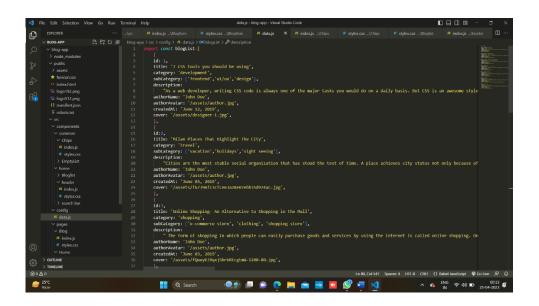
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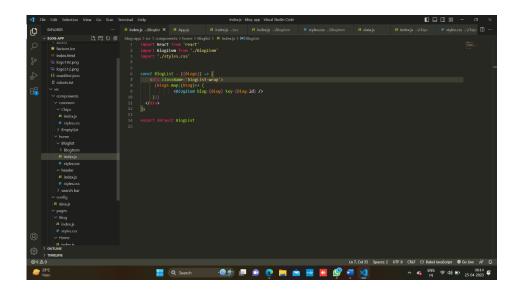


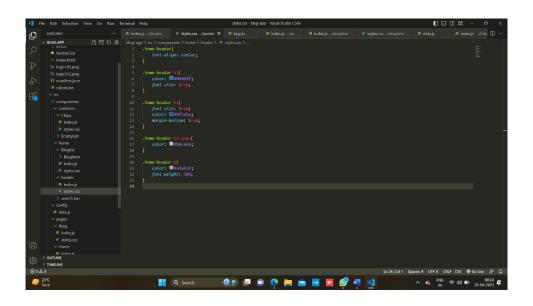


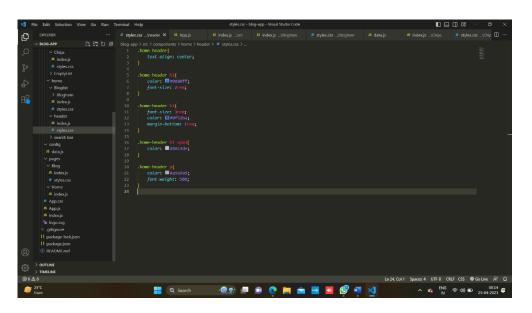
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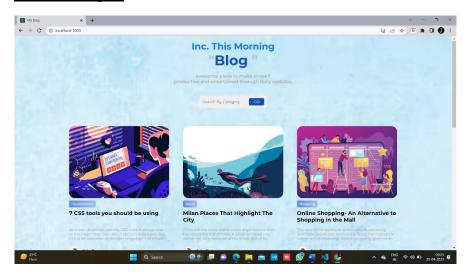


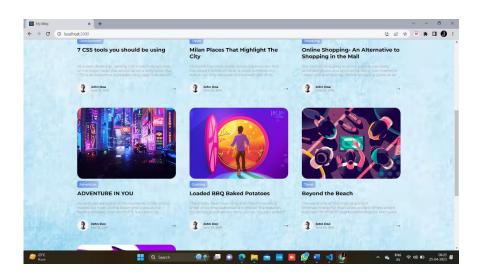


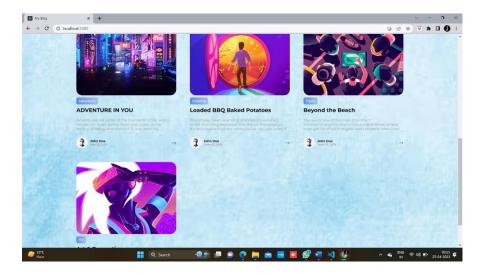


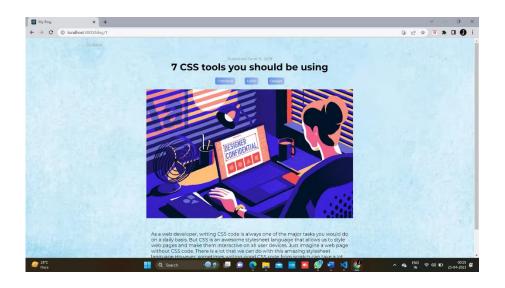


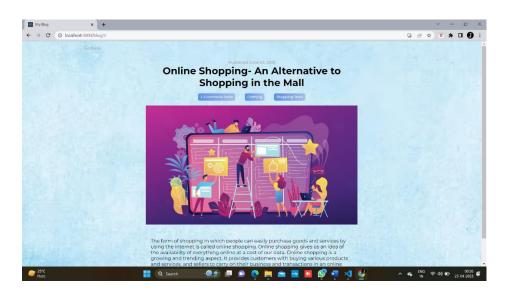
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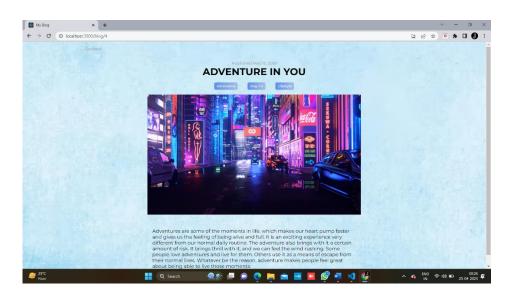


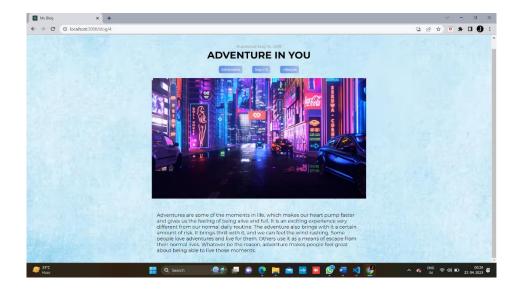




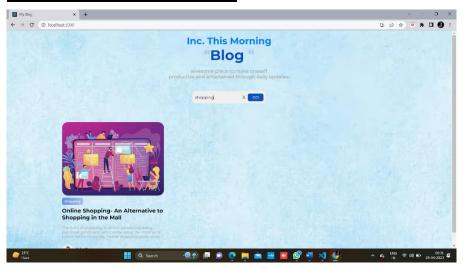


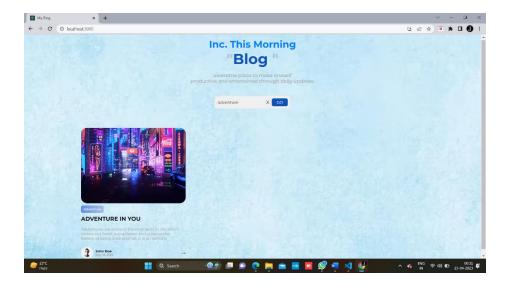




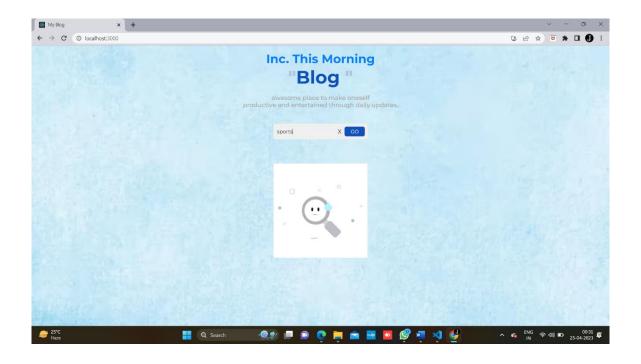


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