"The Social Network"
A SOCIAL NETWORKING WEBSITE

Technical Report

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ABSTRACT

A social networking website is an online service, platform, or site that focused on building and reflecting of social networks or social relations among people, e.g., who share interests and/or activities. A social network service essentially consists of a representation of each user (often a profile), his/her social links, and a variety of additional services. Most social network services are web based and provide means for users to interact over the internet, such as e-mail and instant messaging. Although online community services are sometimes considered as a social network service. In a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, activities, events, and interests within their individual networks. The social networking website is a very powerful tool for
Web based social network services make it possible to connect people who share interests and activities across political, economic, and geographic borders. Through e-mail and instant messaging, online communities are created where a gift economy and altruism are encouraged through cooperation. Information is particularly suited to gift economy, as information is a no rival good and can be gifted at practically no cost.

KEYWORDS: Social Networking Website, Community, Profile, Services, Group

CHAPTER-1
INTRODUCTION

Social networking sites are web-based services that allow individuals to:

(1) Construct a public or semi-public profile within a bounded system,

(2) Articulate a list of other users with whom they share a connection, and

(3) View and traverse their list of connections and those made by others within the system.

The nature and nomenclature of connections may vary from site to site. While we use the term "social network site" to describe this phenomenon, the term "social networking sites" also appears in public discourse, and the two terms are often used interchangeably. We choose not to employ the term "networking" for two reasons: emphasis and scope. "Networking" emphasizes relationship initiation, often between strangers. While networking is possible on these sites, it is not the primary practice on many of them, nor is it what differentiates them from other forms of computer-mediated communications (CMC).

What makes social network sites unique is not that they allow individuals to meet strangers, but rather that they enable users to articulate and make visible their social networks. This can result in connections between individuals that would not otherwise be made, but that is often not the goal, and these meetings are frequently between "latent ties" who share some offline connection. On many of the large SNSs, participants are not necessarily "networking" or looking to meet new people; instead, they are primarily communicating with people who are already a part of their extended social network. To emphasize this articulated social network as a critical organizing feature of these sites, we label them "social network sites."

The potential for computer networking to facilitate new forms of computer-mediated social interaction was suggested early on. Efforts to support social networks via computer-mediated communication were made in many early online services, including Usenet, ARPANET, LISTSERV, and bulletin board services (BBS). Many

prototypical features of social networking sites were also present in online services such as America Online, Prodigy, and CompuServe.

Early social networking on the World Wide Web began in the form of generalized online communities such as Theglobe.com (1995), Geocities (1994) and Tripod.com (1995). Many of these early communities focused on bringing people together to interact with each other through chat rooms, and encouraged users to share personal information and ideas via personal web pages by providing easy-to-use publishing tools and free or inexpensive web space. Some communities - such asClassmates.com - took a different approach by simply having people link to each other via email addresses. In the late 1990s, user profiles became a central feature of social networking sites, allowing users to compile lists of "friends" and search for other users with similar interests.

New social networking methods were developed by the end of the 1990s and many sites began to develop more advanced features for users to find and manage friends. This newer generation of social networking sites began to flourish with the emergence of Makeoutclub in 2000, followed by Friendster in 2002, and soon became part of the Internet mainstream. Friendster was followed by MySpace and LinkedIn a year later, and finally, Bebo. Attesting to the rapid increase in social networking sites' popularity, by 2005, MySpace was reportedly getting more page views than Google.

Facebook, launched in 2004, has since become the largest social networking site in the world.

Today, it is estimated that there are now over 200 active sites using a wide variety of social networking models.

Social impacts

Web based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders. Through e-mail and instant messaging, online communities are created where a gift economy and reciprocal altruism are encouraged through cooperation. Information is

particularly suited to gift economy, as information is a nonrival good and can be gifted at practically no cost.

Facebook and other social networking tools are increasingly the object of scholarly research. Scholars in many fields have begun to investigate the impact of social networking sites, investigating how such sites may play into issues of identity, privacy,[18] social capital, youth culture, and education [19]

Several websites are beginning to tap into the power of the social networking model for philanthropy. Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users.[20] Social networks are providing a different way for individuals to communicate digitally. These communities of hypertexts allow for the sharing of information and ideas, an old concept placed in a digital environment.

Typical structure

Basics

Social networking sites to share some conventional features. Most often, individual users are encouraged to create profiles containing various information about them. Users can often upload pictures of themselves to their profiles, post blog entries for others to read, search for other users with similar interests, and compile and share lists of contacts. In addition, user profiles often have a section dedicated to comments from friends and other users. To protect user privacy, social networks usually have controls that allow users to choose who can view their profile, contact them, add them to their list of contacts, and so on.

In recent years, it has also become common for a wide variety of organizations to create profiles to advertise products and services.

Additional features

Some social networks have additional features, such as the ability to create groups that share common interests or affiliations, upload or stream live videos, and hold discussions in forums. Geosocial networking co-opts internet mapping services to organize user participation around geographic features and their attributes.

There is also a trend for more interoperability between social networks led by technologies such as OpenID and OpenSocial.

Lately, mobile social networking has become popular. In most mobile communities, mobile phone users can now create their own profiles, make friends, participate in chat rooms, create chat rooms, hold private conversations, share photos and videos, and share blogs by using their mobile phone. Some companies provide wireless services which allow their customers to build their own mobile community and brand it, but one of the most popular wireless services for social networking in North America is Facebook Mobile.

Emerging trends in social networking

As the increase in popularity of social networking is on a constant rise, new uses for the technology are constantly being observed.

At the forefront of emerging trends in social networking sites is the concept of "real-time web" and "location based." Real time allows users to contribute content, which is then broadcasted as it is being uploaded - the concept is analogous to live radio and television broadcasts. Twitter set the trend for "real time" services, where users can broadcast to the world what they are doing, or what is on their minds within a 140 character limit. Facebook followed suit with their "Live Feed" where users' activities are streamed as soon as it happens.While Twitter focuses on words, Clixtr, another real time service, focuses on group photo sharing where users can update their photo streams with photos while at an event. Friends and nearby users can contribute their own photos and comments to that event stream, thus contributing to the "real time" aspect of broadcasting photos and comments as it is being uploaded. In the location based social networking space, Foursquare gained popularity as it allowed for users to "check-in" to places that they are frequenting at that moment. Gowalla is another such service which functions in much the same way that Foursquare does, leveraging the GPS in phones to create a location-based user experience. Clixtr, though in the real time space, is also a location based social networking site since events created by users are automatically geotagged, and users can view events occurring nearby through the Clixtr iPhone app. Recently, Yelpannounced its entrance into the location based social networking space through check-ins with their mobile app; whether or

not this becomes detrimental to Foursquare or Gowalla is yet to be seen as it is still considered a new space in the internet technology industry.

One popular use for this new technology is social networking between businesses. Companies have found that social networking sites such as Facebook and Twitter are great ways to build their brand image. According to Jody Nimetz, author of Marketing Jive, there are five major uses for businesses and social media: to create brand awareness, as an online reputation management tool, for recruiting, to learn about new technologies and competitors, and as a lead gen tool to intercept potential prospects. These companies are able to drive traffic to their own online sites while encouraging their consumers and clients to have discussions on how to improve or change products or services.

One other use that is being discussed is the use of Social Networks in the Science communities. Julia Porter Liebeskind et al. have published a study on how New Biotechnology Firms are using social networking sites to share exchanges in scientific knowledge. They state in their study that by sharing information and knowledge with one another, they are able to "increase both their learning and their flexibility in ways that would not be possible within a self-contained hierarchical organization." Social networking is allowing scientific groups to expand their knowledge base and share ideas, and without these new means of communicating their theories might become "isolated and irrelevant".

Social networks are also being used by teachers and students as a communication tool. Because many students are already using a wide-range of social networking sites, teachers have begun to familiarize themselves with this trend and are now using it to their advantage. Teachers and professors are doing everything from creating chat-room forums and groups to extend classroom discussion to posting assignments, tests and quizzes, to assisting with homework outside of the classroom setting. Social networks are also being used to foster teacher-parent communication. These sites make it possible and more convenient for parents to ask questions and voice concerns without having to meet face-to-face.

Social networks are being used by activists as a means of low-cost grassroots organizing. Extensive use of an array of social networking sites enabled organizers of

the 2009 National Equality March to mobilize an estimated 200,000 participants to march on Washington with a cost savings of up to 85% per participant over previous methods.

The use of online social networks by libraries is also an increasingly prevalent and growing tool that is being used to communicate with more potential library users, as well as extending the services provided by individual libraries.

A final rise in social network use is being driven by college students using the services to network with professionals for internship and job opportunities. Many studies have been done on the effectiveness of networking online in a college setting, and one notable one is by Phipps Arabie and Yoram Wind published in *Advances in Social Network Analysis*.

Social network hosting service

A social network hosting service is a web hosting service that specifically hosts the user creation of web-based social networking services, alongside related applications. Such services are also known as vertical social networks due to the creation of SNSes which cater to specific user interests and niches; like larger, interest-agnostic SNSes, such niche networking services may also possess the ability to create increasingly niche groups of users.

Business model

Few social networks currently charge money for membership. In part, this may be because social networking is a relatively new service, and the value of using them has not been firmly established in customer's minds. Companies such as MySpace and Facebook sell online advertising on their site. Their business model is based upon large membership count, and charging for membership would be counterproductive. Some believe that the deeper information that the sites have on each user will allow much better targeted advertising than any other site can currently provide.

Social networks operate under an autonomous business model, in which a social network's members serve dual roles as both the suppliers and the consumers of

content. This is in contrast to a traditional business model, where the suppliers and consumers are distinct agents. Revenue is typically gained in the autonomous business model via advertisements, but subscription-based revenue is possible when membership and content levels are sufficiently high.

Issues

Privacy

Privacy Concerns with social networking services have been raised growing concerns amongst users on the dangers of giving out too much personal information and the threat of sexual predators. Users of these services also need to be aware of data theft or viruses. However, large services, such as MySpace and Netlog, often work with law enforcement to try to prevent such incidents.

In addition, there is a perceived privacy threat in relation to placing too much personal information in the hands of large corporations or governmental bodies, allowing a profile to be produced on an individual's behavior on which decisions, detrimental to an individual, may be taken.

Furthermore, there is an issue over the control of data—information that was altered or removed by the user may in fact be retained and/or passed to 3rd parties. This danger was highlighted when the controversial social networking site Quechup harvested e-mail addresses from users' e-mail accounts for use in a spammingoperation.

In medical and scientific research, asking subjects for information about their behaviors is normally strictly scrutinized by institutional review boards, for example, to ensure that adolescents and their parents have informed consent. It is not clear whether the same rules apply to researchers who collect data from social networking sites. These sites often contain a great deal of data that is hard to obtain via traditional means. Even though the data are public, republishing it in a research paper might be considered invasion of privacy.

Privacy on social networking sites can be undermined by many factors. For example, users may disclose personal information, sites may not take adequate steps to protect

user privacy, and third parties frequently use information posted on social networks for a variety of purposes. "For the Net generation, social networking sites have become the preferred forum for social interactions, from posturing and role playing to simply sounding off. However, because such forums are relatively easy to access, posted content can be reviewed by anyone with an interest in the users' personal information".

Following plans by the UK government to monitor traffic on social networks schemes similar to E-mail jamming have been proposed for networks such as Twitter and Facebook. These would involve "friending" and "following" large numbers of random people to thwart attempts at network analysis.

Notifications on websites

There has been a trend for social networking sites to send out only 'positive' notifications to users. For example sites such as Bebo, Facebook, and Myspace will not send notifications to users when they are removed from a person's friends list. Similarly Bebo will send out a notification if a user is moved to the top of another user's friends list but no notification is sent if they are moved down the list.

This allows users to purge undesirables from their list extremely easily and often without confrontation since a user will rarely notice if one person disappears from their friends list. It also enforces the general positive atmosphere of the website without drawing attention to unpleasant happenings such as friends falling out, rejection and failed relationships.

Access to information

Many social networking services, such as Facebook, provide the user with a choice of who can view their profile. This prevents unauthorized user(s) from accessing their information. Parents who want to access their child's MySpace or Facebook account have become a big problem for teenagers who do not want their profile seen by their parents. By making their profile private, teens can select who may see their page, allowing only people added as "friends" to view their profile and preventing unwanted

viewing of the profile by parents. Teens are constantly trying to create a structural barrier between their private life and their parents.

To edit information on a certain social networking service account, the social networking sites require you to login or provide a password. This prevents unauthorized user(s) from adding, changing, or removing personal information, pictures, and/or other data.

Potential for misuse

The relative freedom afforded by social networking services has caused concern regarding the potential of its misuse by individual patrons. In October 2006, a fake Myspace profile created in the name of Josh Evans by Lori Janine Drew led to the suicide of Megan Meier. The event incited global concern regarding the use of social networking services for bullying purposes

In July 2008, a Briton, Grant Raphael, was ordered to pay a total of GBP £22,000 (about USD $44,000) for libel and breach of privacy. Raphael had posted a fake page on Facebook purporting to be that of a former school friend Matthew Firsht, with whom Raphael had fallen out in 2000. The page falsely claimed that Firsht was homosexual and that he was dishonest.

At the same time, genuine use of social networking services has been treated with suspicion on the ground of the services' misuse. In September 2008, the profile of Australian Facebook user Elmo Keep was banned by the site's administrators on the grounds that it violated the site's terms of use. Keep is one of several users of Facebook who were banned from the site on the presumption that their names aren't real, as they bear resemblance the names of characters like Sesame Street's Elmo.

Risk for child safety

Citizens and governments have been concerned by a misuse by child and teenagers of social networking services, particularly in relation to online sexual predators. A certain number of actions have been engaged by governments to better understand the problem and find some solutions. A 2008 panel concluded that technological fixes such as age verification and scans are relatively ineffective means of

apprehending online predators. In May 2010, a child pornography social networking site with hundreds of members was dismantled by law enforcement. It was deemed "the largest crimes against children case brought anywhere by anyone."

Trolling

A common misuse of social networking sites such as Facebook is that it is occasionally used to emotionally abuse individuals. Such actions are often referred to as trolling. It is not rare for confrontations in the real world to be translated online. Trolling can occur in many different forms, such as (but not limited to) defacement of deceased person(s) tribute pages, name calling, playing online pranks on volatile individuals and controversial comments with the intention to cause anger and cause arguments. Trolling is not to be confused with cyber-bullying.

Online bullying

Online bullying (aka "Cyber-bullying") is a relatively common occurrence and it can often result in emotional trauma for the victim. Depending on the networking outlet, up to 39% of users admit to being “cyber-bullied”. Danah Boyd, a researcher of social networks quotes a teenager in her article, Why Youth (Heart) Social Network Sites. The teenager expresses frustration towards networking sites like MySpace because it causes drama and too much emotional stress. There are not many limitations as to what individuals can post when online. Inherently individuals are given the power to post offensive remarks or pictures that could potentially cause a great amount of emotional pain for another individual.

CHAPTER-2
BASIC THEORY

2.1 PROCESS MODEL

A software engineer must incorporate a development strategy that the process, methods and tools layers and the generic phases. This is referred to as a process model or a software engineer paradigm. A process model for software engineering is chosen based on the nature of the project and application the method and tools to be used and the controls and deliverables that are required.

The process model used for our project is **The Waterfall Model.**

2.1.1 Waterfall model

The waterfall model or the classic life cycle is sometimes called the linear sequential model. It suggests a systematic approach to software development that begins at the system level and progresses through analysis, design, coding, testing and support.

2.1.1.1 Requirements analysis and definition:

The constraints and goals of the required software are established by consultation with the users. They are then defined in detail and serve as a system specification.

2.1.1.2 System & software design:

The system design process partitions the requirements to either hardware or software systems. Software design involves identifying and describing the fundamental software abstractions and their relationships.

2.1.1.3 Implementation & unit testing:

During this stage the software design is realized as a set of programs or program units. Unit testing involves verifying that each unit meets its specifications.

2.1.1.4 Integration & system testing:

The individual program units or programs are integrated and tested as a complete system to ensure that the software requirements have been met. After testing, the software system is delivered to the customer.

2.1.1.5 Operation & maintenance:

This is the longest life-cycle phase. The system is installed and out into practical use. Maintenance involves correcting errors which are not discovered in earlier stages of the life cycle.

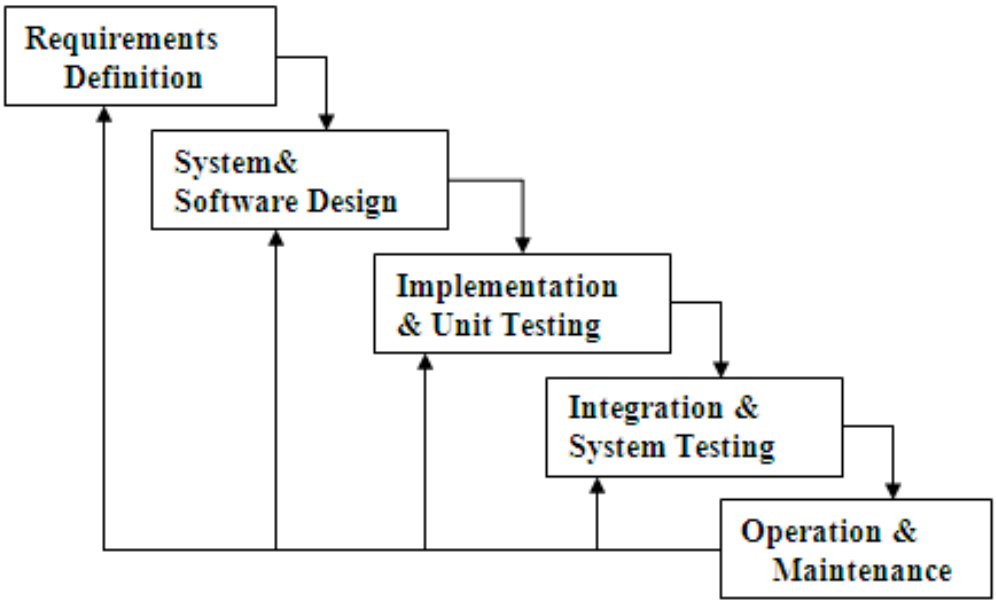


Figure-1: Waterfall Model

2.2 TECHNOLOGY USED:

In the development of a social networking website using more than one language is necessary, because in developing such a website we need to handle various activities simultaneously, like frontend activiteis, backend activities and database as well. So for developing this particular website we have taken the following languages and tools under consideration:

2.2.1 Apache HTTP Server:

The **Apache HTTP Server** commonly referred to as **Apache**, is web server software notable for playing a key role in the initial growth of the World Wide Web. In 2009 it became the first web server software to surpass the 100 million web site milestone. It is Open source software and its license is freely available. Beyond this

Apache supports a number of Operating systems and a number of server side scripting languages. So this feature of Apache provides flexibility and portability to the website. Although the main design goal of Apache is not to be the "fastest" web server, Instead of implementing a single architecture, Apache provides a variety of Multiprocessing Modules (MPMs) which allow Apache to run in a process-based, hybrid (process and thread) or event-hybrid mode, to better match the demands of each particular infrastructure.

2.2.2 PHP:

PHP: Hypertext Preprocessor is a general-purpose scripting language that was originally designed for web development to produce dynamic web pages. For this purpose, PHP code is embedded into the HTML source document and interpreted by a web server with a PHP processor module, which generates the web page document. As a general-purpose programming language, PHP code is processed by an interpreter application in command-line mode performing desired operating system operations and producing program output on its standard output channel. It may also function as a graphical application. PHP is available as a processor for most modern web servers and as a standalone interpreter on most operating systems and computing platforms. PHP is free software released under the PHP License.

2.2.3 MySQL:

MySQL is a relational database management system (RDBMS) that runs as a server providing multi-user access to a number of databases Free-software projects that require a full-featured database management system often use MySQL. MySQL is currently the most popular open source database server in existence. On top of that, it is very commonly used in conjunction with PHP scripts to create powerful and dynamic server-side applications.

2.2.4 EasyPHP 5.3.5.0 tool:

Launched in 1999, **EasyPHP** was the first WAMP software bundle available. **EasyPHP** installs web server services onto the Windows computer and allows quick-and-easy development of PHP and MySQL on localhost (also known as 127.0.0.1). The package includes an Apache server, a MySQL database, and the PHP extension. The package is deployable either on a PC or a USB drive.

2.2.5 Java Script:

JavaScript is THE scripting language of the Web. JavaScript is used in billions of Web pages to add functionality, validate forms, communicate with the server, and much more. It is implemented as part of a web browser in order to provide enhanced user interfaces and dynamic websites. It is imperative, structured, functional, supports dynamic typing and run time manipulation. JavaScript has become one of the most popular programming languages on the web. Initially, however, many professional programmers denigrated the language because its target audience was web authors and other such "amateurs", among other reasons. The advent of Ajax returned JavaScript to the spotlight and brought more professional programming attention. The result was a proliferation of comprehensive frameworks and libraries, improved JavaScript programming practices, and increased usage of JavaScript outside of web browsers, as seen by the proliferation of server-side JavaScript platforms.

2.2.6 *Cascading Style Sheets (CSS):*

Cascading Style Sheets (CSS) is a style sheet language used to describe the presentation semantics (the look and formatting) of a document written in a markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML, SVG and XUL.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design). CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. While the author of a document typically links that document to a CSS style sheet, readers can use a different style sheet, perhaps one on their own computer, to override the one the author has specified.

CHAPTER-3
PROBLEM IDENTIFICATION & METHODOLOGY

The primary goal of a social network is to connect people, to simplify their communication, and to help them stay in touch. Previously the major barrier to forming a network was the lack of a proper framework which allowed interested users to get involved in knowledge sharing and related activities. Although prior to these sites the principle modes of community building were bulletin boards and forums, but there drawback was that they camouflaged the identity of the users, plus posting of views was highly restricted, and above all they were a lot in numbers but none of them were a universally known forum/bulletin board. The Social networking websites remove all these inconsistencies of there predecessors and function like an online community of internet users. Depending on the website in question, many of these online community members share common interests in hobbies, religion, or politics. Once you are granted access to a social networking website you can begin to socialize. This socialization may include reading the profile pages of other members and possibly even contacting them.

The friends that you can make are just one of the many benefits to social networking online. Another one of those benefits includes diversity because the internet gives individuals from all around the world access to social networking sites. This means that although you are in the United States, you could develop an online friendship with someone in Denmark or India. Not only will you make new friends, but you just might learn a thing or two about new cultures or new languages and learning is always a good thing.

Aim of the project is to develop a Social Networking Website that will be implemented over the server and further can be used as a professional, easy to access social networking web site.

CHAPTER-4
IMPLEMENTATION DETAILS

The project has been divided into fourteen functional modules as php scripts, these are:

- **about.php**
- **configure.php**
- **edit_profile.php**
- **footer_template.php**
- **header_template.php**
- **index.php**
- **login.php**
- **logout.php**
- **member_search.php**
- **msgToUser.php**
- **pm_inbox.php**
- **pm_sentbox.php**
- **profile.php**
- **register.php**

4.1 ABOUT SCRIPT :

In this script we display a basic webpage containing information about the developers and the technology used.

4.2CONFIGURE SCRIPT:

In this script we provide the functionality to configure the databases and auto email addresses.

4.3 EDIT PROFILE SCRIPT:

Here we provide the facility to the users to edit there public profile and update various information like contact information, links, websites, profile pictures, etc.

4.3THE FOOTER AND HEADER TEMPLATE SCRIPTS:

These are the header and footer templates which are common to all the scripts, the header includes the menu bar with various buttons for user interaction and navigation.

The footer is basic hyperlink arrangement navigation along with copyright information and similar details.

4.4 INDEX SCRIPT:

This is the main page script it includes the header and footer scripts, it also displays a list of 4 random members along with recent blabbers.

4.5 LOGIN SCRIPT:

This allows the user to login to the system.

4.6 LOGOUT SCRIPT:

This allows the user to logout of the system and clear all session data.

4.7 MEMBER SEARCH SCRIPT:

This enables the system to display the list of all members of the system by querying the mymembers table in the database.

4.8 PRIVATE MESSAGING SYSTEM SCRIPTS:

These scripts allow users to send and receive private messages using a basic inbox and sentbox architecture. The messages are stored in another database table called private_messages.

4.9 PROFILE SCRIPT:

This allows the users to view there public profiles as well as the profiles of other users, this also enables guests to view the profile of a selected user. Apart from the basic profile information this contains a profile picture and blab box which enables he members to blab there thoughts on the site.

4.10 REGISTER SCRIPT:

This enables a guest to register into the system as a user, it supports features like email activation and human check, to verify weather a user is an actual person or an automated bot. Although we have disabled the email activation functionality for the time being due to the unavailability of a mail server on our development server. But it can be activated once we get a proper web host with email server support.

Apart from the above main modules we have secondary modules which enable the main modules to provide the following functionalities:

1. checking username availability at signup
2. checking weather a user is logged in or not.
3. connecting to the mysql database.
4. displaying four random members on the homepage.
5. marking private messages as read.
6. parsing private messages.
7. keeping track of friend requests.
8. converting time into ago time format.
9. automatically detecting hyperlinks in a webpage and inserting anchor tags to make them click navigable.
10. javascript libraries like jquery to enable interactive web forms.
11. css styles to give the pages an elegant look.

Once the user registers on the system a subdirectory in the members directory with its name is created to keep the profile pictures used by that user. Also database entries are made to render the system functional.

4.11 The database tables being used are as follows: -

1. **admin:** This contains the administrator details.

SQL query: SELECT * FROM `admin` LIMIT 0, 30 ;
Rows: 1

id	email	password	admin_type	autoemail	creation_date
1	meghsingh89@gmail.com	21232f297a57a5a743894a0e4a801fc3	c	cyberbot.009@gmail.com	2011-04-24 18:30:33

Table 4.1- The admin table with an Example record

2. **blabbing**: This contains the blabbing information.

SQL query: SELECT * FROM `blabbing` LIMIT 0, 30 ;

Rows: 5

id	mem_id	the_blab	blab_date	blab_type	device
1	6	fdasadasdsadasdsad	2011-04-25 18:02:46	a	Google Chrome : Windows XP
2	6	http://www.gogle.com	2011-04-25 19:04:57	a	Google Chrome : Windows XP
3	6	hi	2011-04-25 19:40:45	a	Google Chrome : Unknown OS
4	6	fdfsd	2011-04-25 21:16:45	a	Google Chrome : Unknown OS
5	8	sadasd	2011-04-25 21:18:29	a	Google Chrome : Unknown OS

Table 4.2- The blabbing table with 5 Example record

3. **mymembers:** This contains the members information.

SQL query: SELECT * FROM `mymembers` LIMIT 0, 30 ;

Rows: 2

id	username	firstname	lastname	gender	birthday	country	state	city	zipzipcode	email	password	ipaddress	sign_up_date	last_log_date	bio_body	website	youtube	facebook	twitter	friend_array	account_type
5	MEGH			m	1989-04-16				0	meghsingh89@gmail.com	5f4dcc3b5aa765d61d8327deb882cf99	127.0.0.1	2011-04-25	0000-00-00	*NULL*	*NULL*	*NULL*	*NULL*	*NULL*	*NULL*	a
6	megh21	megh	singh	m	1989-04-16	India	Madhya Pradesh	Bhopal	0	email@gmail.com	9003d1df22eb4d3820015070385194c8	127.0.0.1	2011-04-25	2011-04-25		sadasad	asdasdads		asdasdsda	8	a

Table 4.3- The mymembers table with 2 Example record

4. **friends_requests:** This holds the friend request information.

SQL query: SELECT * FROM `friends_requests` LIMIT 0, 30 ;

Rows: 1

id	mem1	mem2	timedate
2	6	5	2011-04-25 21:13:49

Table 4.4- The friends_requests table with an Example record

5. **private_messages:** This holds all the private messages sent by the users .

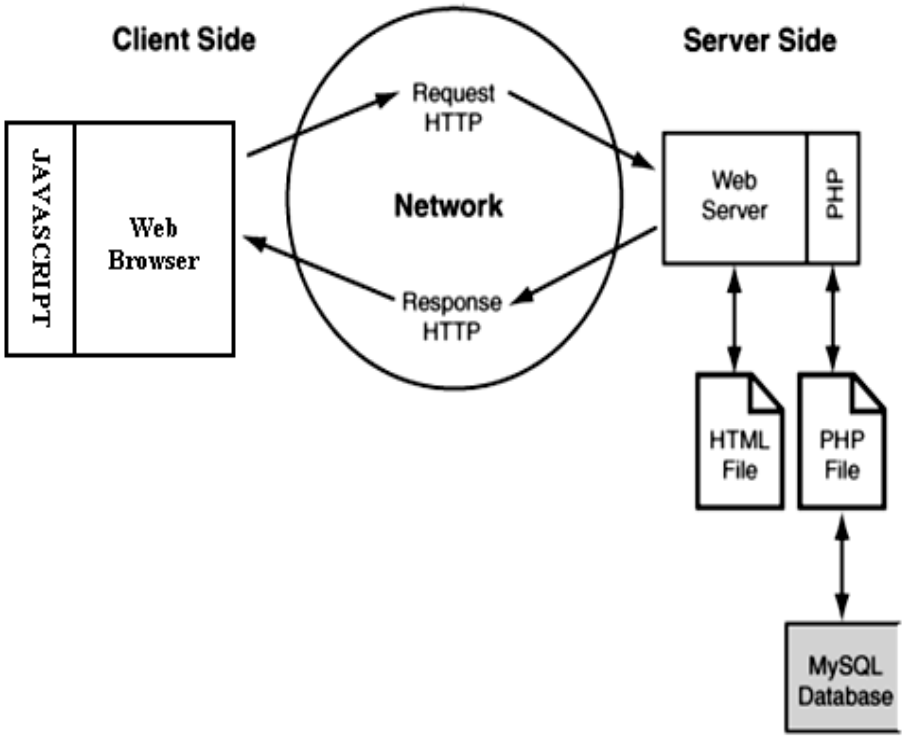
SQL query: SELECT * FROM `private_messages` LIMIT 0, 30 ;

Rows: 4

id	to_id	from_id	time_sent	subject	message	opened	recipientDelete	senderDelete
1	8	6	2011-04-25 20:27:32	hi	hi	1	0	0
2	6	8	2011-04-25 20:32:22	hi	hello helllo	1	0	0
3	8	6	2011-04-25 21:14:24	hi	hi	1	0	0
4	6	8	2011-04-25 21:18:45	hmm hmm	:)	0	0	0

Table 4.5- The private_messages table with 4 Example record

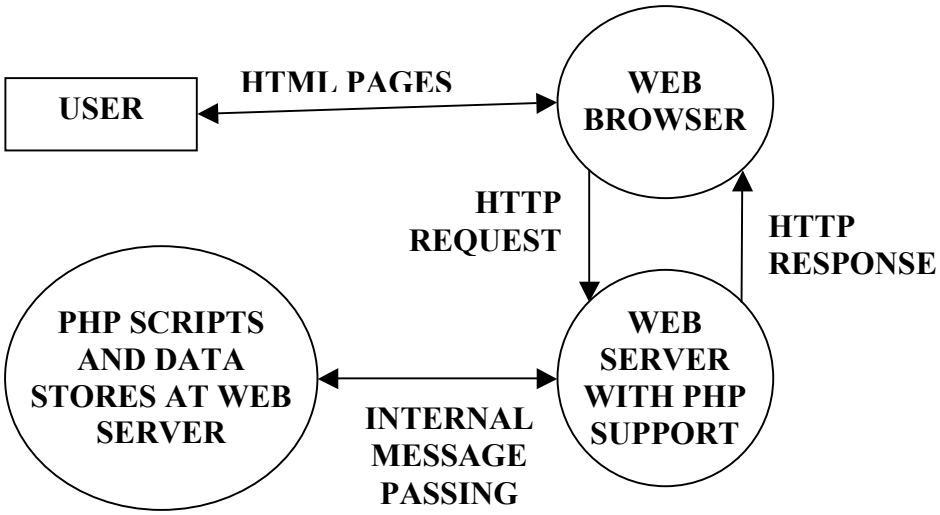
4.12 BLOCK DIAGRAM:



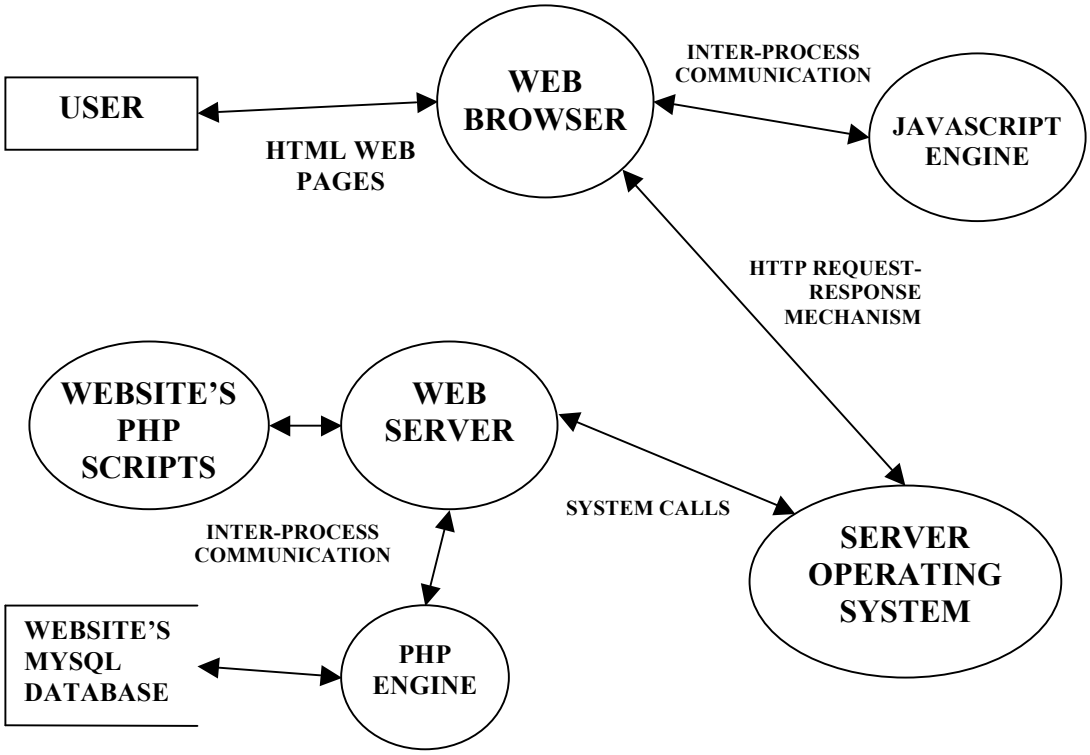
[Fig- 1: Block Diagram for Social Networking Website]

4.13 DATA FLOW DIAGRAM:

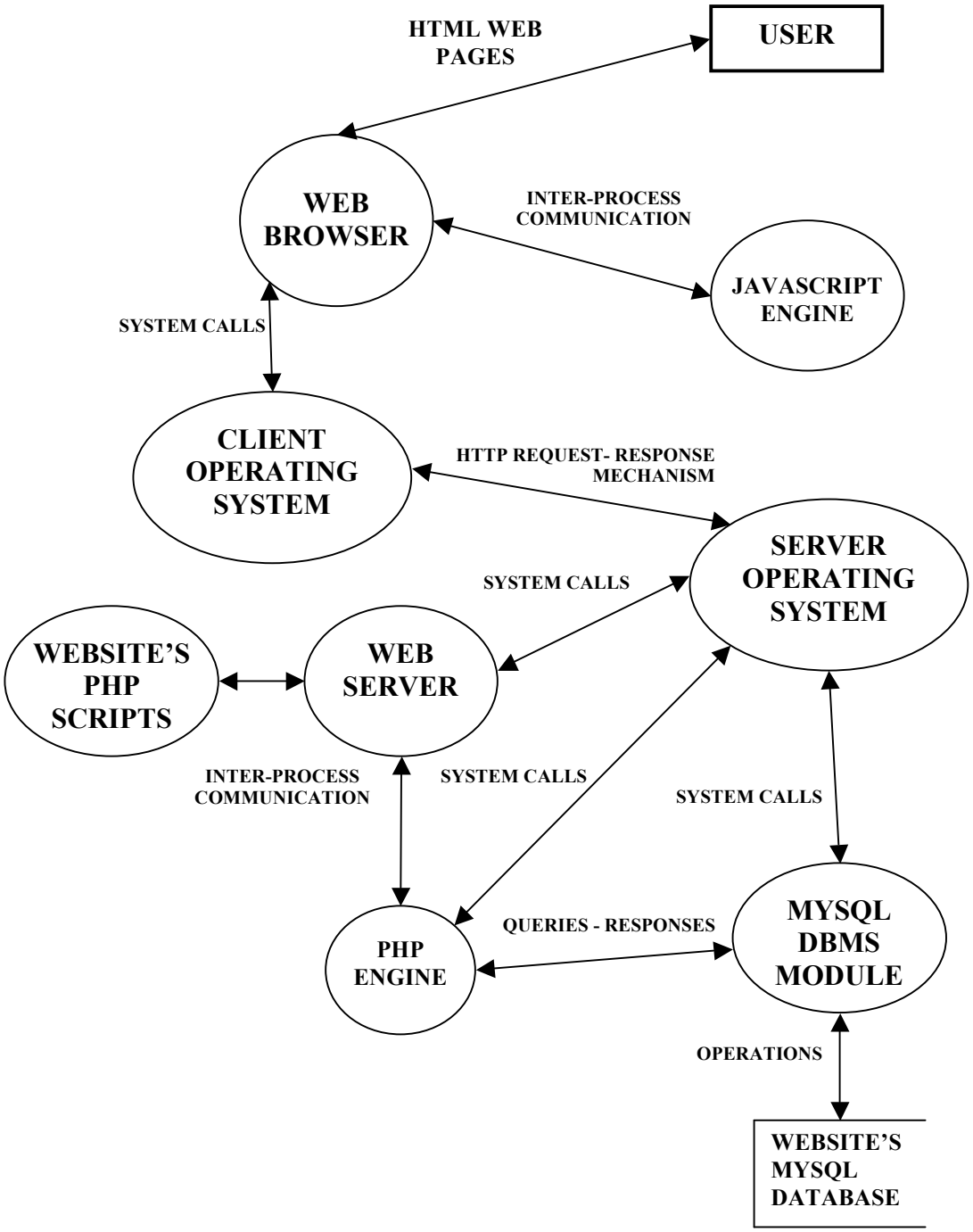
A **data flow diagram** (**DFD**) is a graphical representation of the "flow" of data through an information system. It differs from the flowchart as it shows the *data* flow instead of the *control* flow of the program



[Fig.-2: Zero Level Data Flow Diagram for Social Networking



[Fig.-3: First Level Data Flow Diagram for Social Networking Website]



[Fig.-4: Second Level Data Flow Diagram for Social Networking Website]

4.14 SYSTEM ARCHITECTURE:

1> Initially during the setup process 4 tables will be created on the server which will keep track of the user's : -

- **a.** Password
- **b.** Messages
- **c.** Friends
- **d.** Profile

2> The users will initially see the login/welcome page on submitting the URL of the website.

3> The user can now either login or signup to a new account.

4> On signup the desired username will be checked for availability, if it is available the corresponding entry of username and password will be made into the Password table.

5> On login the user will be verified by matching its user name password combination in the Password table, if verified correctly he/she will be taken to his/her profile, where various options like : -

- **a.** Listing members.
- **b.** Adding friends.
- **c.** Sending messages.
- **d.** Editing profile information, etc.

will be available.

6> The user can list all the members of the website, this will be achieved by performing a SELECT query on the Password table and formatting the output to display a list of all users.

7> The user can add/drop/list his/her friends, this will be done by making and altering the entries in the tuple corresponding to the user in the Friends table.

8> The user can send/receive public/private messages, this will be done by selecting all the messages in the current user's entry in the Messages table to

view all the messages sent to the current user and can be updated into the entry corresponding to the receiving user for sending a message.

9> Once the user is done with the various available activities, he/she can safely logout back to the login/welcome screen.

10> The logout procedure will be accompanied by closing of the current PHP session and deletion of any associated data and cookies.

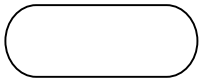
4.15 FLOW CHART:

A flowchart is a common type of chart, which represents an algorithm or a process, showing the steps as boxes of various kinds, and their order by connecting these with arrows. Flowcharts are used in analyzing, designing, documenting or managing a process or program in various fields.

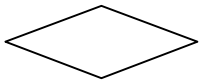
Flowcharts are used in designing and documenting complex processes. Like other types of diagram, they help visualize what is going on and thereby help the viewer to understand a process, and perhaps also find flaws, bottlenecks, and other less-obvious features within it. The two most common types of boxes in a flowchart are:

- A processing step, usually called *activity*, and denoted as a rectangular box
- A decision usually denoted as a diamond.

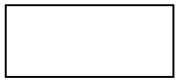
Flow Chart Key: -



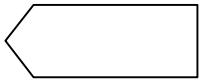
: START / END



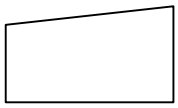
: DECESSION



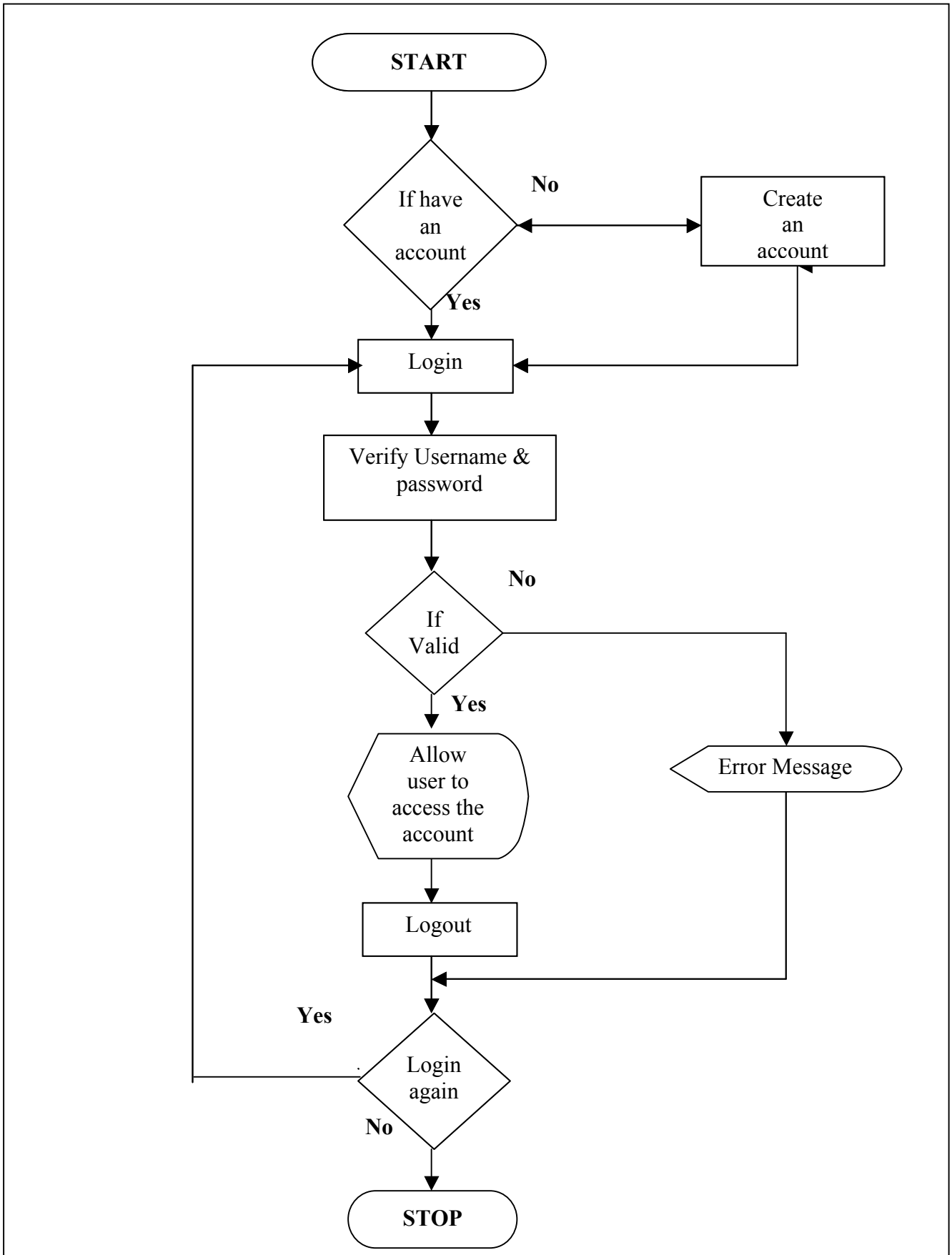
: PROCESS



: DISPLAY / OUTPUT



: MANUAL INPUT



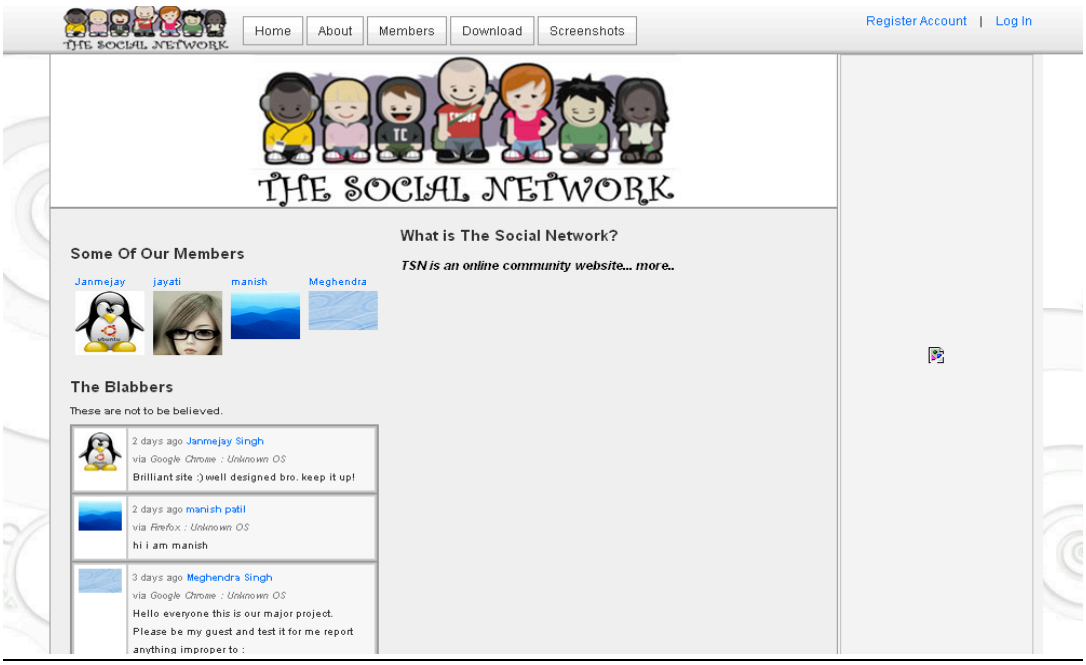
[Fig. - 5: Flow Chart for Social Networking Website]

CHAPTER-5
FINISHED PRODUCT

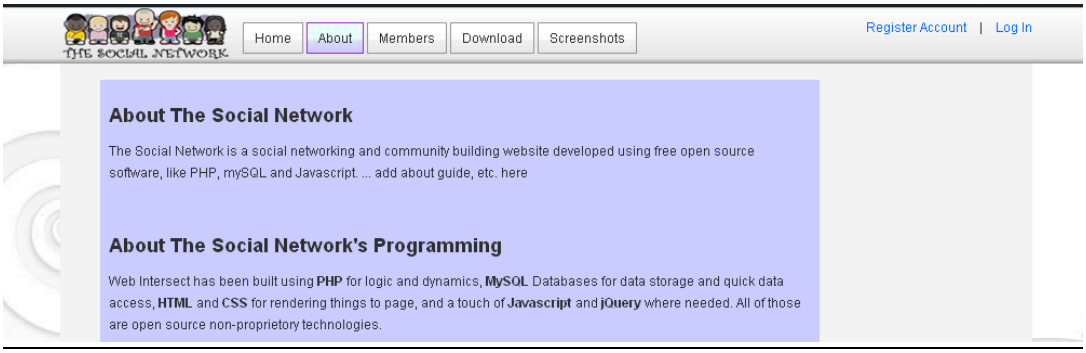
"The social network" is capable of securely loging members into and out of the system, it allows guests and members to view profiles of other members. It enables its members to create profiles which are publicly visible. It stores passwords in MD5 hashed format in its database. The system uses php and mysql, which form a very dynamic combo used extensively on the internet, both of which are open source. The system displays a random list of its members on the home page, along with the random blabbering. It allows a member to upload its profile picture with a maximum limit of 50kB. It has the "remember me" functionality which if selected at login will allow member to access their profiles without logging in again if they didn't logout the last time. It has a well defined registration form complete with username availability check. It has built in support for Google Maps API, which enables members and guests to view the Google map of the area where a member whose profile is being viewed resides, based on the information given while updating the account details.

The screenshots of the various pages generated on the execution of php scripts are as follows: -

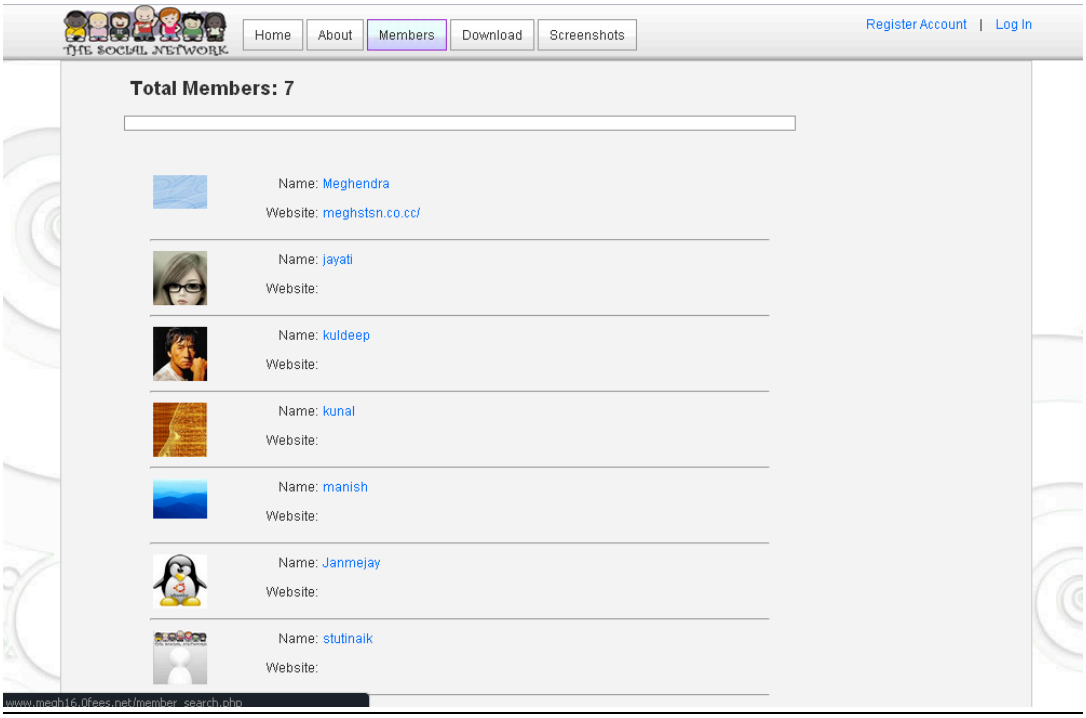
1> The home page:



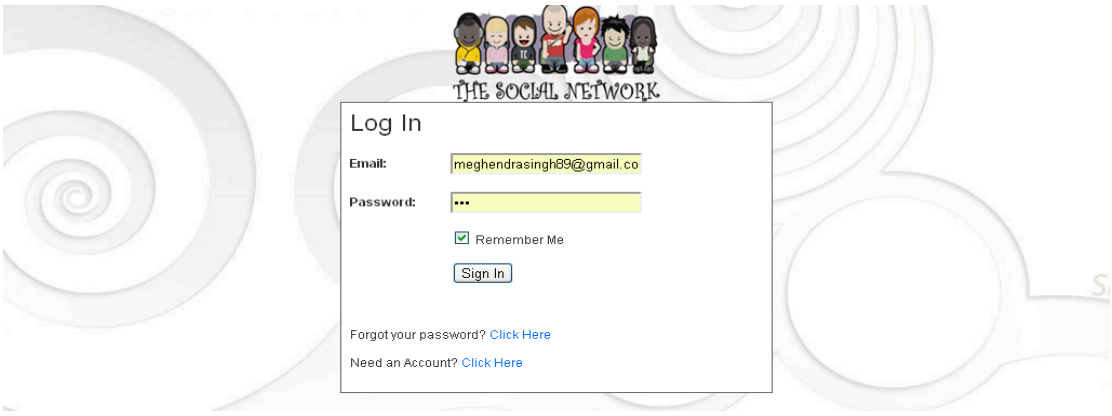
2> The about page:



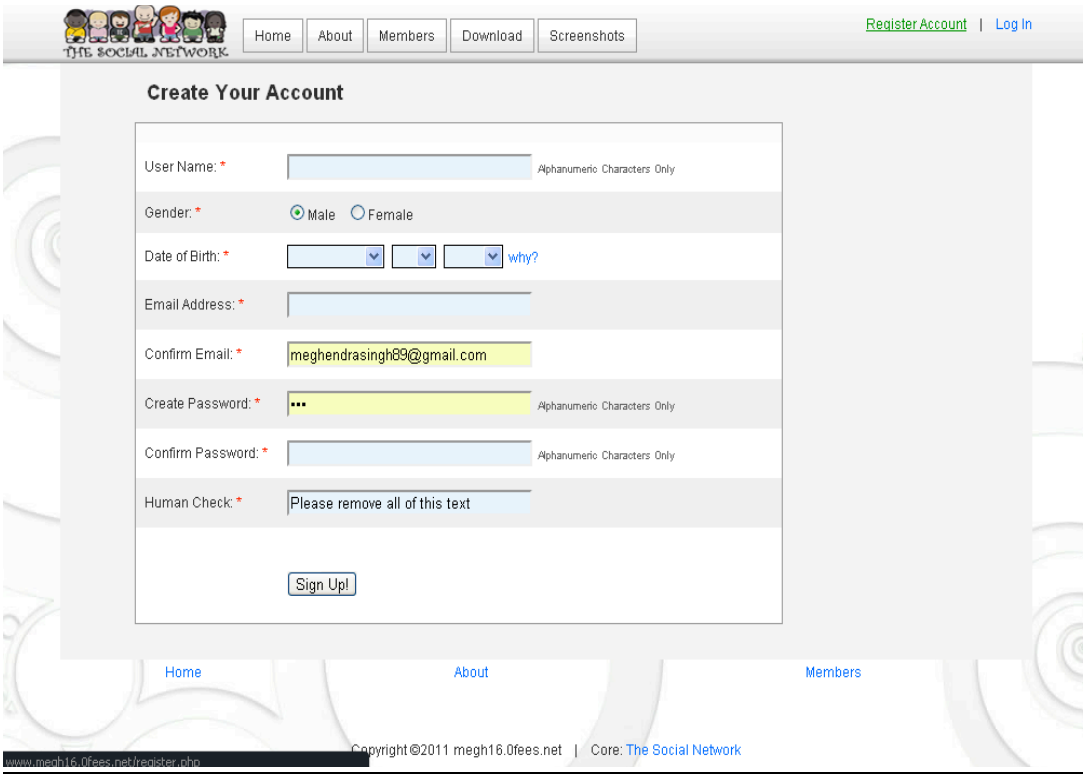
3> The members page:



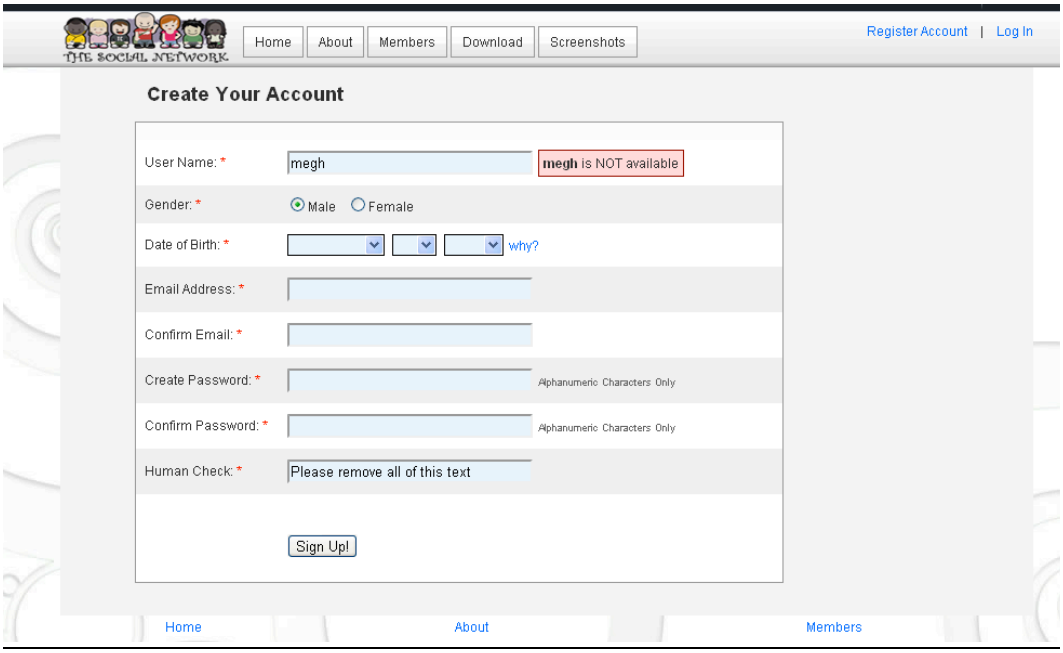
4> The login page:



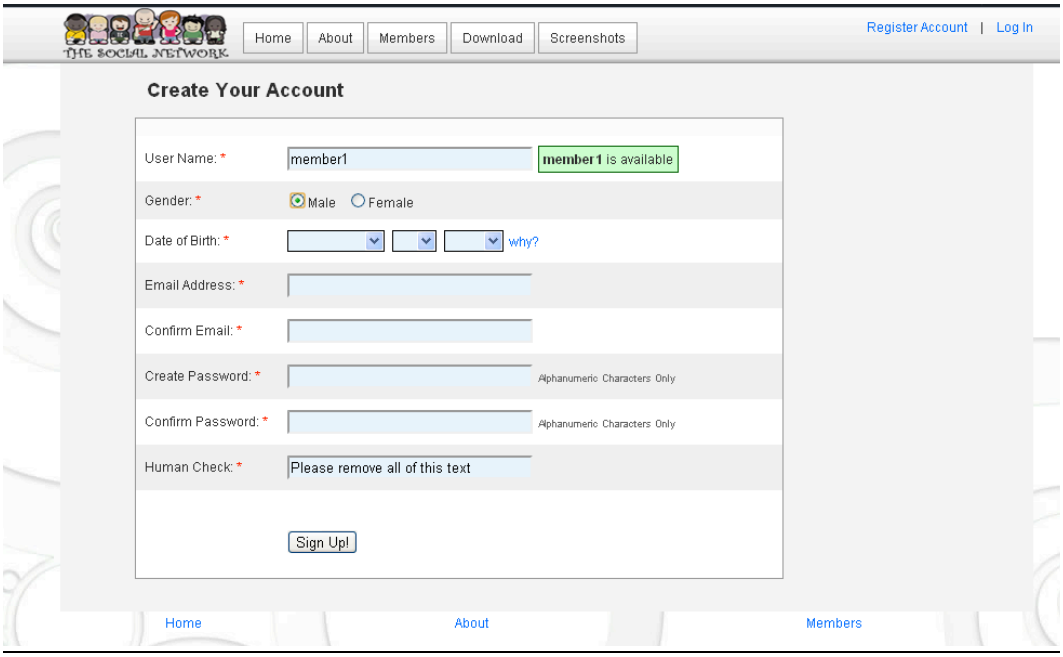
5> The registration page:



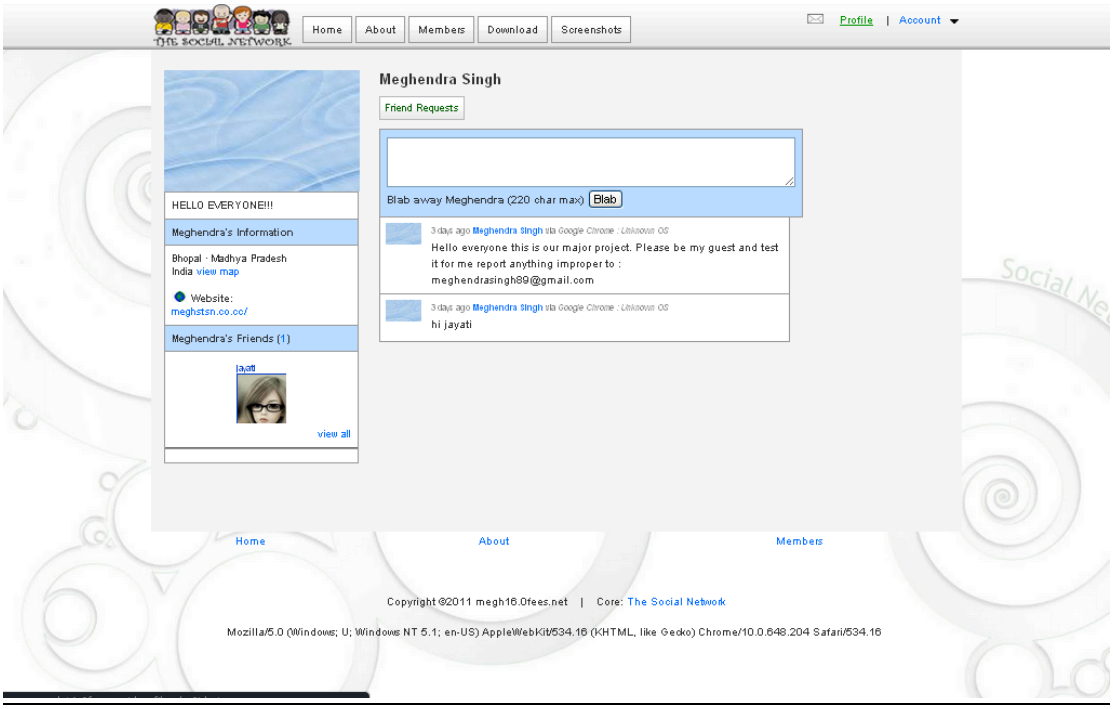
6> The registration username unavailable condition:



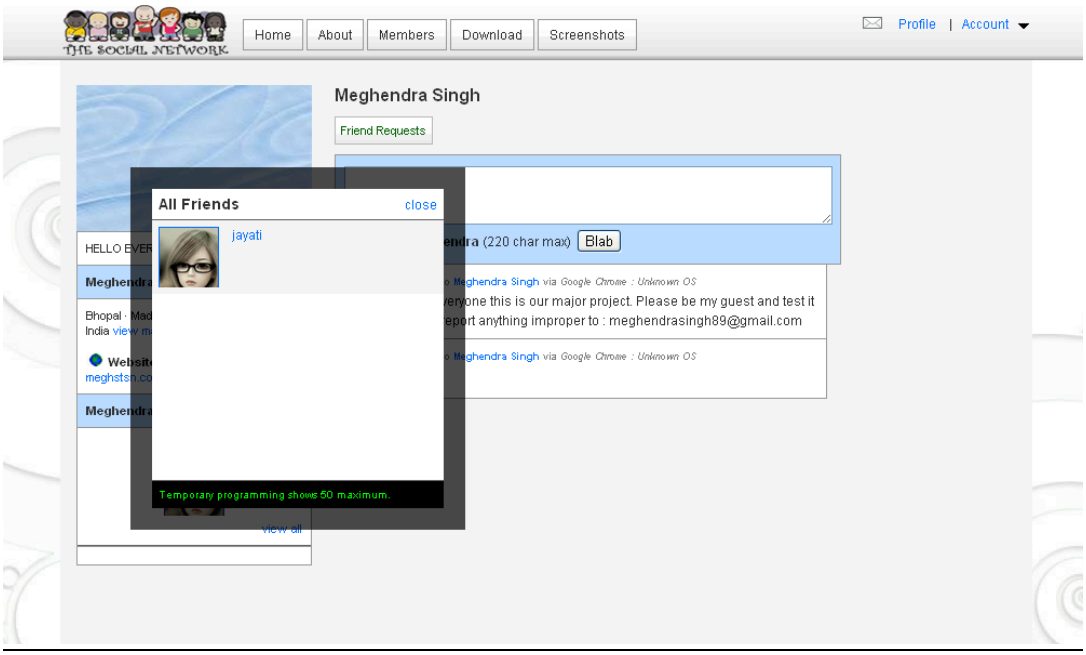
7> The registration username available condition:



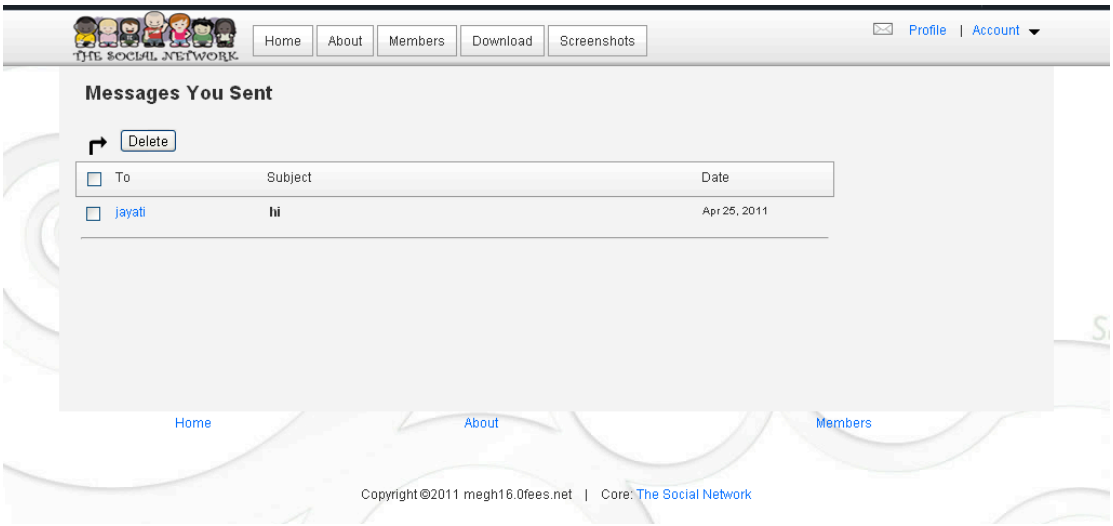
7> The profile page:



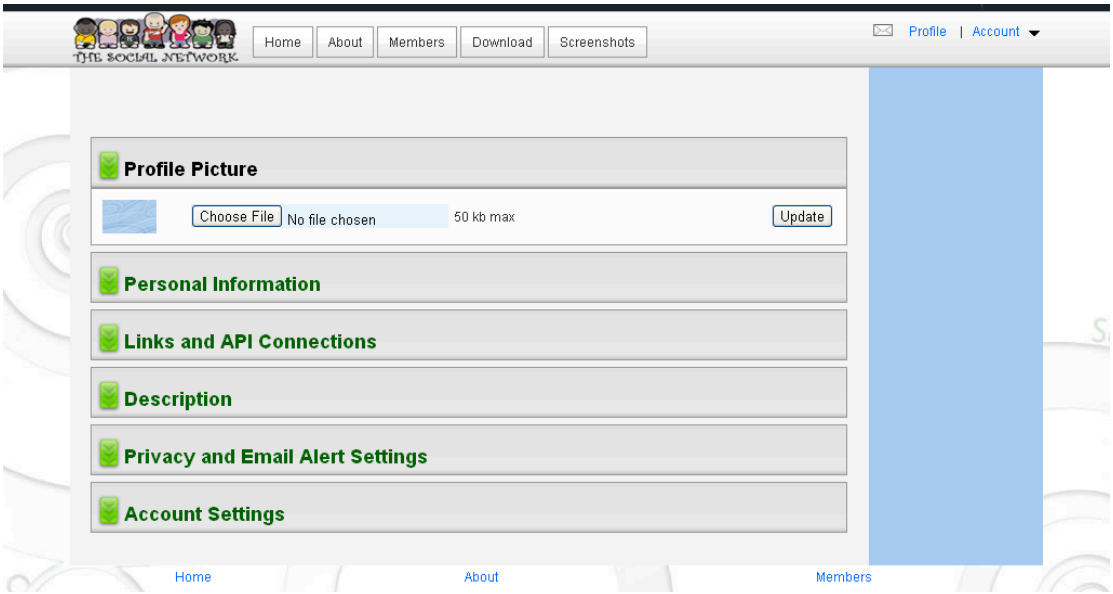
8> The view friends function:



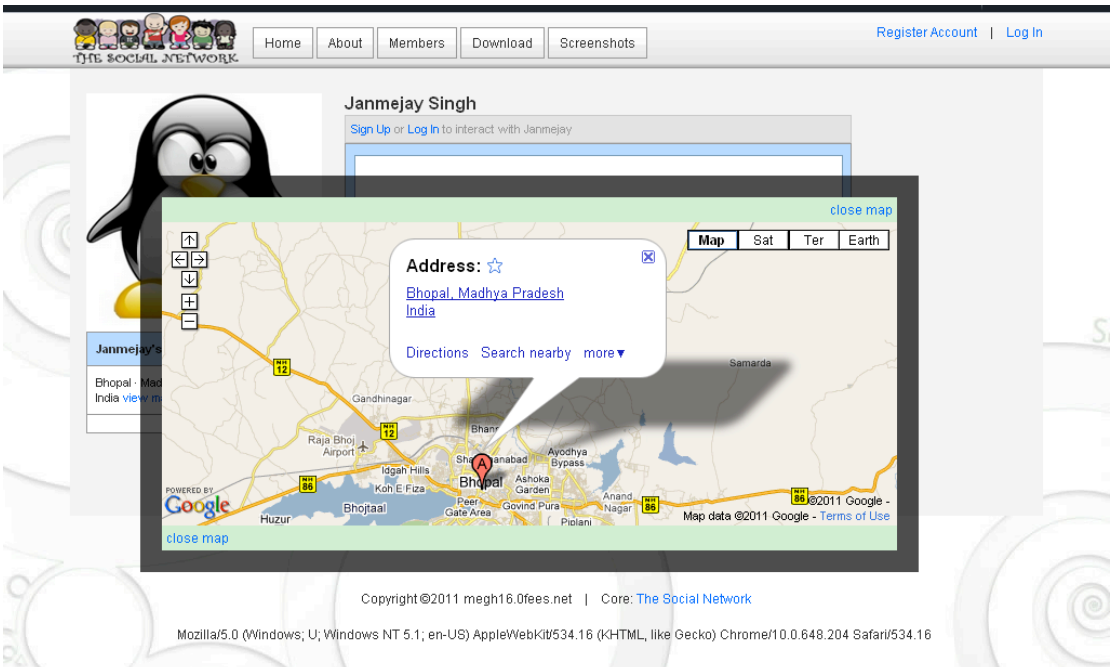
9> The private messages sentbox:



10> The account options:



11> The view map option:



CHAPTER-6
CONCLUSION

"The Social Network" website is a fully automated engine that has the ability to bring together people with common interests, hobbies, views and abilities. It gives a platform to the users to interact with a diverse variety of people and get the knowledge harbored across the world. It can act as a tool to bring families and friends close to each other who are separated by geographical barriers. Further more Social Networks provide good opportunities to find jobs. It also allows its users to meet new people and overcome the introversion improvised by communities, age and gender. Last but not the least it can act as a platform to promote your business or your own website.

This project is light weight as there are no heavy client side technologies like Flash used. It is quiet suitable for mobile as well as PDAs, i.e. platforms with limited memory and network bandwidth available.

CHAPTER-7
FUTURE WORK

Developing a social networking website is not a work of few days or months. It is an evolving process. As much you involve yourself in the process you will find a number of ideas which you can put into your website to make it better and much better. The social networking website "The Social Network " developed by us has great scope for new ideas and applications, which can make it more sophisticated and trendy. Out of them all some fields are listed here to be implemented in near future:

1. Image Uploading: In current state the user is allowed only to upload his/her profile picture of a limited size. But in future we can give user the facility to upload and share the photographs with his/her friends online of comparatively larger size too.

2. File Uploading: In future we are going to provide user the facility of sharing images as well as videos and music too.

3. Security horizons: In the present scenario we have provided user's protected password facility in the near future we can make our site much secure for data transmission as well.

4. Email verification : Presently because we are not having any of the SMTP server , so e-mail verification is disabled currently . This task is kept under future works to be implemented.

The primary applications of "The Social Network" are listed as below: -

1> Making new friends.

2> Business- Connecting with customers.

3> Business Networking.

4> Marketing.

5> Entertainment.

6> Public opinion gathering.

7> Educational and medical applications.