TRIBHUWAN UNIVERSITY

INSTITUTE OF ENGINEERING

Kathmandu Engineering College

Department of Computer Engineering

"SLAMBOOK"

[Code No: CT 755]

Submitted By:

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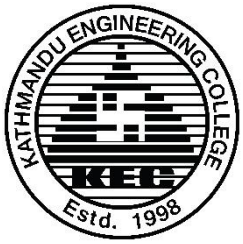
MAJOR PROJECT REPORT SUBMITTED TO
THE DEPARTMENT OF COMPUTER ENGINEERING
IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR
THE BACHELOR OF ENGINEERING



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CERTIFICATE

The undersigned certify that they have read and recommended to the Department of Computer Engineering, a project report entitled "SlamBook" submitted by Rajya Laxmi Manandhar (70059), Reshma Pakhreen Tamang (70062) and Suprajna Raj Sharma (70082) in partial fulfillment of the requirements for the Bachelor's Degree in Computer Engineering.

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ABSTRACT

A social networking service (also called social networking site or social media) is an online platform that is used by people to build social networks or social relations with other people who share similar personal or career interests, activities, backgrounds or real-life connections. Networking in the form of online social network is one of the learning media for college students and aspiring young professionals today.

Our project" SlamBook" is a social networking site the students and teachers enrolled. This Networking Site provides a platform via which students can share information between them. In order to use the college networking site, students must create an account. Students can send friend requests to each other, and after that they can send messages, find friends, share materials and stay connected.

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LIST OF ABBREVIATIONS

AJAX : Asynchronous JavaScript and XML

ASP : Active Server Page

CGI : Common Gateway Interface

CLI : Command-line Interface

DFD : Data Flow Diagram

HTML : Hyper-Text Markup Language

JS : JavaScript

OLE : Online learning Environment

SCD : System Context Diagram

SNS : Social Networking Site

SSADM : Structured-Systems Analysis and Design Method

SVG : Scalable Vector Graphics

XHTML : Extensible Hypertext Markup Language

XML : Extensible Markup Language

XUL : XML User Interface Language

CHAPTER 1: INTRODUCTION

1.1 Background Theory

Social Networking - It's the way the 21st century communicates now. Social networking is the grouping of individuals into specific groups, like small rural communities or a neighborhood subdivision. Although social networking is possible in person, especially in the workplace, universities, and high schools, it is most popular online. This is because unlike most high schools, colleges, or workplaces, the internet is filled with millions of individuals who are looking to meet other people.

Social network is the mapping and measuring of relationships and flows between connected information/knowledge entities. The nodes in the network are the people and groups while the links show relationships or flows between the nodes. Social network provides both a visual and a mathematical analysis of human relationships.

Social Networking Website project itself is a huge project comprising various features like profile updating, friend's list organization and various other application to enhance the overall look and feel of the website. However, in this project "SlamBook", we are basically working on two essential feature or module: Profile Management and Friends organization.

Profile Management module maintain the profile of a user like name, like, dislikes, hobbies, status etc.

Friends' organization module maintains the friend list, handles request and sends request to the other user.

Profiles and Friends lists are two key features on social network sites. The third is a public commenting feature .This feature allows individuals to comment on their Friends' profiles. These comments are displayed prominently and visible for anyone who has access to that profile.

Our project is a networking site especially for students enrolled among various colleges. This Networking Site provides a platform via which students can share information between them. In order to use the college networking site, students must be college

students and they must create an account. Students can send friend requests to each other, and after that they can send messages, find friends, share materials and stay connected.

Major features of this web application are:

- Students can share and collect knowledge by connecting with each other.
- Educational materials such as question papers, tutorials, project materials, and presentations can be shared.
- With this application, students can create their individual profiles and upload images and files.

1.2 Scope of the Project

This project is very beneficial to students as the can share information between them, get sample questions, tutorials etc. This application helps student to create account free of cost. As a result student can easily join this platform and explore. This system will also allow user to get educational materials such as question sets, project documents, and tutorials free of cost. This system will allow users to send friend requests, add new friends, share materials etc. Thus, this application is very useful to college students.

1.3 Problem Statement

This project can be very useful to students as one can share his ideas, explore, and learn from other members. This application is restricted to the students and members enrolled there. The main challenges for this are:

- Security and privacy concerns when using SNS.
- Time concerns.
- They could have a negative impact on the morality of students.
- Too much choice – there are so many sites that it is difficult to know which one is the most appropriate.

1.4 Objectives

- To create web application solely for students of the college.
- To provide a platform where they can share their ideas, tutorial and other educational files.

1.5 Application

Our project finds its application in the following sectors, to name a few:

- Online learning- People around the world use Social Networking Site (SNS) such as Facebook attract young people today. Because of the familiarity with people, ease to use, and ease of access, SNS could be incorporated seamlessly into the Online Learning Environment (OLE). They would extend learning to a dynamic, changing and shared experience beyond the boundaries of classroom.
- Sharing Platform: Use of technology makes our daily life easier. With the help of our project, it will help students that provides a platform where they could share their experience, ideas, tutorials, question papers, project ideas etc.
- Connecting medium: Through our application, users can easily search and connect with other students and teachers. The connected students could be benefited as there is flexibility to read and write comments, ask questions and seek clarification.

1.6 Project Scope

- This system provides users to register their account with their student id and faculty
- The system provides user to upload the photos so that user can maintain own album.
- This system provides the user to maintain their friend list and user can update their friend list.
- The user can also view the routines, notices, notes on regular basis from the resource page.

CHAPTER 2: LITERTURE REVIEW

We define social network sites as web-based services that allow individuals to construct a public or semi-public profile within a bounded system, articulate a list of other users with whom they share a connection, and view and traverse their list of connections and those made by others within the system. The Web-based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders. The nature and nomenclature of these connections may vary from site to site. Since their introduction, social network sites (SNSs) such as MySpace, Facebook, Cyworld and Hi5 have attracted millions of users, many of whom have integrated these sites into their daily practices. As of this writing, there are hundreds of SNSs, with various technological affordances, supporting a wide range of interests and practices. While their key technological features are fairly consistent, the cultures that emerge around SNSs are varied. Social media [technology] has become a growing phenomenon with many and varied definitions in public and academic use. Social media generally refer to media used to enable social interaction. For our purposes, the term social media technology (SMT) refers to web-based and mobile applications that allow individuals and organizations to create, engage, and share new user-generated or existing content, in digital environments through multi-way communication. The use of social media interfaces through computer and mobile is widespread as it allows user to create account, connect with people, share, post etc [1].

Social networks are based on user as opposed to content like in other regular websites. Users are the core of the social networking sites in a way that without them there would be empty forums, chat room and even applications. Users are the one who direct and provide dynamics in network. Interaction is another exciting characteristic of social networks where by connecting to one another and have fun with friends is a priority. Social networks thrive on relationships in a way that are more relationships in a way that more relationships in a network then more profound is the network and stronger it becomes. Due to the fact that many students are using social networking sites, it is the very good idea to use networking site for educational purpose. Today, social networking site use is a major activity for internet users from a wide range of demographic groups. Younger adults are especially avid adopters, but social networking continues to grow in popularity for older adults as well. Six out of ten

internet users' ages 50-64 are social networking site users, as are 43% of those ages 65 and older.

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. 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.

The main types of social networking services are those that contain category places (such as former school year or classmates), means to connect with friends (usually with self-description pages), and a recommendation system linked to trust. Many of the early communities like Facebook, Google+, Twitter 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 as Classmates.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 SixDegrees.com in 2000, HubCulture and Friendster in 2002. Friendster was followed by MySpace and LinkedIn a year later, and eventually Bebo. Friendster became very popular in the Pacific Island. Orkut became the first social networking in Brazil and then also grow fast in India (Madhavan, 2007). Attesting to the rapid increase in social networking sites' popularity, by 2005, it was reported that MySpace was getting more page views than Google. Facebook, launched in 2004, became the largest social networking site in the world in early 2009. Facebook was first introduced (in 2004) as a Harvard social networking (Cassidy, 2006) [2].

"The National School Boards Association reports that almost 60 percent of students who use social networking talk about education topics online, and more than 50 percent talk specifically about schoolwork. Yet the vast majority of school districts have

stringent rules against nearly all forms of social networking during the school day — even though students and parents report few problem behaviors online." [3].The majority of students tend to visit social networking websites for the purpose of entertainment which is how they enjoy their time after class. In addition, they tend to use these sites because they provide an effective and comfortable way of learning and for the flexibility of being able to spend time on these websites. However, some of the students believe that visiting SN websites is important because they build connections between students and professionals. Another reason is that traditional styles of learning provide very little information on the study topics, which forces students to shift to social networking tools to meet their educational needs. Lastly, a few students responded that their reason for using social networks was because their classmates were using them. 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, social capital, youth culture, and education. The table below shows the negative and positive impact of SNS on student:

STATEMENT	Agree (%)
My performance in education improved through social network.	68
Users on social networks provide more help in studies.	51
Social networks enable me to understand the topic in hand	62
I like the flexibility of social networking as I can learn anytime	84
I usually refer to Social media if there is anything that is not clear	64
I develop my communication skills more using social networks more.	63
My skills in technology increase by using social networks	88
The social networking style encourages me to work on group projects	68
I feel more confident interacting with other students/teachers online.	62
I get more ideas and opinions from using social networks	78
I belief that social networking has a positive impact on education	82

Table 2.1: The Impact (Positive and Negative) of Social Networks on Education

The survey showed that the flexibility and availability of SNs had a positive impact on 84% of the students, 64% could turn to other resources very easily if they faced any difficulties in understanding the subject, and 63% of the students improved their communication skills by using social networks. Moreover, the highest percentage of students stated that they had gained more technological skills through the use of SNs (88%). Most of the students agreed that there were many other positive impacts of SNs in education, such as confident interaction between members, encouraging group work, and sharing many ideas and belief [4].

CHAPTER 3: RELATED THEORY

3.1 Web Application

In computing, a web application or web app is a client–server software application in which the client (or user interface) runs in a web browser. Web applications have been around since before the Web gained mainstream popularity. For example, Larry Wall developed Perl, a popular server-side scripting language, in 1987. That was seven years before the Internet really started gaining popularity outside of academic and technology circles. The first mainstream Web applications were relatively simple, but the late 90s saw a push toward more complex Web applications.

A Web application relieves the developer of the responsibility of building a client for a specific type of computer or a specific operating system. Since the client runs in a Web browser, the user could be using an IBM-compatible or a Mac. They can be running Windows XP or Windows Vista. They can even be using Internet Explorer or Firefox, though some applications require a specific Web browser. HTML5 introduced explicit language support for making applications that are loaded as web pages, but can store data locally and continue to function while offline.

There are two main categories of coding, scripting and programming for creating Web Applications: [5]

1. Client Side Scripting / Coding :
   Client Side Scripting is the type of code that is executed or interpreted by browsers. Client Side Scripting is generally viewable by any visitor to a site (from the view menu click on "View Source" to view the source code).Below are some common Client Side Scripting technologies:

- HTML (HyperText Markup Language)
- CSS (Cascading Style Sheets)
- JavaScript
- Ajax (Asynchronous JavaScript and XML)
- jQuery (JavaScript Framework Library - commonly used in Ajax development)
- MooTools (JavaScript Framework Library - commonly used in Ajax development)

- Dojo Toolkit (JavaScript Framework Library - commonly used in Ajax development)

2. Server Side Scripting/Coding:
   Server Side Scripting is not viewable or accessible by any visitor or general public. Below are the common Server Side Scripting technologies:

- PHP (very common Server Side Scripting language - Linux / Unix based Open Source - free redistribution, usually combines with MySQL database)
- Zend Framework (PHP's Object Oriented Web Application Framework)
- ASP (Microsoft Web Server (IIS) Scripting language)
- ASP.NET (Microsoft's Web Application Framework - successor of ASP)
- ColdFusion (Adobe's Web Application Framework)
- Ruby on Rails (Ruby programming's Web Application Framework - free redistribution)
- Perl (general purpose high-level programming language and Server Side Scripting Language free redistribution - lost its popularity to PHP)
- Python (general purpose high-level programming language and Server Side Scripting language free redistribution)

3.2 Client

The 'client' is used in client-server environment to refer to the program the person uses to run the application. A client-server environment is one in which multiple computers share information such as entering information into a database. The 'client' is the application used to enter the information, and the 'server' is the application used to store the information.

3.3 HTML

HyperText Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS), and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web [6]. Web browsers receive HTML documents from a webserver or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. HTML describes the

structure of Web pages using markup. HTML elements are the building blocks of HTML pages. HTML elements are represented by tags. HTML tags label pieces of content such as "heading", "paragraph", "table", and so on. Browsers do not display the HTML tags, but use them to render the content of the page.

3.4 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. [6] Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications [8].

CSS is designed primarily to enable the separation of document content from document presentation, including aspects such as the layout, colors, and fonts [9]. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

3.5 JavaScript

JavaScript (often shortened to JS) is a lightweight, interpreted, object-oriented language functions best known as the scripting language for Web pages, but it's used in many non-browser environments as well. JavaScript runs on the client side of the web, which can be used to design / program how the web pages behave on the occurrence of an event. JavaScript is an easy to learn and also powerful scripting language, widely used for controlling web page behavior [10].

3.6 PHP

PHP is a server-side scripting language designed primarily for web development but also used as a general-purpose programming language. Originally created by Rasmus

Lerdorf in 1994, the PHP reference implementation is now produced by The PHP Development Team. PHP originally stood for Personal Home Page, but it now stands for the recursive acronym PHP: Hypertext Preprocessor [11].

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

3.7 AJAX

Ajax is a set of Web development techniques using many Web technologies on the client side to create asynchronous Web applications. With Ajax, Web applications can send data to and retrieve from a server asynchronously (in the background) without interfering with the display and behavior of the existing page. By decoupling the data interchange layer from the presentation layer, Ajax allows for Web pages, and by extension Web applications, to change content dynamically without the need to reload the entire page. In practice, modern implementations commonly substitute JSON for XML due to the advantages of being native to JavaScript.

Ajax is not a single technology, but rather a group of technologies. HTML and CSS can be used in combination to mark up and style information. The DOM is accessed with JavaScript to dynamically display – and allow the user to interact with – the information presented. JavaScript and the XMLHttpRequest object provide a method for exchanging data asynchronously between browser and server to avoid full page reloads.

CHAPTER 4: REQUIREMENT ANALYSIS

4.1 Functional Specification

- Each user who wants to use the site must create an account.
- A Message object is created when a user composes a new message to be sent to a friend. After it is confirmed that the friend is located in the database, the Message object adds its information to the database. When a user checks his or her inbox, a list of messages that were sent to the user will be shown in descending order of when they were received.
- A Wall Post object works for wall posting. The only difference is that the Wall Post objects are viewable to all friends of the user. Another difference is that a Wall Post object can hold comments. If a user adds a wall post to his or her own account, their status will change to the new wall post.
- The users must be connected with each other to view the posts.
- The admin can edit, delete the user and the posts.

4.2 Non- Functional Specification

- Secure access of confidential data by username and password. This application is secure for every kind of user, because if any user logout from any session then nobody will be able to access his profile without knowing his confidential password.
- Better component design to get better performance at peak time.
- The database used here is robust, reliable & fast. So users will have to wait for the output very short time.
- This application can be accessed from any type of platform.
- There is no case of redundancy in the database so it will not take extra memory space.

4.3 Design Specification

The application comprises the following major modules:

- Register /login Module:

This module provides functionalities to user to login and non-users to create account and get access to other available features.

- Profile Module:

  This module provides functionalities related to members profile. Logged users can see their details and if they wish to change any of their information they can edit it. Applicants can post their views with personal and professional details. They can also update the profile as frequently as required. The member can also browse through the friends profile available. Members can also get message alerts when their friends message them

- Admin Module:

  This module provides administrator related functionalities. Administrator manages entire application and maintains the profiles of all the registered users and their activities.

CHAPTER 5: METHODOLOGY

5.1 Model

For our project we will be using Agile Development Technology as it promotes adaptive planning, evolutionary development, early delivery, and continuous improvement and encourages rapid and flexible response to change. It is a conceptual framework that focuses in delivering working software with minimum amount of work. Agile development accelerates the delivery of initial business value, and through a process of continuous planning and feedback, is able to ensure that value is continuing to be maximized throughout the development process. As a result of this iterative planning and feedback loop, teams are able to continuously align the delivered software with desired business needs, easily adapting to changing requirements throughout the process.

Reasons for choosing agile methodology [12]:

- Minimum resource requirement.
- Good model for environments that change steadily.
- Enables concurrent development and delivery within an overall planned context.
- Easy to manage and gives flexibility to developers.
- Minimal rule, documentation easily employed.

Simple graphical illustration of agile model is given below:

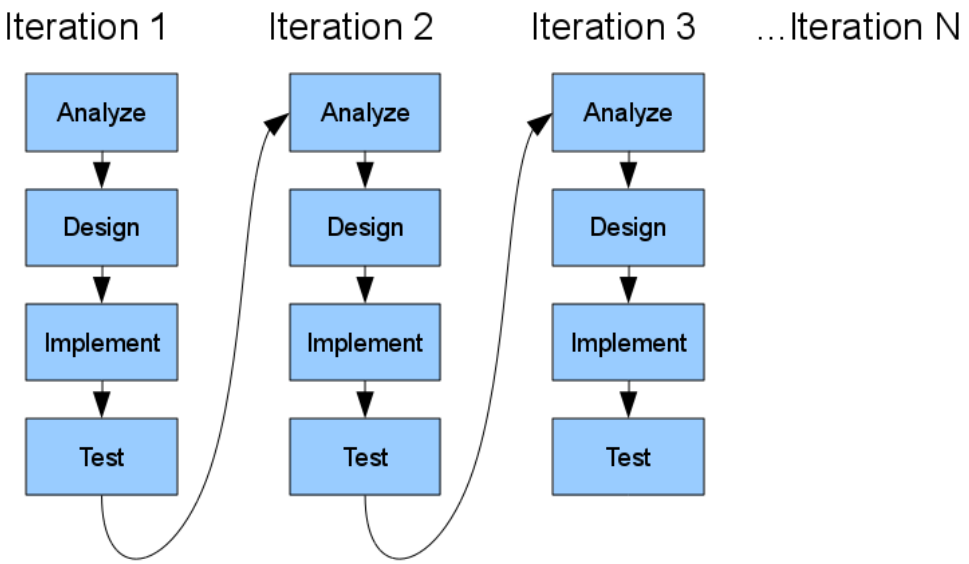

Figure 5.1: Graphical Illustration of Agile Model

Agile model can be classified in 3 major phases as:

- Plan
- Iterate
- Release

Agile methodology, each project is broken up into several iteration each iteration consisting of:

- Planning
- Requirement analysis
- Designing
- Building
- Testing

All the iterations will be of same time duration. At the end of each iteration a working product will be delivered. Rather than spending more time on requirement gathering, in agile development, the team will decide the basic core features that are required in the product and decide which one of these features can be developed in the first iteration. Any remaining features that cannot be delivered in the first iteration will be taken up in the next iteration or subsequent iteration based on priority. At the end of

each iterations, the team will deliver a working software with the features that were finalized for that iteration.

5.2 Block Diagram

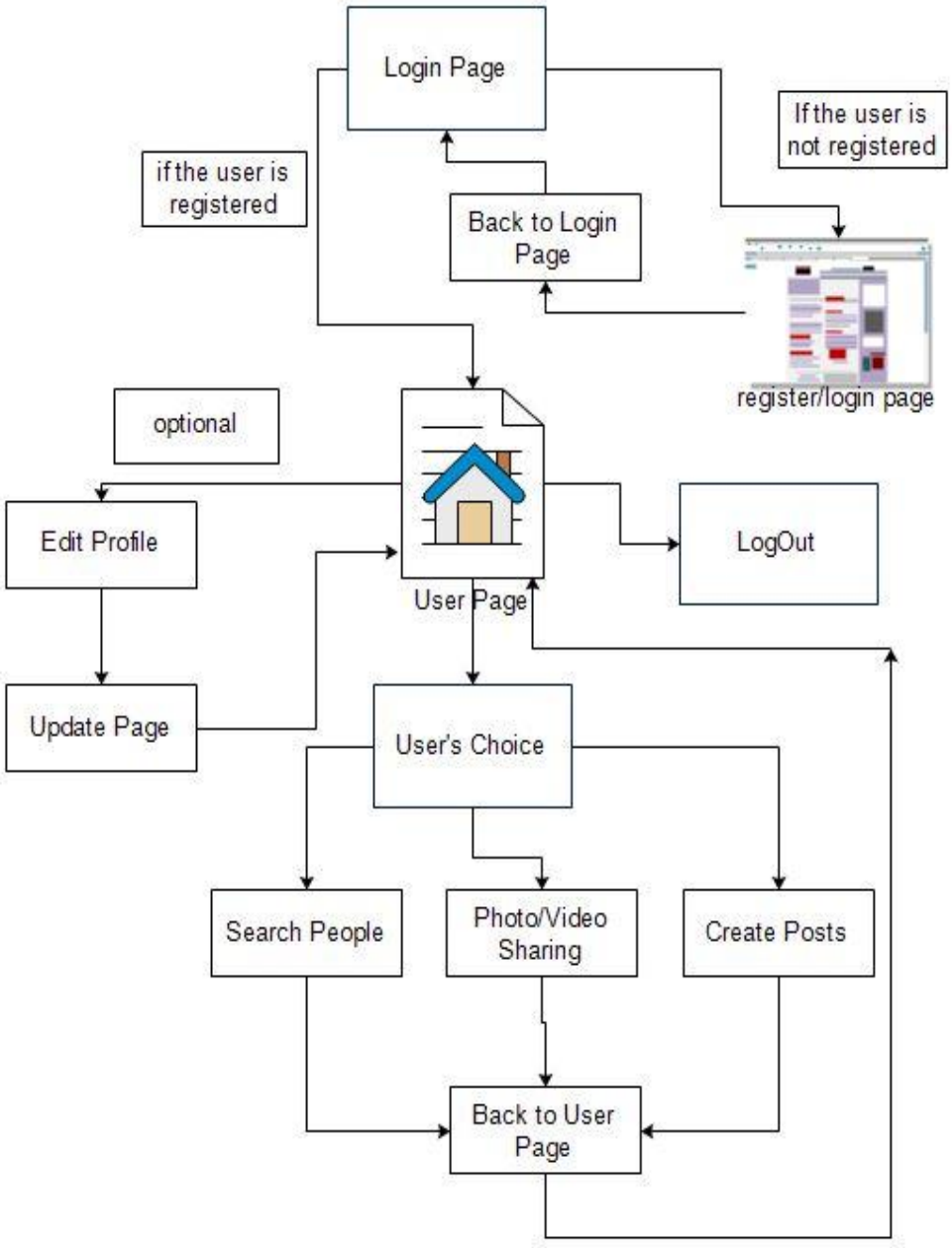

Figure 5.2 Block Diagram of the system

In the above block diagram, the user enters the application where he signs in. if the user is not registered then he is directed to sign-up page. If the user is registered then he is

directed to the user/home page. In the home page, the user can search people, share videos/files, ask questions. The user can also chat with friends and also follow other users. The user can edit, update his profile, contact which is an optional functions.

5.3 Flowchart

The flowchart for the login process of the proposed system is as follows

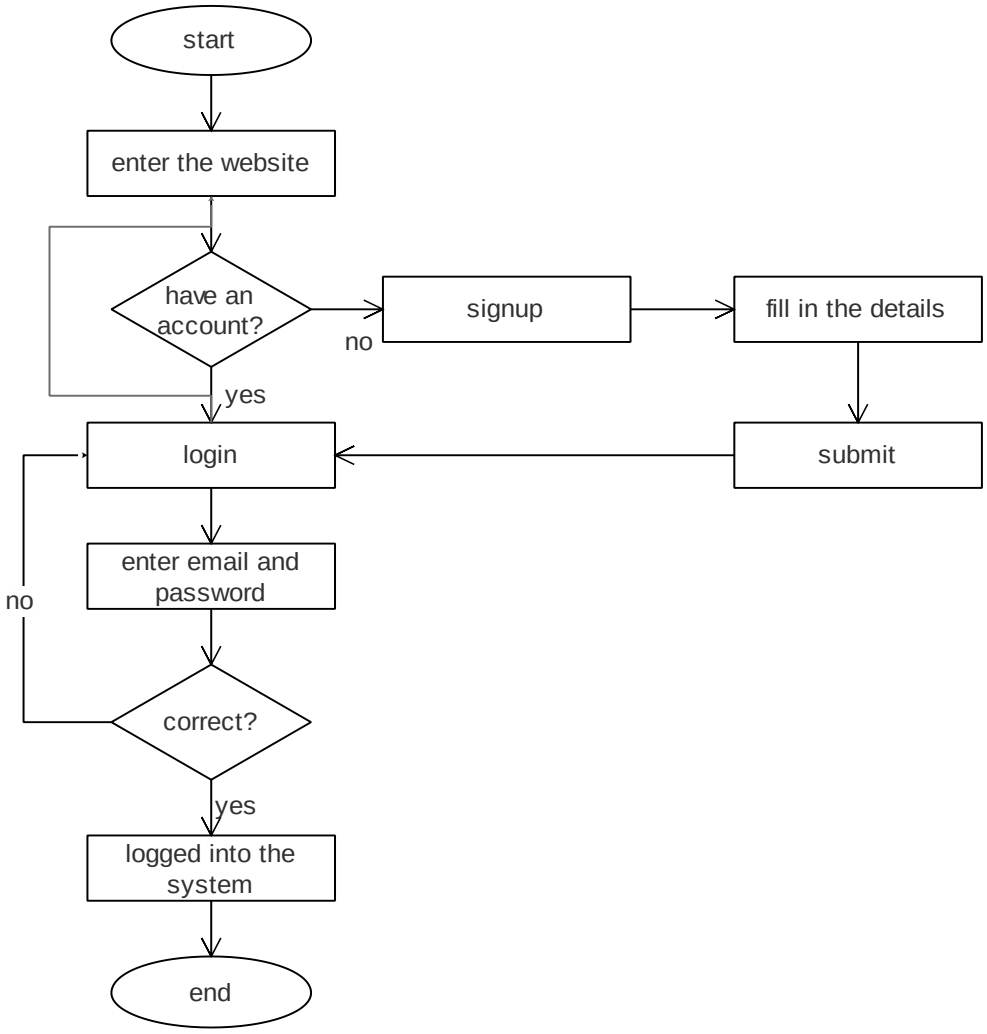

Figure 5.3: Flowchart for the login system of the proposed system

In the above flowchart for the login system of the proposed system, registered user should enter email address and password. If the email address and password entered are correct then the user account will be displayed else the system displays the log in error and the user have to re-enter the correct email address and password.

For the new user account must be registered first. For that purpose user should enter the details that are necessary for the account creation. If the email address and password entered by the user is valid i.e. hasn't been used by other users then the user detail is stored in the database and then the user account will be displayed. But if the information provided is not valid then error occurs and user has to re-enter the correct detail.

5.4 Entity-Relationship Diagram

ER-Diagram is a visual representation of data that describes how data is related to each other. The E-R model gives graphical and diagrammatical representation of various entities, their attributes and relationships between entities. So, it helps in the clear understanding of the data structure and in minimizing redundancy and other problems. It is an effective communication tool among users, domain experts and database designers. The ER diagram of the proposed system is as follows:

User - id, first_name, last_name, student_id, faculty, signup_date, password, username, num_likes

Account - id, name, password

Friends - id, username

Message - id, user_to, user_from, content

Admin - admin_email, admin_pass

Admin post - id, name, type, date_added

Likes/Comment - id, post_id, username

Post - id, added_by, date_added, likes, image

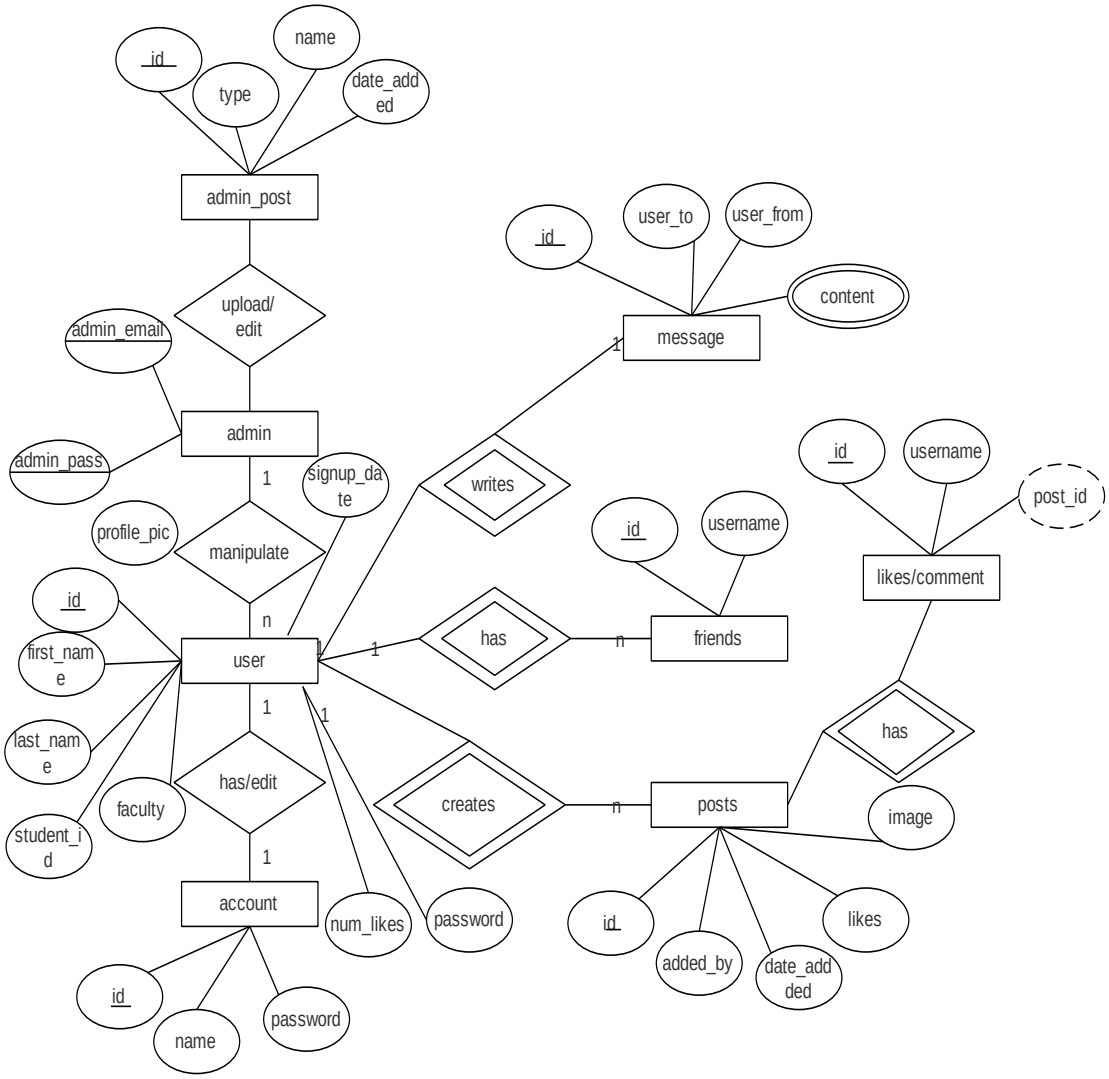

Figure5.4: Entity-Relation Diagram

5.5 Use-Case Diagram

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. The purposes of use case diagrams can be as follows:

- Used to gather requirements of a system.
- Used to get an outside view of a system.
- Identify external and internal factors influencing the system.
- Show the interacting among the requirements are actors.

The use case diagram of the proposed system is as follow:

5.5.1 Use-case Diagram for Login/Registration

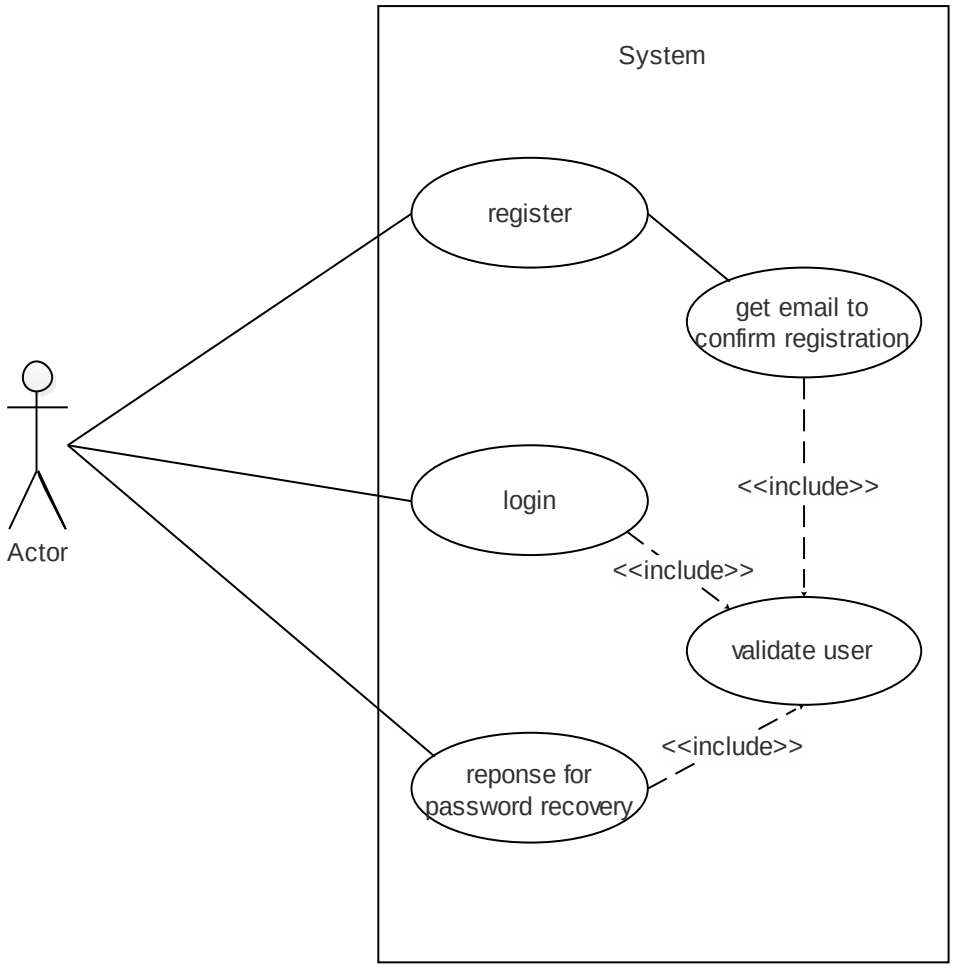

Figure 5.5 Use case diagram of login /registration page

The above diagram is the use case diagram of login page of our project. Actor/ user is represented by the stick figure. The box represents the system boundary. Ellipse shaped diagram represents the use case. In the login page user can login, signup if the user is new and can also request for password recovery. Include dependency relationship is used for potential reuse within the use-case models. Include relationship show that the behavior of the included use case is part of the including (base) use case. The main reason for this is to reuse the common actions across multiple use cases.

5.5.2 Use-case diagram for Homepage:

Diagram below show the relationship between the actor and the use cases. The use cases for homepage are:

- Send message
- Upload photos
- Upload status
- Post comments
- Add friends
- Accept/ Reject request

These use cases are bounded by system boundary represented by rectangular box as shown in the figure below.

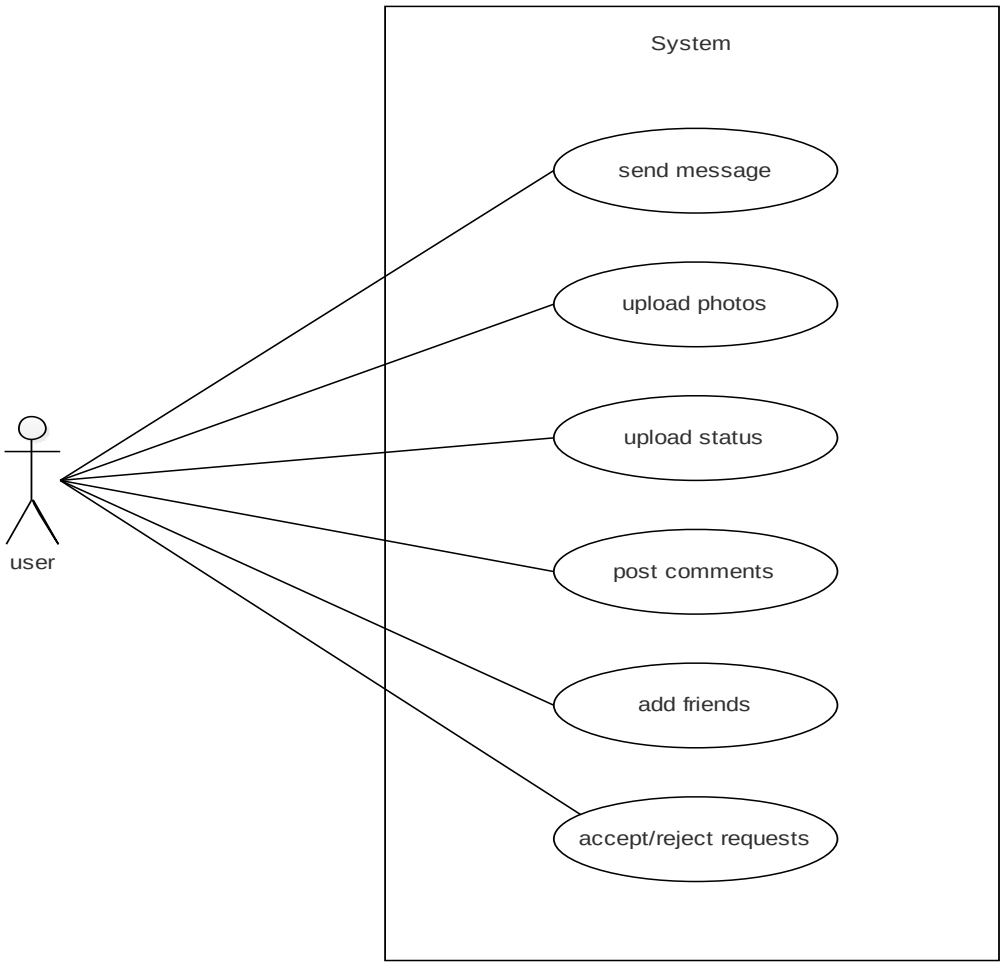

Figure 5.6: Use case of Home page

5.5.3 Use Case Diagram for Profile page

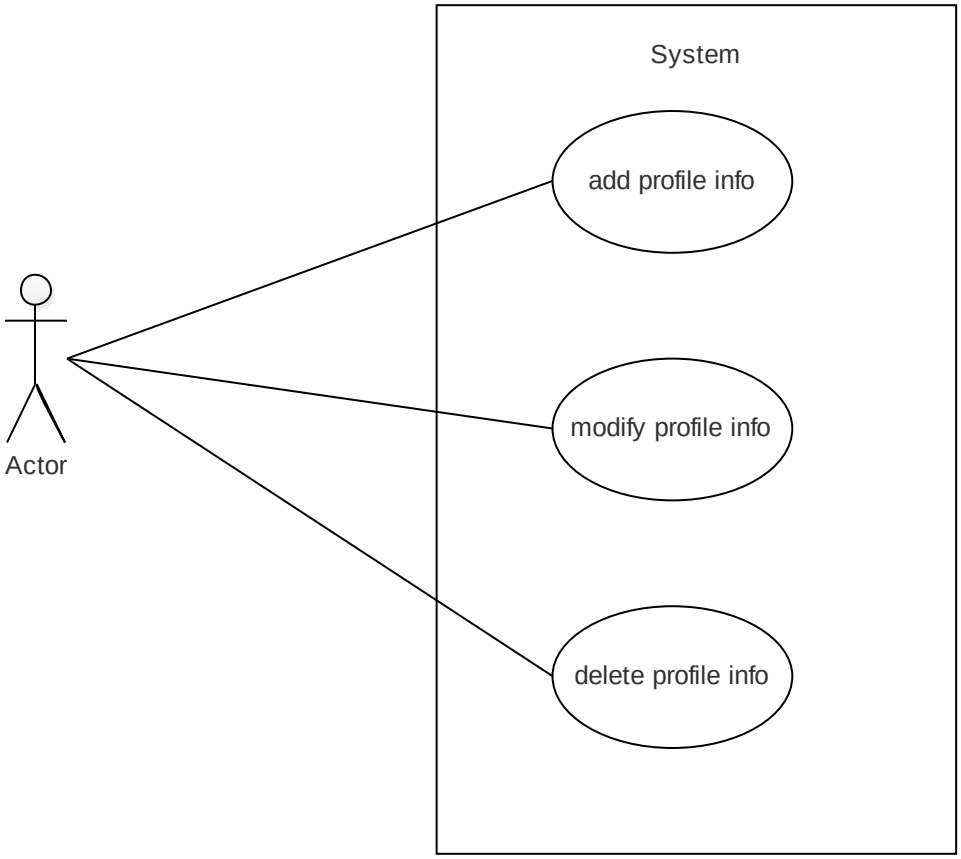

Figure 5.7 use case of Profile page

Add profile info, modify info and delete profile info are the use cases for the profile page which is represented by ellipse shape in above figure.

5.6 Context Diagram

A system context diagram (SCD) is a diagram that defines the boundary between the system, or part of a system, and its environment, showing the entities that interact with it. This diagram is a high level view of a system. It is similar to a block diagram. Context Diagrams and Data-Flow Diagrams were created for systems analysis and design. A Context Diagram (and a DFD for that matter) provides no information about the timing, sequencing, or synchronization of processes such as which processes occur in sequence or in parallel. It shows the scope and boundaries of a system at a glance including the other systems that interface with it

Level 0 and Level 1 DFD of the proposed system is as follows:

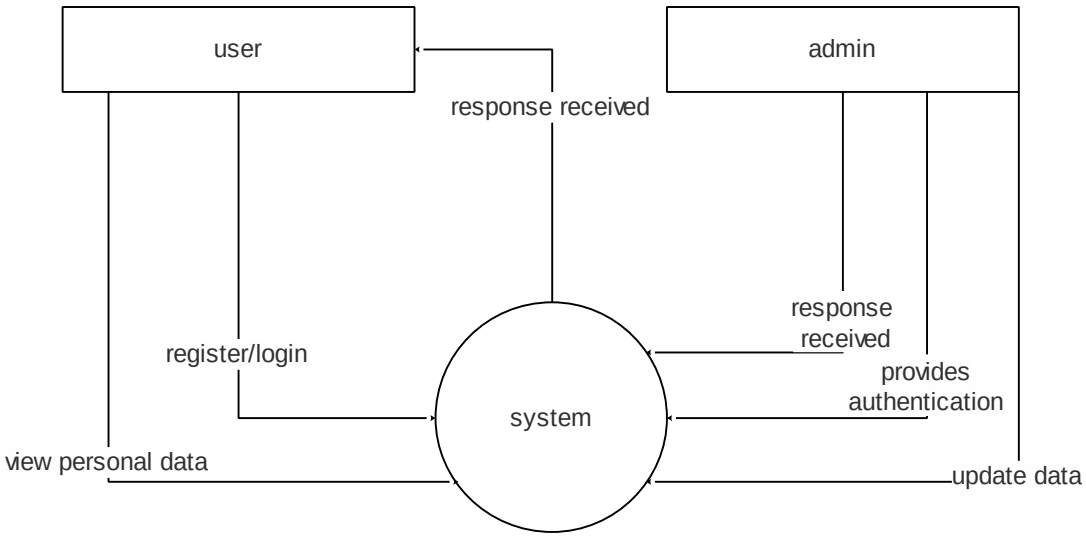

Figure5.8: Level 0 DFD

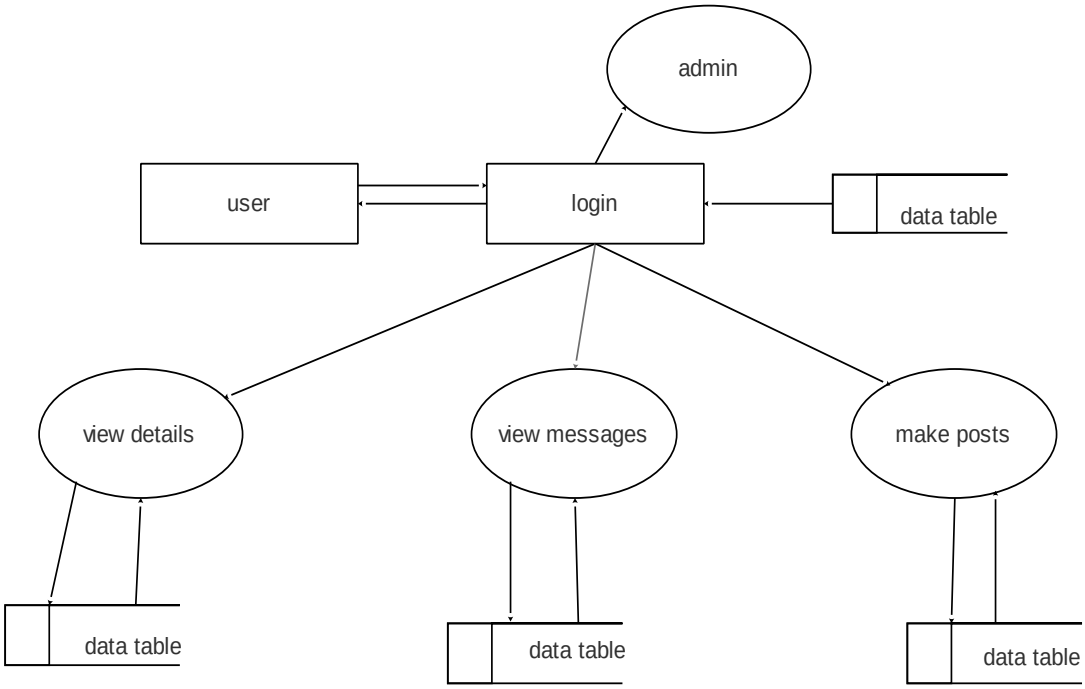

Figure5.9: Level 1 DFD

5.7 Deployment Diagram

Deployment diagram is used to visualize the topology of the physical components of a system, where the software components are deployed. It is used to describe the static deployment view of a system and is used to visualize the hardware topology of a system.

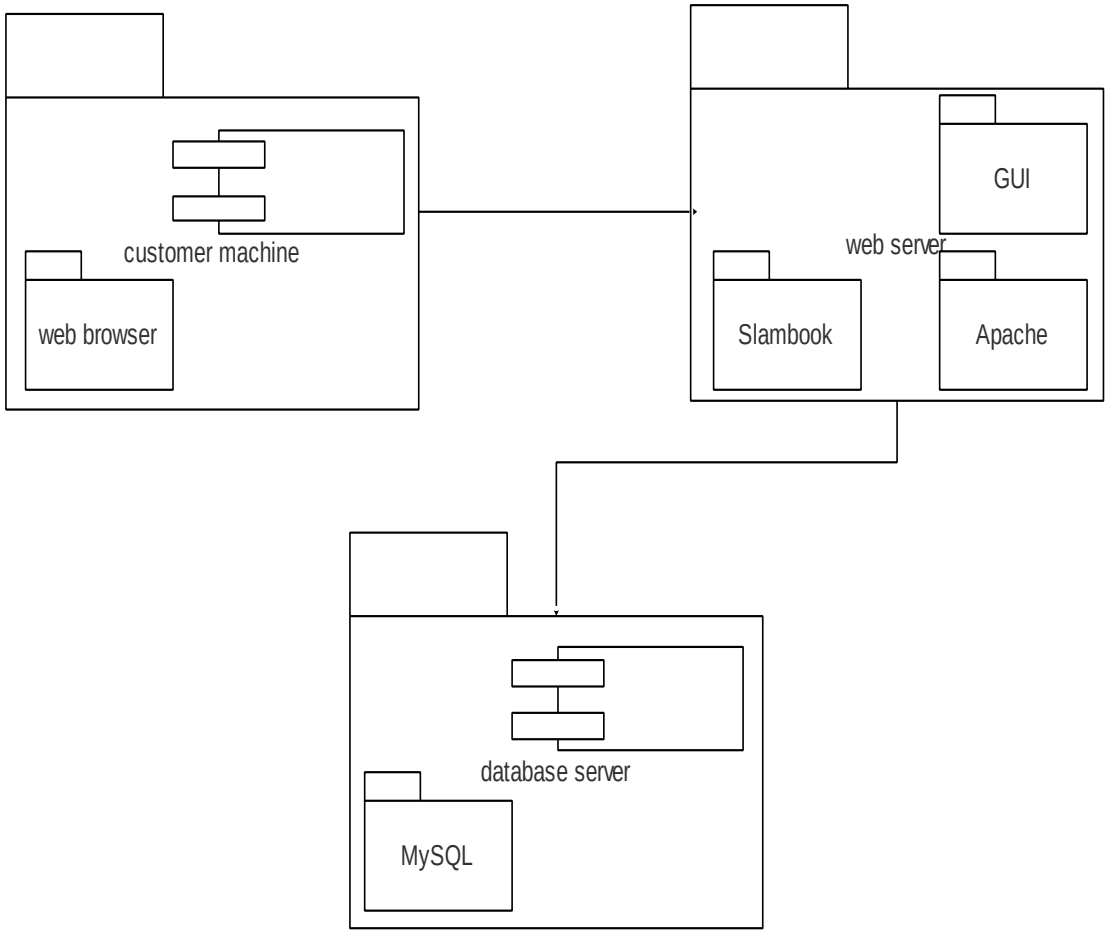

Figure 5.10: Deployment diagram of the system

Deployment diagram is a structure diagram which shows architecture of the system as deployment (distribution) of software artifacts to deployment targets. Above Figure is the deployment diagram of our project. In the deployment diagram, the boxes represent the nodes, either hardware or software. The system are implemented in nodes. In the customer side, there is use of web browser which is connected with the web server.

Through web server, customer can get his facilities and the webserver is also connected with the database server.

5.8 Sequence Diagram

A sequence diagram is an interaction diagram that shows how objects operate with one another and in what order. A sequence diagram is a good way to visualize and validate various runtime scenarios. It helps to predict how a system will behave and to discover responsibilities a class may need to have in the process of modeling a new system

The sequence diagram of the login system of the project is shown below:

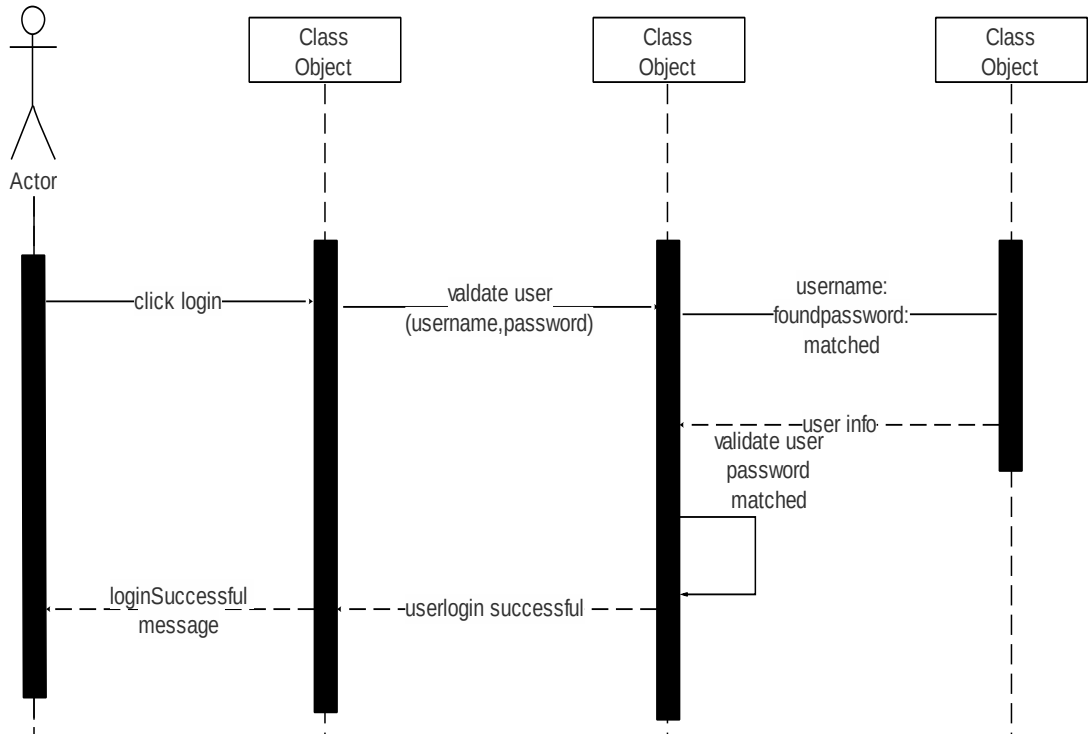

Figure 5.11 Sequence Diagram of the Login System

In the above sequence diagram, there is the actor which is also the user. In the login screen, when the user enters the email and password then it is tallied in the database and if it is matched with the database then the login is successful and the user will be directed to the home page.

CHAPTER 6: EPILOGUE

6.1 Result

After the completion of project, we have a full working web application where the students can login and register with their student id number. After the login, the user can search and add others. He can also write the posts, view the resources from resource page, share photos, files. When the user likes or comment on the others post, the notification is sent. The user can also edit his details in settings page. In our admin panel, admin can view the users, posts and edit according to the needs. The admin can also view charts. In the resource page, the notes, routines, notices, question banks are uploaded by admin and is accessible to every user.

6.2 Problem Encountered

- Implementing PHP Mailer for sending the mails to validate the email when the user registers or try to recover the lost password.
- Uploading images or other files on friend's profile.

6.3 Future Enhancement

- Group Formation and other features like games, quizzes can be added.
- Mobile App can be developed.
- Chatting feature can be added.

6.4 Discussion

Our project "SlamBook" is a social networking web application that is intended to help student with their study. This Networking Site provides a platform via which students can share information between them. This application helps student to create account free of cost. As a result student can easily join this platform and explore. This system will also allow user to get educational materials such as question sets, project documents, and tutorials free of cost. This system will allow users to send friend requests, add new friends, share materials etc. Thus, this application is very useful to college students.

6.5 Conclusion

Using SlamBook people will be able to connect with each other as well as share their knowledge, ideas, explore and learn through joint effort. Using the post feature they can post their views as well as study materials. Using comment feature they can share their ideas with their friends. Users can also increase their friend circle using add friend feature. Educational materials such as question papers, tutorials, project materials, and presentations can be shared in this web application. Besides these features, SlamBook show the routine of the particular faculty which will be beneficial to the students.

6.6 Gantt Chart

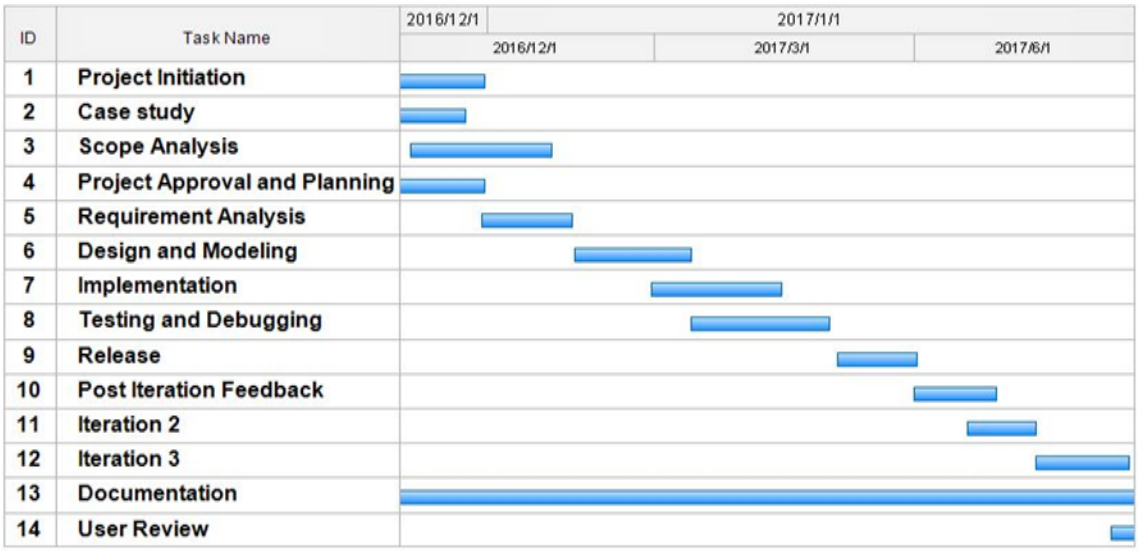

Figure 6.1: Gantt chart

The time schedule is depicted in the form of Gantt chart given above, as the software process model followed is Agile model the chart has been given accordingly.

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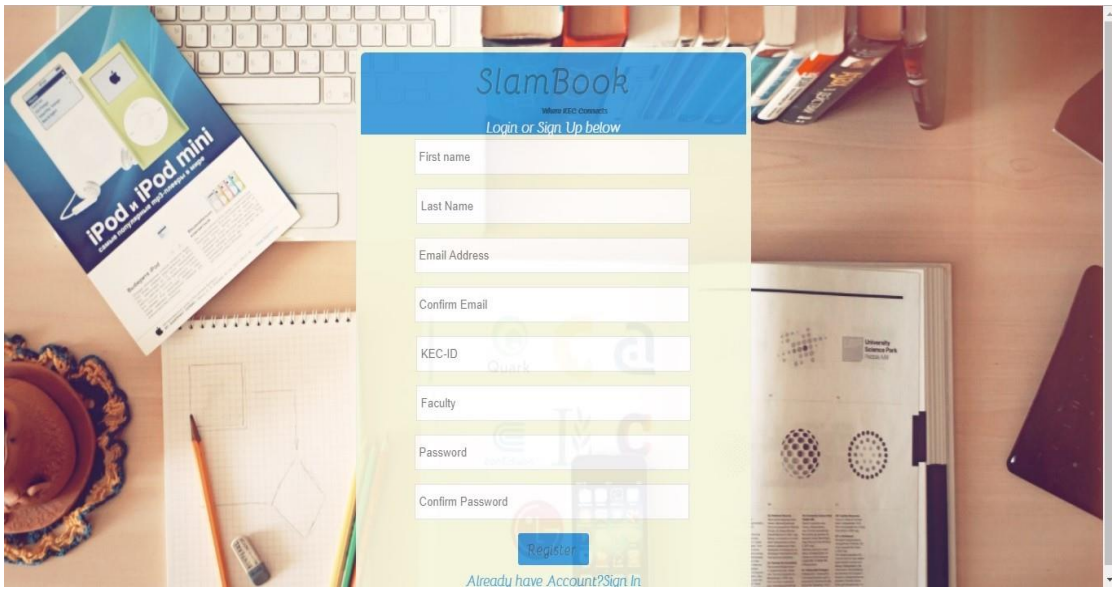
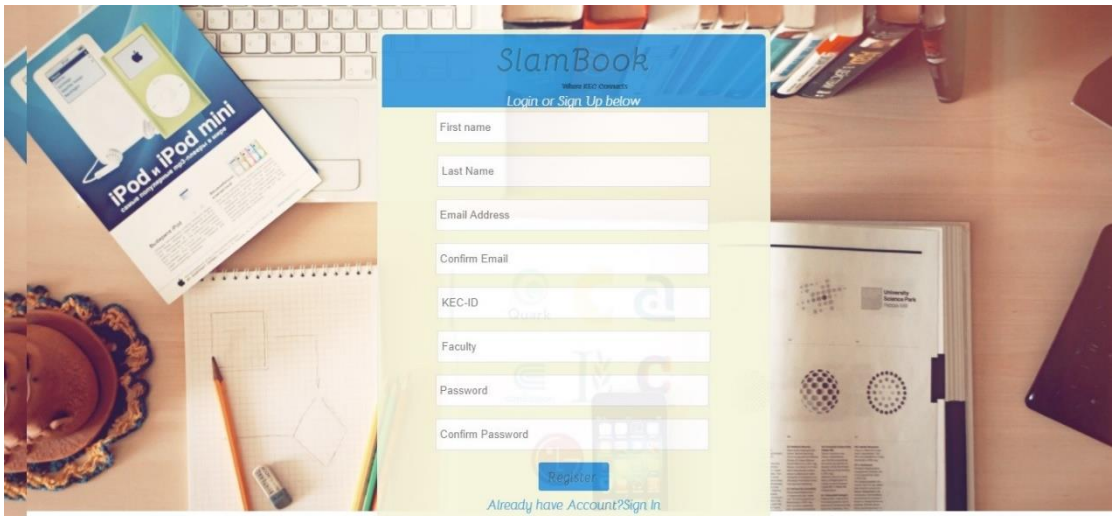
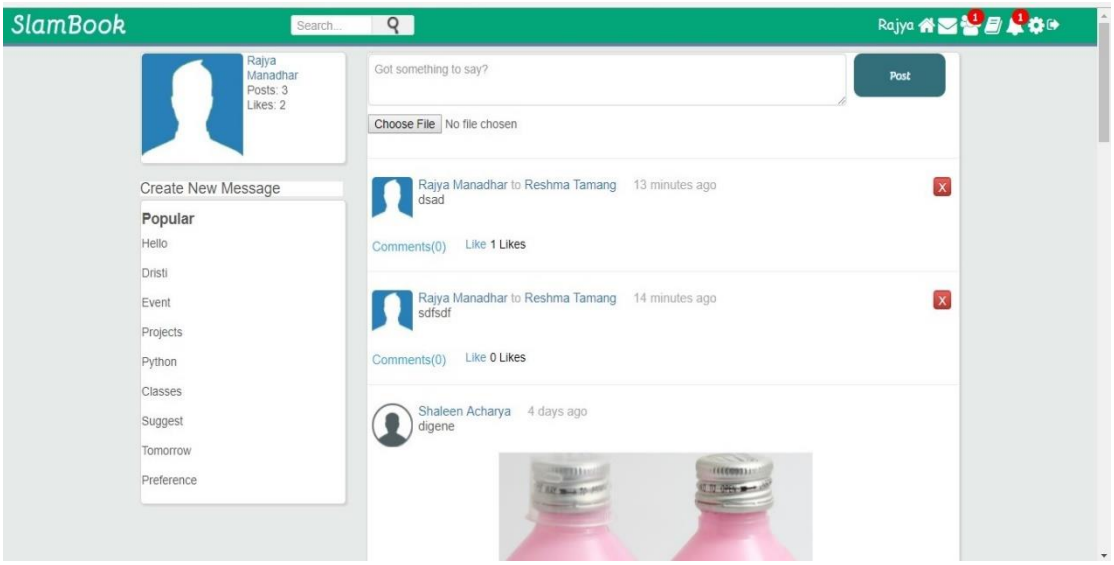
APPENDIX



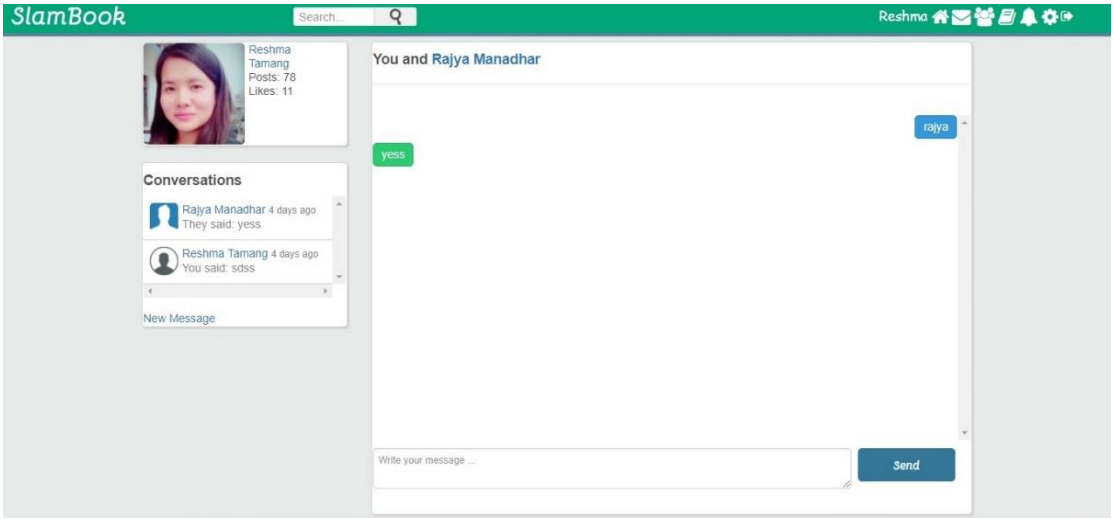
Screenshot 1: Registration page



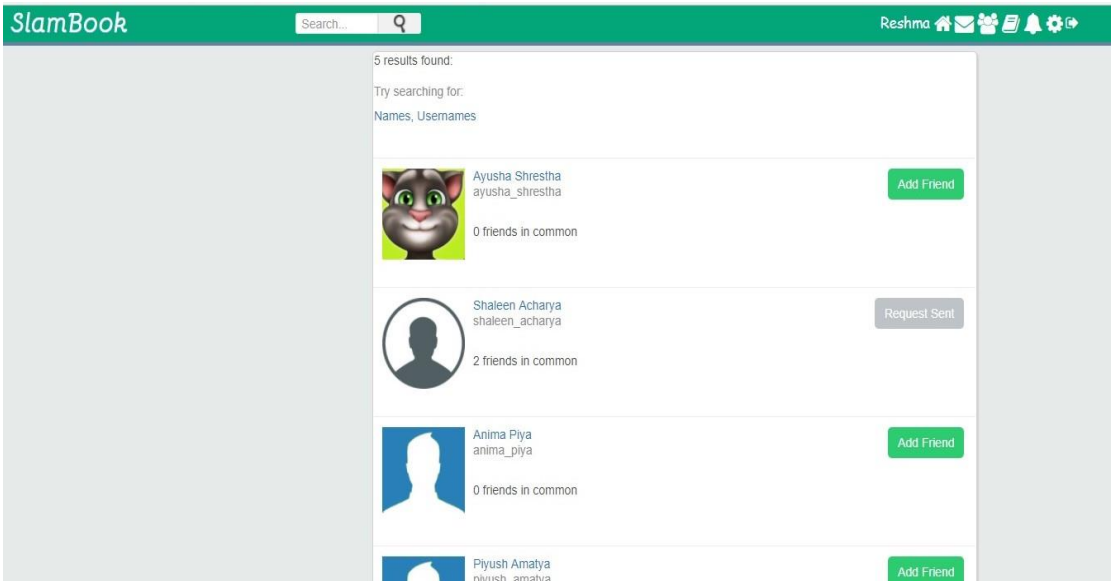
Screenshot 2: Login page



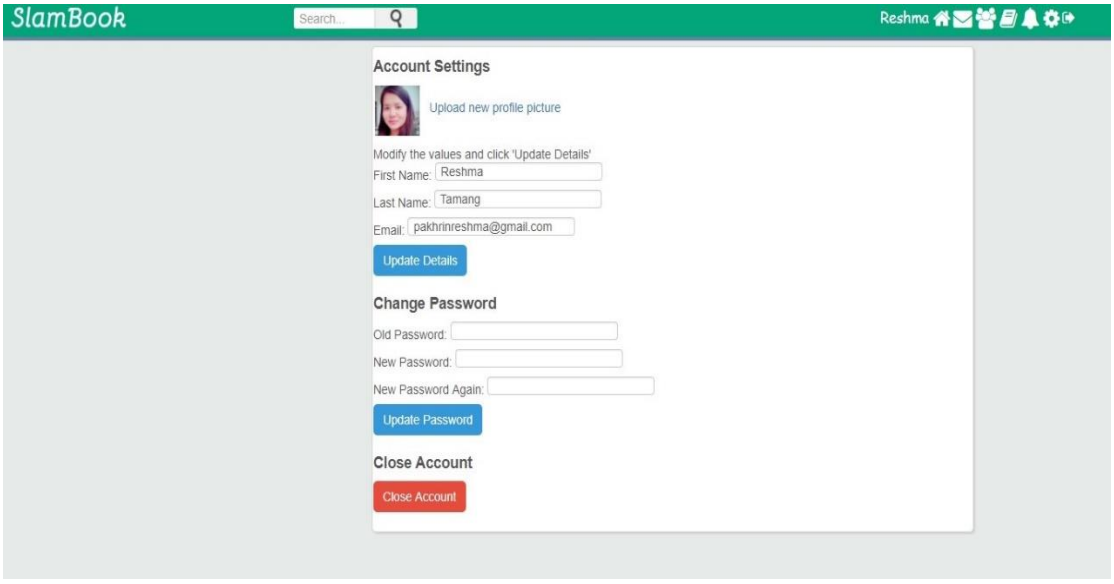
Screenshot 3: Homepage



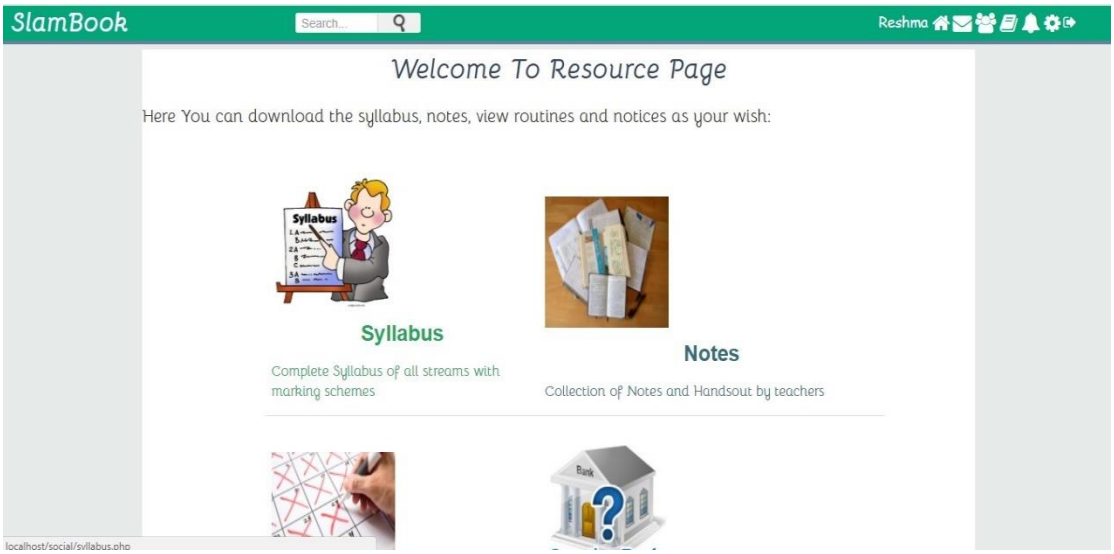
Screenshot 4: Message page



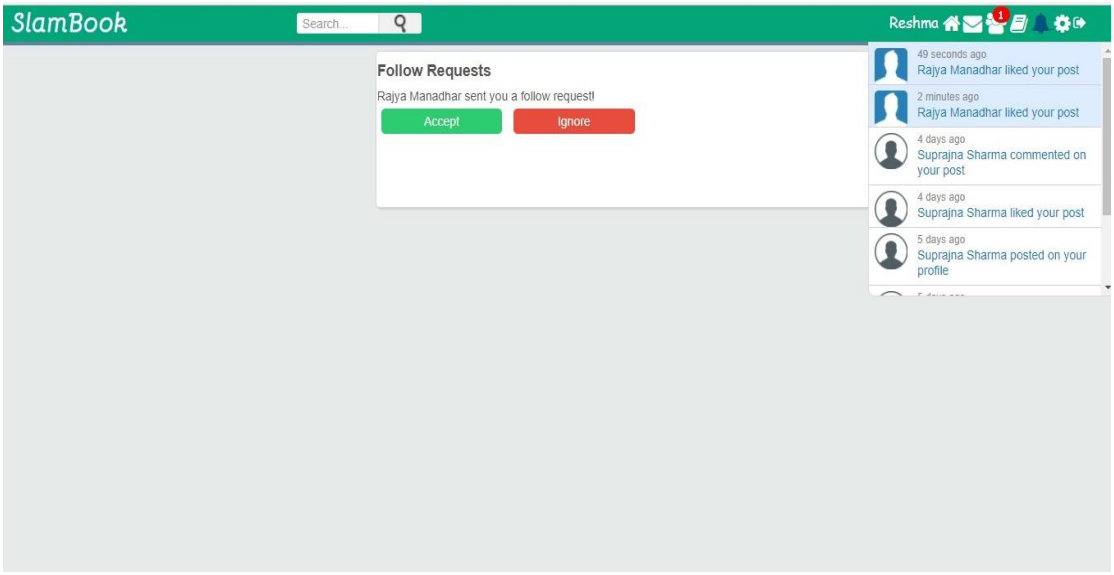
Screenshot 5: Search



Screenshot 6: Account Settings

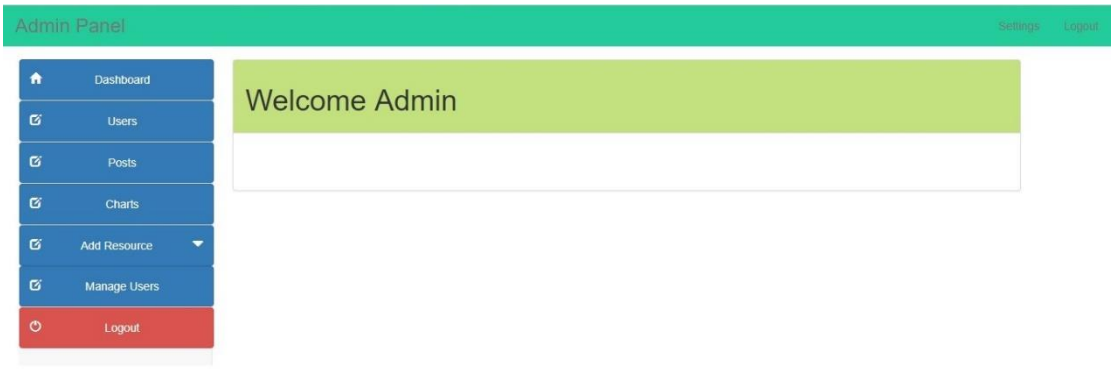


Screenshot 7: Resource Page



Screenshot 8: Follow Request

Screenshot 9: Admin Login



Screenshot 10: Admin Panel