

1. Introduction

Social networking has been the 21st century's new tool for socializing. People are almost used to with this type of communication system that it is easier for people to find them in social network rather than in real life. Social network is popular in every field not because it is effective means to communicate between people but also to share the knowledge between them. This case can be explained with possibly in the scenario like university, offices, school.

In the proposed system, it is planned to develop the social network for the developers/programmers. The project focuses on mainly three things, sharing the user content through the posts known as blogs, asking and getting answers for the questions.

2. Problem Statement

In today's context, there is group divided into two sections that either have online presence or wish to seem totally ghost. It is because people are searching from site to site for the information they need. For eg, One have to use a platform for posting his experience using site A, while for asking for some help he has to go through site B. This would make people very annoying because many people believe that even though being addicted to social network; it is waste of time to spend on too many social networks.

3. Objective

The following are the objectives of the proposed social network:

- To make a platform for posting the user experience as blog stories
- To recommend similar user based on the interest of the user
- To ask and answer the questions for and by the users.

4. Scope

The proposed system is intended to unite the programmers and developers to the common platform for the sharing the knowledge and idea.

5. Limitation

Currently there is no user online viewing system. So, for the messaging platform users will have to use private messaging features. Sharing features will also not be available for now. Also the system has no question searching feature.

6. Methodology

The methodology that is going to be followed for the project development, documentation and testing process is going to be the Software Development Life Cycle with test driven process.

6.1 Study of existing system

Even though there are a lot of social network for developers, some popular platform for developers are: Stack Overflow, medium.com which are quite popular in the foreign countries but in the local context, such system were not in the highlight.

6.2 Requirement Identification

User will need to have the internet access and the browser. Since it is web app, the user will need just them in order to access the network and use.

6.3 Feasibility Study

6.3.1 Technical

The web app will have responsive design. In the development perspective, the tools and frameworks are easily usable.

6.3.2 Operational

The user needs an active internet connection and the browser to have complete access to the social network.

6.3.3 Economical

The social network is completely free to sign up/login beside the cost of accessing which depends on the user device.

6.4 Tools

6.4.1 Front-End

As it is a web-based application, the front-end of the application is going to implemented using HTML, CSS, JavaScript and Bootstrap.

6.4.2 Back-End

The server side programming language of the application is Ruby and MySQL as database. The Ruby programming language is rich in various libraries that can be used within the application.

6.4.3 Editor

Any editor supporting Rails framework can be used. Mainly we will be using Emacs and Atom throughout the process.

7. Design of Proposed System

7.1 System Context diagram

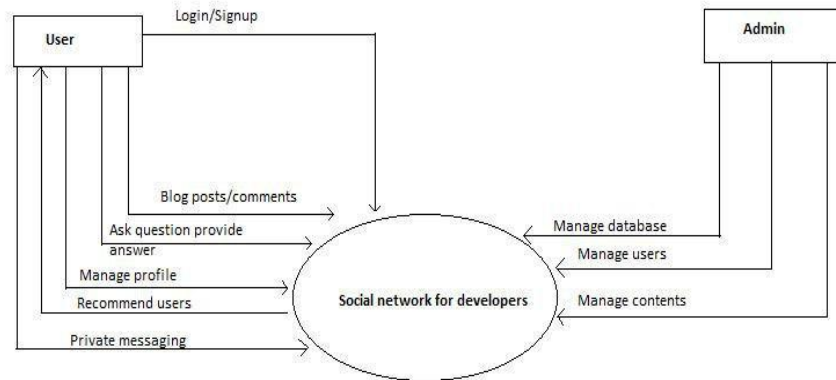


Figure 1: System Context Diagram

The system context diagram of the proposed system is as above. User can basically have the login/signup, blog and question posting while managing the profile and making some private messaging features. Also the system recommends the user based on the interest. On the other side the admin can have the role of managing the database, user as well as contents.

7.2 System Activity Diagram

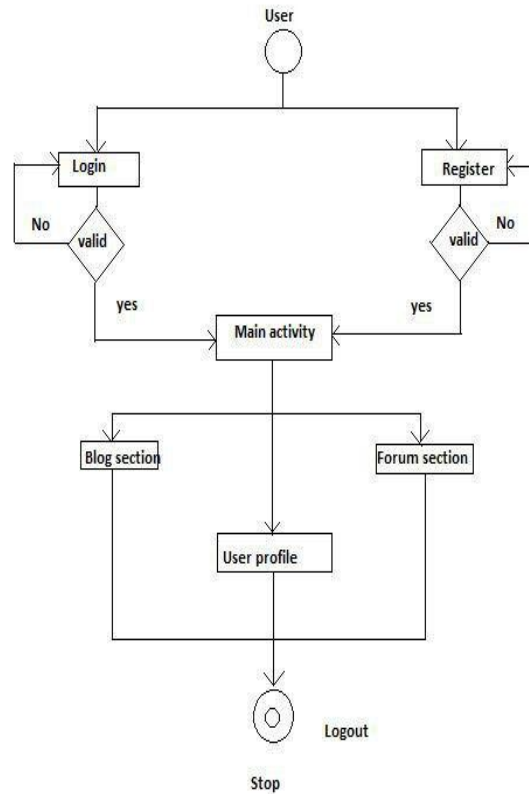


Figure 2: Activity Diagram of the proposed system

The activity diagram mainly focuses on the user perspective. User those who have registered directly can login and go to the main activity section which enables them to go to sections like blog section, user profile and forum section. Unregistered user need to register at first.

7.3 Use-CASE diagram

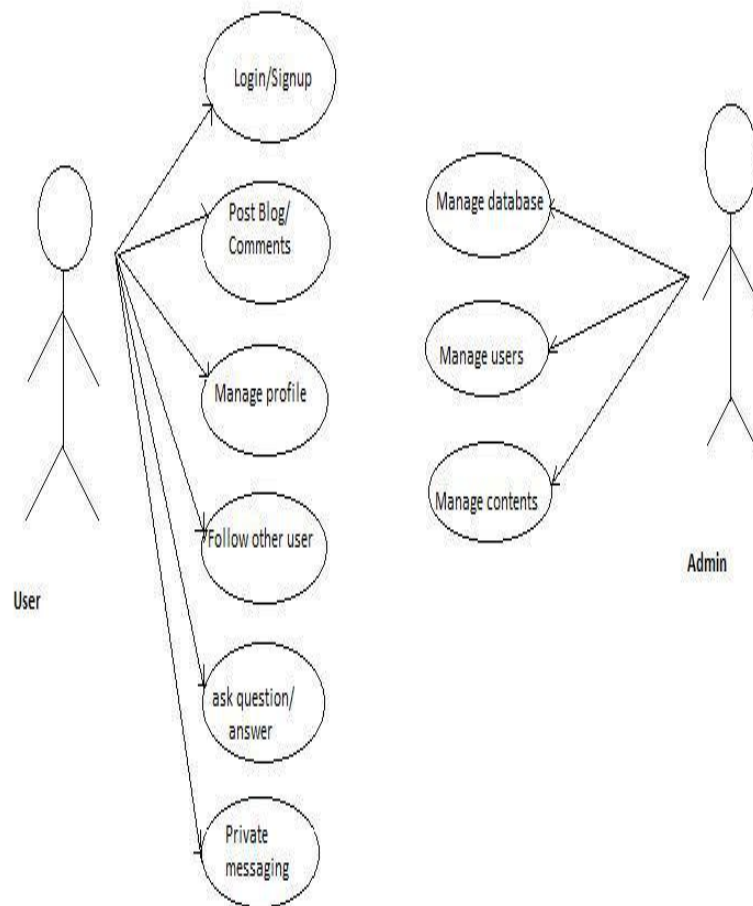


Figure 3: Use Case diagram

Use Case diagram focuses on the user and admin with user having features like login/signup., blog managing and the profile managing as well as the forum feature. Admin can have the major three roles of managing the database, users and the contents

8. Gantt chart

Table 1: Gantt chart for proposed system timeline

Work/Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
System Analysis and Design																
Coding and Database																
Testing																
Documentation																

9. Expected Outcome

The system in current is expected to be a complete platform for the developers for sharing the user stories and forum for asking the question and answers. Currently the scope of the project will be the web app for social networking.