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Department of Computer Science and
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BLOCKCHAIN

PROJECT REPORT

on

Blockchain based social media Dapp

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Blockchain-Based Social Media DApp

Abstract

In the fast-changing world of decentralized technologies, this project introduces a censorship-free decentralized social media platform built as a Decentralized Application (DApp). The project uses blockchain to establish a secure, transparent, and tamper-proof system where users can share content, like, and comment without centralized authority. Smart contracts in Solidity and MetaMask integration offer a trustless and user-managed environment.

1. Introduction

Decentralized social media platforms tend to be criticized on the basis of censorship, data leaks, and control over content. Decentralized applications (DApps) provide a better alternative by utilizing blockchain to decentralize control. This project plans to create a social media DApp that maintains transparency, user control, and censorship resistance through storing interactions on-chain.

2. Existing System

Existing platforms like Facebook, Twitter, and Instagram are governed by central authorities, which exposes them to moderation bias, algorithmic manipulation, and single-point failures. While there are some Web3 social media initiatives, they tend to be limited in features or hard to use for non-technical users

3. Proposed System

This DApp provides a decentralized platform where users can:

- Create posts with text and media
- Like posts without duplicate likes
- Add comments on posts
- View posts and associated comments
- Interact directly with the Ethereum testnet (sepolia) blockchain via MetaMask

This is achieved through the use of smart contracts that maintain state immutably and verifiably on the blockchain.

4. System Architecture

The architecture consists of:-

- **Frontend:** Developed with React.js and styled with Tailwind CSS.
 - **Blockchain:** Smart contracts on the Ethereum testnet.
 - **Wallet Integration:** MetaMask is employed for signing and authentication of transactions.
 - **Deployment :** Remix IDE
-

5. Implementation Details

The core logic resides in the Solidity smart contract `SocialMedia.sol`:

- **Post Creation:** Users invoke `createPost()` to publish content.
- **Like Mechanism:** `likePost()` ensures one like per user per post.
- **Commenting System:** `addComment()` stores comments per post, tracked by a mapping.
- **Events:** Emitted for post creation, liking, and commenting to notify the frontend.

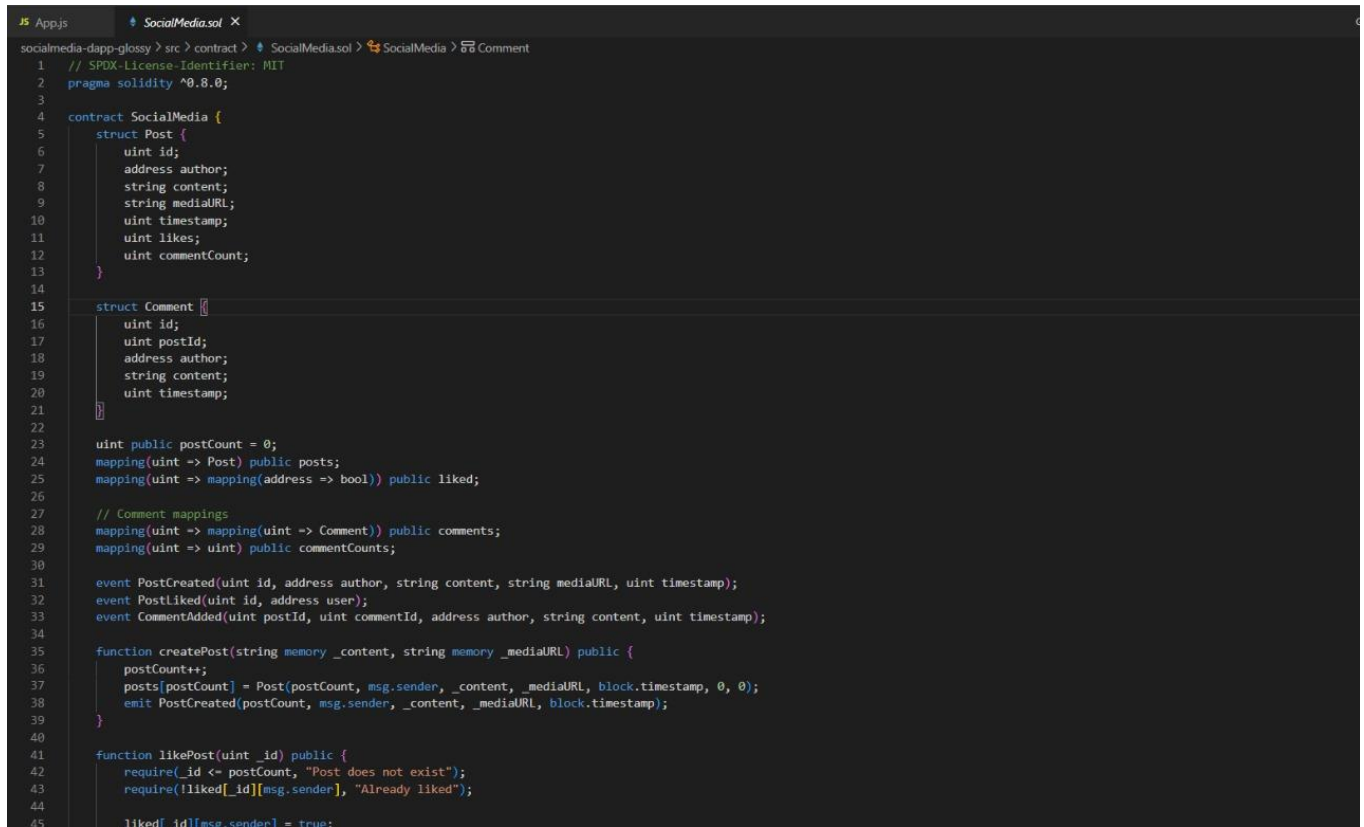
The frontend interacts with the smart contract using `ethers.js`, and MetaMask handles wallet connections and transaction confirmations.

6. Technologies Used

- **Solidity:** For writing the smart contract
- **React.js:** For building the user interface
- **Tailwind CSS:** For responsive design
- **Ethers.js:** Blockchain interaction

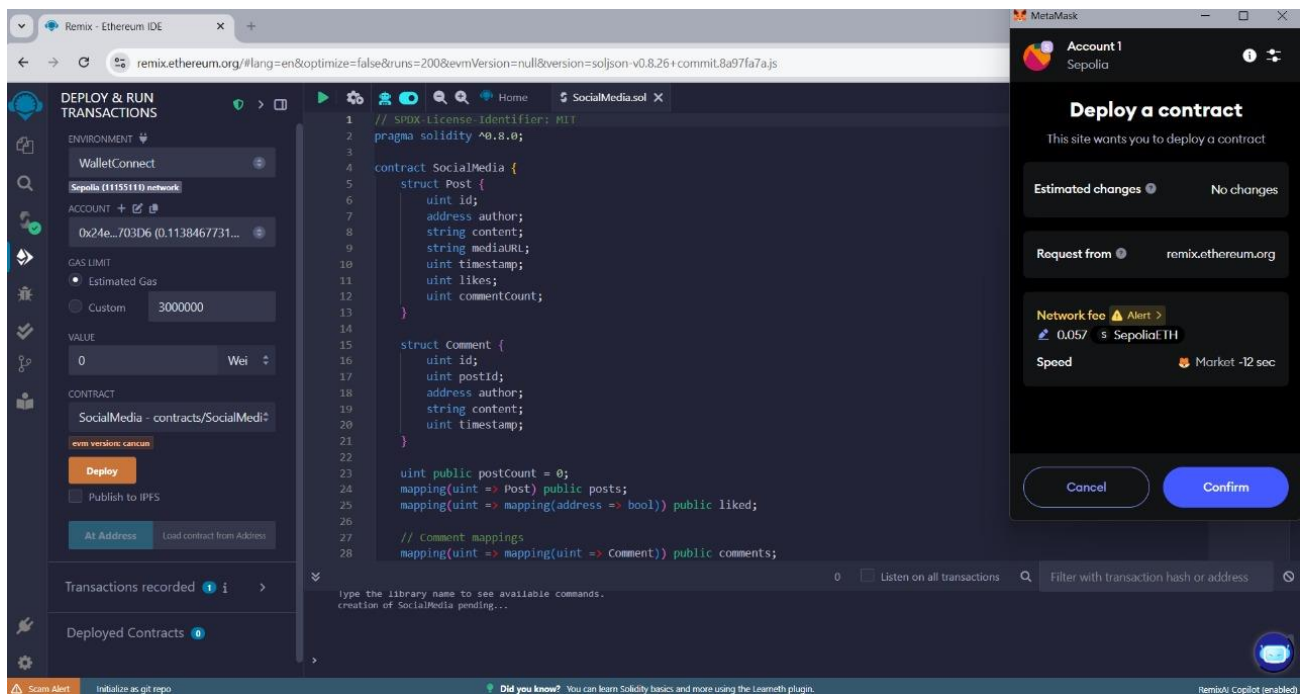
- **MetaMask:** Wallet integration
- **Remix IDE:** For deploying

7. Screenshots



```
JS Appjs SocialMedia.sol X
socialmedia-dapp-glossy > src > contract > SocialMedia.sol SocialMedia > Comment
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract SocialMedia {
5     struct Post {
6         uint id;
7         address author;
8         string content;
9         string mediaURL;
10        uint timestamp;
11        uint likes;
12        uint commentCount;
13    }
14
15    struct Comment {
16        uint id;
17        uint postId;
18        address author;
19        string content;
20        uint timestamp;
21    }
22
23    uint public postCount = 0;
24    mapping(uint => Post) public posts;
25    mapping(uint => mapping(address => bool)) public liked;
26
27    // Comment mappings
28    mapping(uint => mapping(uint => Comment)) public comments;
29    mapping(uint => uint) public commentCounts;
30
31    event PostCreated(uint id, address author, string content, string mediaURL, uint timestamp);
32    event PostLiked(uint id, address user);
33    event CommentAdded(uint postId, uint commentId, address author, string content, uint timestamp);
34
35    function createPost(string memory _content, string memory _mediaURL) public {
36        postCount++;
37        posts[postCount] = Post(postCount, msg.sender, _content, _mediaURL, block.timestamp, 0, 0);
38        emit PostCreated(postCount, msg.sender, _content, _mediaURL, block.timestamp);
39    }
40
41    function likePost(uint _id) public {
42        require(_id <= postCount, "Post does not exist");
43        require(!liked[_id][msg.sender], "Already liked");
44
45        liked[_id][msg.sender] = true;
```

```
JS App.js x SocialMedia.sol x Generate
socialmedia-dapp-glossy > src > contract > SocialMedia.sol > SocialMedia > Comment
3
32 event PostLiked(uint _id, address user);
33 event CommentAdded(uint postId, uint commentId, address author, string content, uint timestamp);
34
35 function createPost(string memory _content, string memory _mediaURL) public {
36     postCount++;
37     posts[postCount] = Post(postCount, msg.sender, _content, _mediaURL, block.timestamp, 0, 0);
38     emit PostCreated(postCount, msg.sender, _content, _mediaURL, block.timestamp);
39 }
40
41 function likePost(uint _id) public {
42     require(_id <= postCount, "Post does not exist");
43     require(!liked[_id][msg.sender], "Already liked");
44
45     liked[_id][msg.sender] = true;
46     posts[_id].likes++;
47     emit PostLiked(_id, msg.sender);
48 }
49
50 function addComment(uint _postId, string memory _content) public {
51     require(_postId <= postCount, "Post does not exist");
52
53     uint commentId = commentCounts[_postId] + 1;
54     commentCounts[_postId] = commentId;
55     comments[_postId][commentId] = Comment(commentId, _postId, msg.sender, _content, block.timestamp);
56     posts[_postId].commentCount++;
57
58     emit CommentAdded(_postId, commentId, msg.sender, _content, block.timestamp);
59 }
60
61 function getPost(uint _id) public view returns (Post memory) {
62     return posts[_id];
63 }
64
65 function getComment(uint _postId, uint _commentId) public view returns (Comment memory) {
66     require(_commentId <= commentCounts[_postId], "Comment does not exist");
67     return comments[_postId][_commentId];
68 }
69
70 function getCommentCount(uint _postId) public view returns (uint) {
71     return commentCounts[_postId];
72 }
73 }
```



Remix - Ethereum IDE

remix.ethereum.org/?lang=en&optimize=false&runs=200&evmVersion=null&version=soljson-v0.8.26+commit.8a977a.js

DEPLOY & RUN TRANSACTIONS

ENVIRONMENT

WalletConnect

Sepolia (11155111) network

ACCOUNT

0x24e...703D6 (0.0579972018...)

GAS LIMIT

Estimated Gas

Custom 3000000

VALUE

0 Wei

CONTRACT

SocialMedia - contracts/SocialMedia.sol

even version cancans

Deploy

Publish to IPFS

At Address Load contract from Address

Transactions recorded 1

Deployed Contracts 1

SOCIALMEDIA AT 0x338...68B6

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract SocialMedia {
5     struct Post {
```

view on Etherscan view on Blockscout

[block:8179803 txIndex:128] from: 0x24e...703d6 to: SocialMedia.constructor value: 0 wei data: 0x608...a0b13 logs: 0 hash: 0x344...88b13

status 0x1 Transaction mined and execution succeed

transaction hash 0xdef7a99efecf8298162ba182b87b1e946ecf8653ab0c12f9c7bf382b5e5c2

block hash 0x344086837ad26cbf0553d9f4ce26bf3225c6532728711de0be40368640813

block number 8179803

contract address 0x3384390705fd233a93d8c8a66018a50c37a88bd6

from 0x24e5d949c64648f12ac4499a14733e15b7f03d6

to SocialMedia.constructor

gas 1492569 gas

transaction cost 1490875 gas

input 0x608...a0b13

decoded input {}

decoded output -

logs {}

Debug

Scam Alert Initialize as git repo Did you know? You can learn Solidity basics and more using the Learneth plugin. RemixAI Copilot (enabled)

Blockchain_project

EXPLORER

SOURCE CONTROL CHANGES

OPEN EDITORS

BLOCKCHAIN PROJECT

MACOSX

socialmedia-dapp-gl...

socialmedia-dapp...

socialmedia-dapp-glo...

node_modules

public

index.html

src

contract

SocialMedia.json

SocialMedia.sol

App.js

index.css

index.js

package-lock.json

package.json

postcss.config.js

tailwind.config.js

Blockchain_demo_vid...

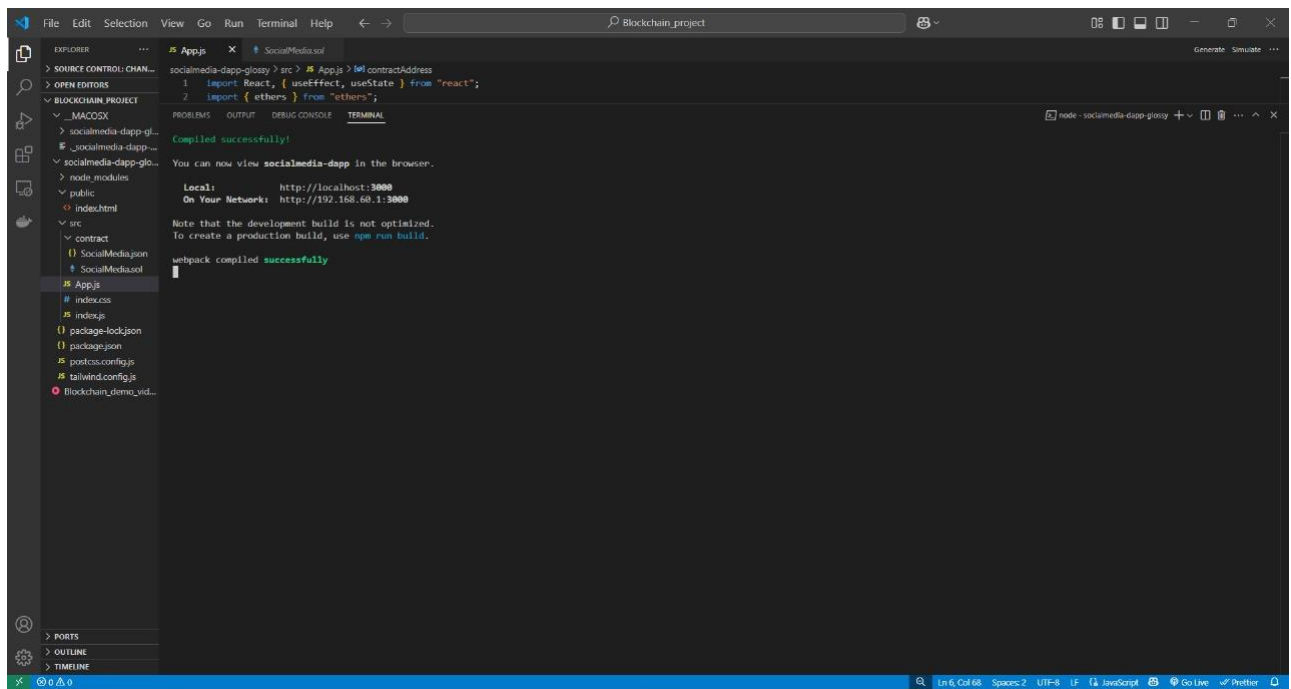
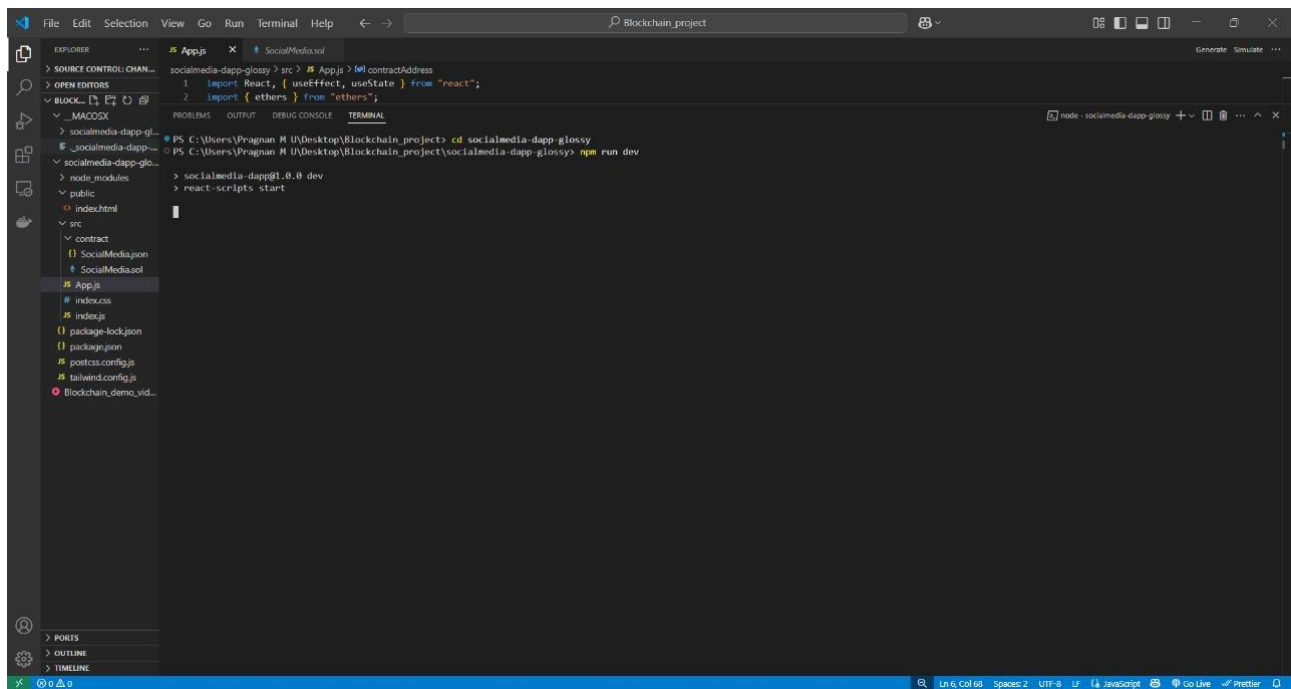
PORTS

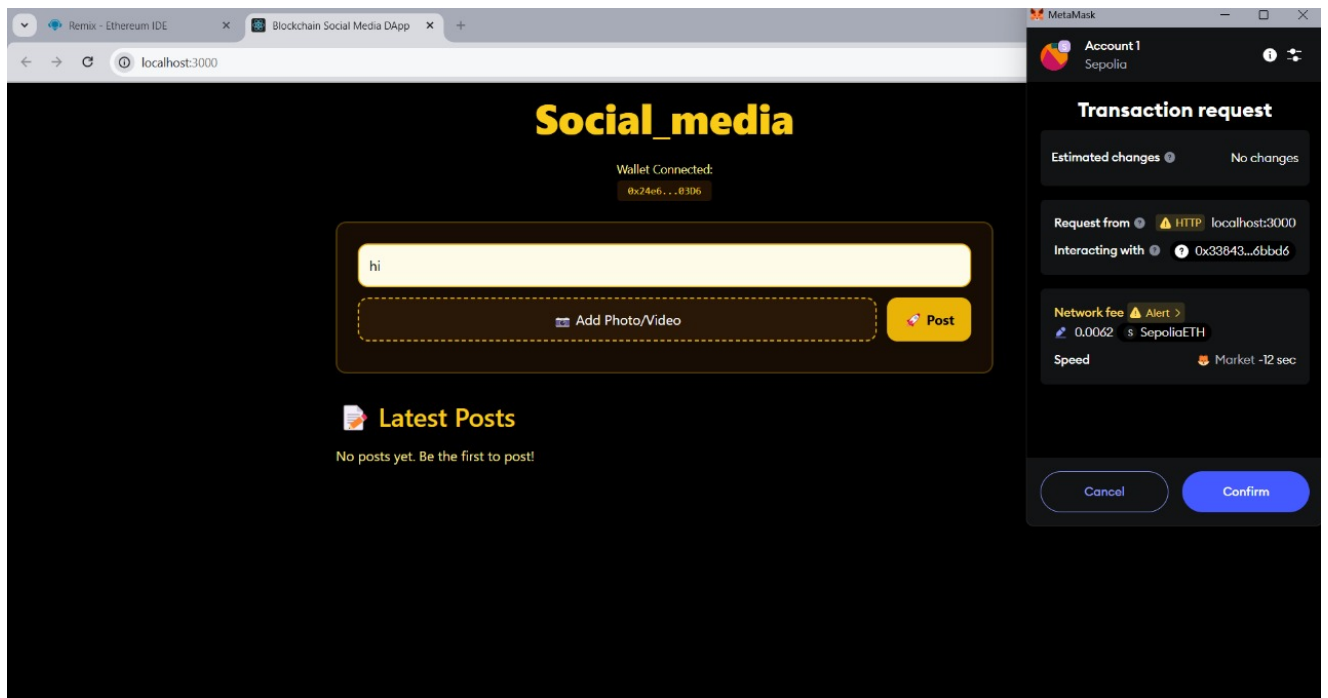
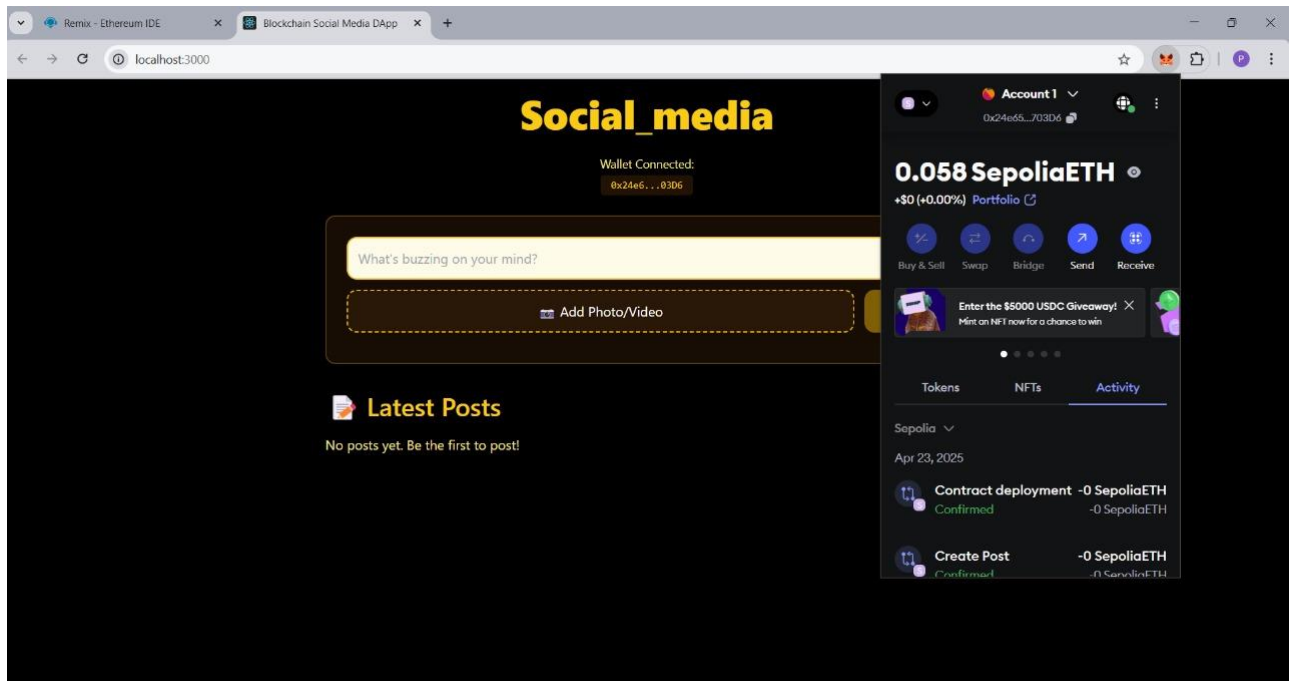
OUTLINE

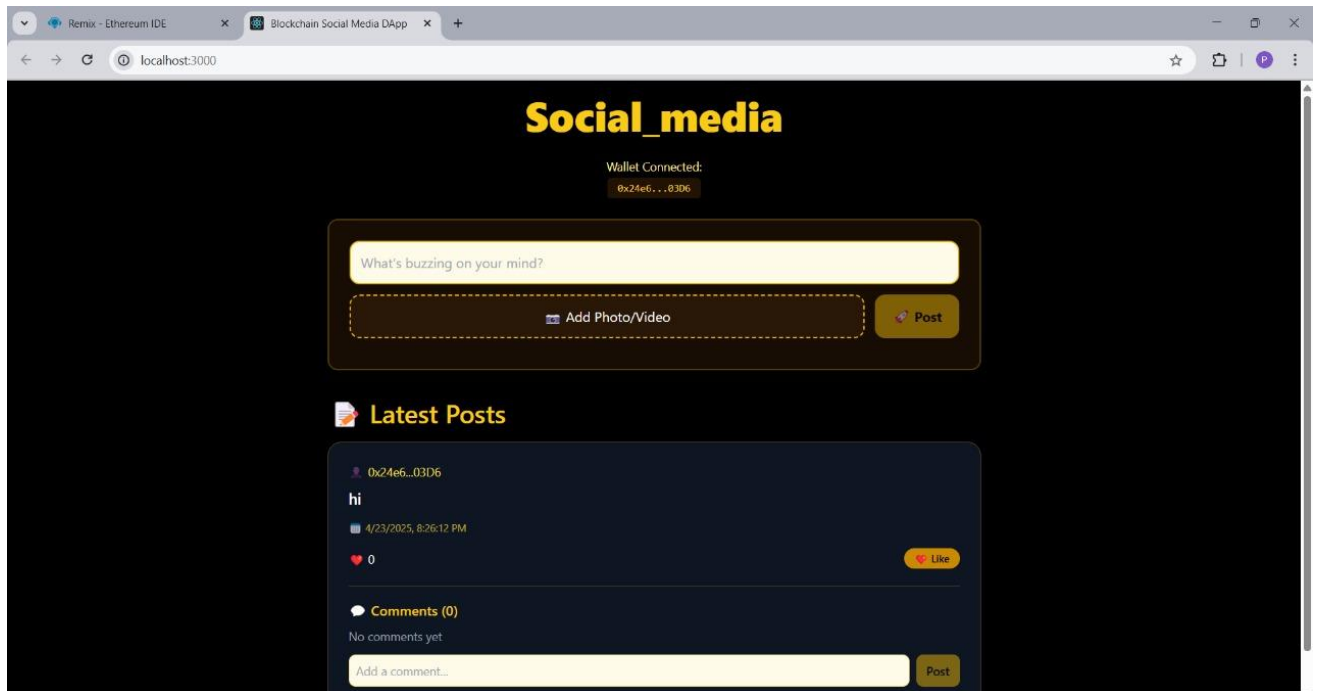
TIMELINE

```
1 import React, { useEffect, useState } from "react";
2 import { ethers } from "ethers";
3 import abi from "../contract/SocialMedia.json";
4 import "../index.css";
5
6 const contractAddress = "0x3384390705fd233a93d8c8a66018a50c37a88bd6";
7
8 // Local media cache
9 const MEDIA_CACHE_PREFIX = "buzznet_media_";
10
11 function App() {
12     const [account, setAccount] = useState("");
13     const [contract, setContract] = useState(null);
14     const [content, setContent] = useState("");
15     const [mediaURL, setMediaURL] = useState("");
16     const [posts, setPosts] = useState([]);
17     const [comments, setComments] = useState({});
18     const [newComments, setNewComments] = useState({});
19     const [isLoading, setIsLoading] = useState(false);
20     const [mediaCache, setMediaCache] = useState({});
21
22     useEffect(() => {
23         // Load media cache from localStorage
24         try {
25             const cacheKeys = Object.keys(localStorage).filter(key => key.startsWith(MEDIA_CACHE_PREFIX));
26             const cache = {};
27             cacheKeys.forEach(key => {
28                 const mediaId = key.replace(MEDIA_CACHE_PREFIX, "");
29                 cache[mediaId] = localStorage.getItem(key);
30             });
31             setMediaCache(cache);
32         } catch (error) {
33             console.error("Error loading media cache:", error);
34         }
35     });
36
37     const init = async () => {
38         if (window.ethereum) {
39             const provider = new ethers.providers.Web3Provider(window.ethereum);
40             await window.ethereum.request({ method: "eth_requestAccounts" });
41             const signer = provider.getSigner();
42             const addr = await signer.getAddress();
43             setAccount(addr);
44
45             const socialMedia = new ethers.Contract(contractAddress, abi, signer);
46             setContract(socialMedia);
47         }
48     };
49
50     init();
51 }
```

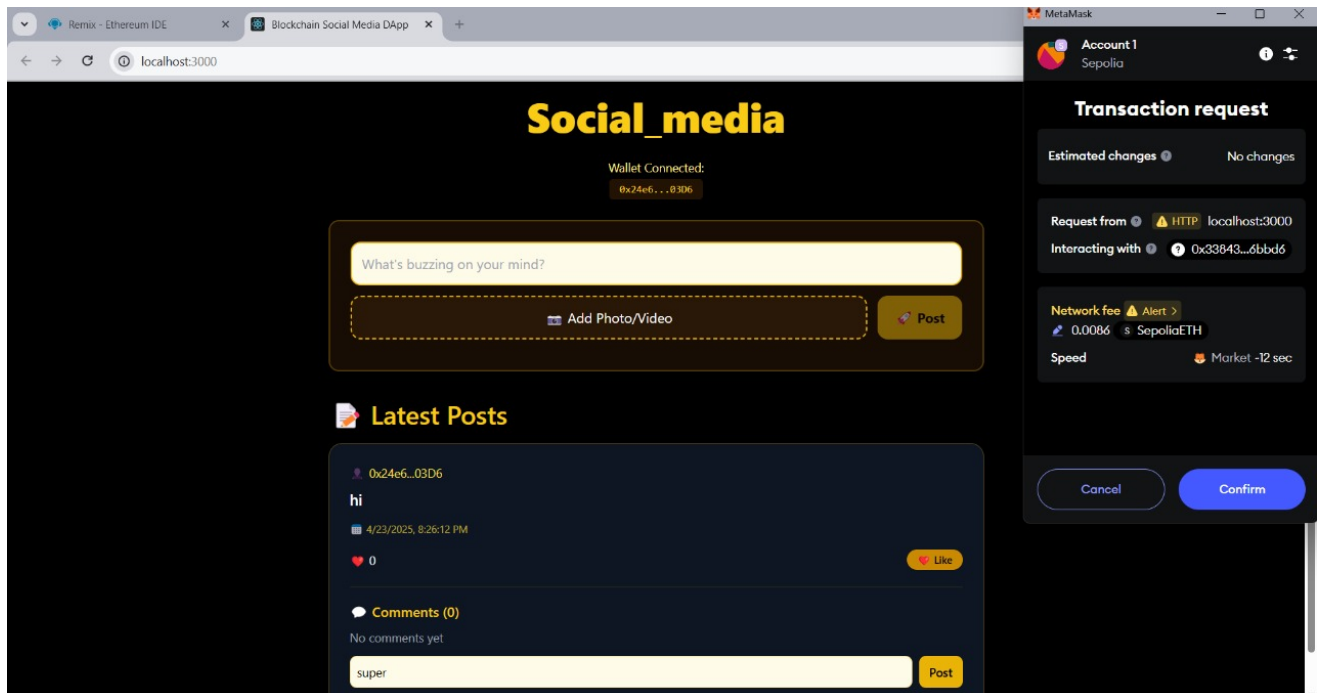
Ln 6, Col 68 Spans: 2 UTF-8 LF JavaScript Go Live Prettier

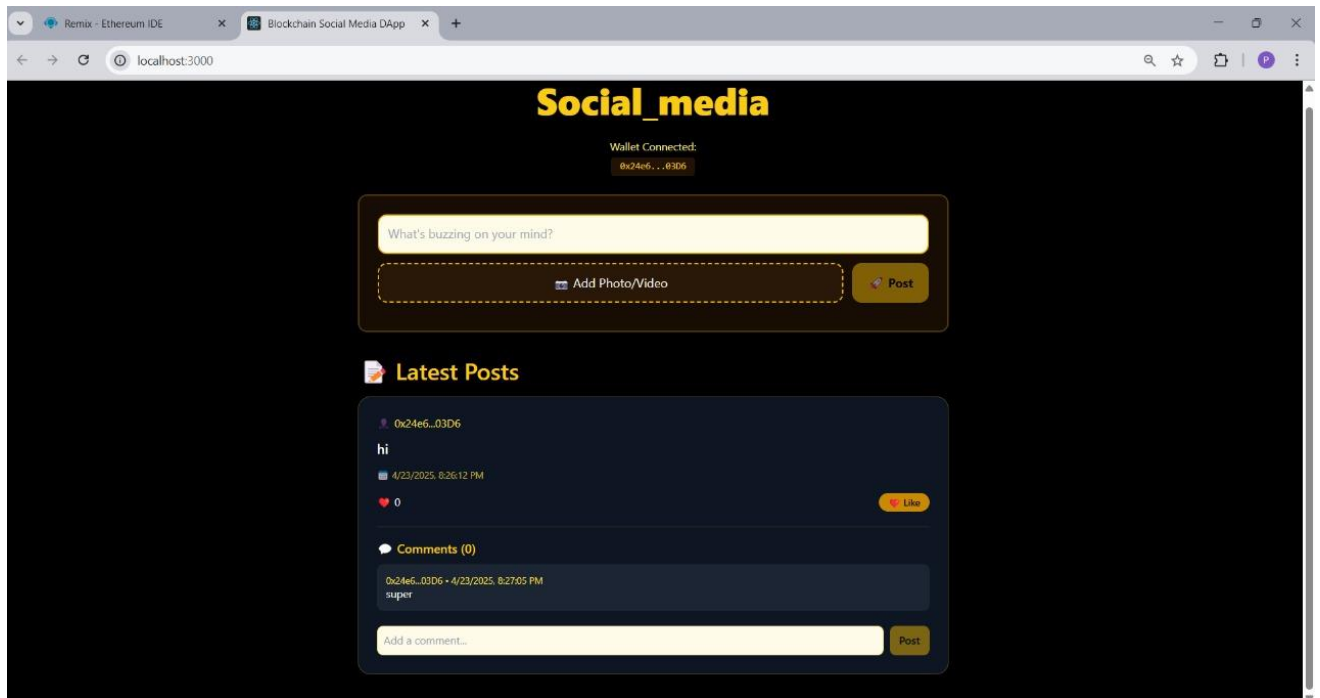




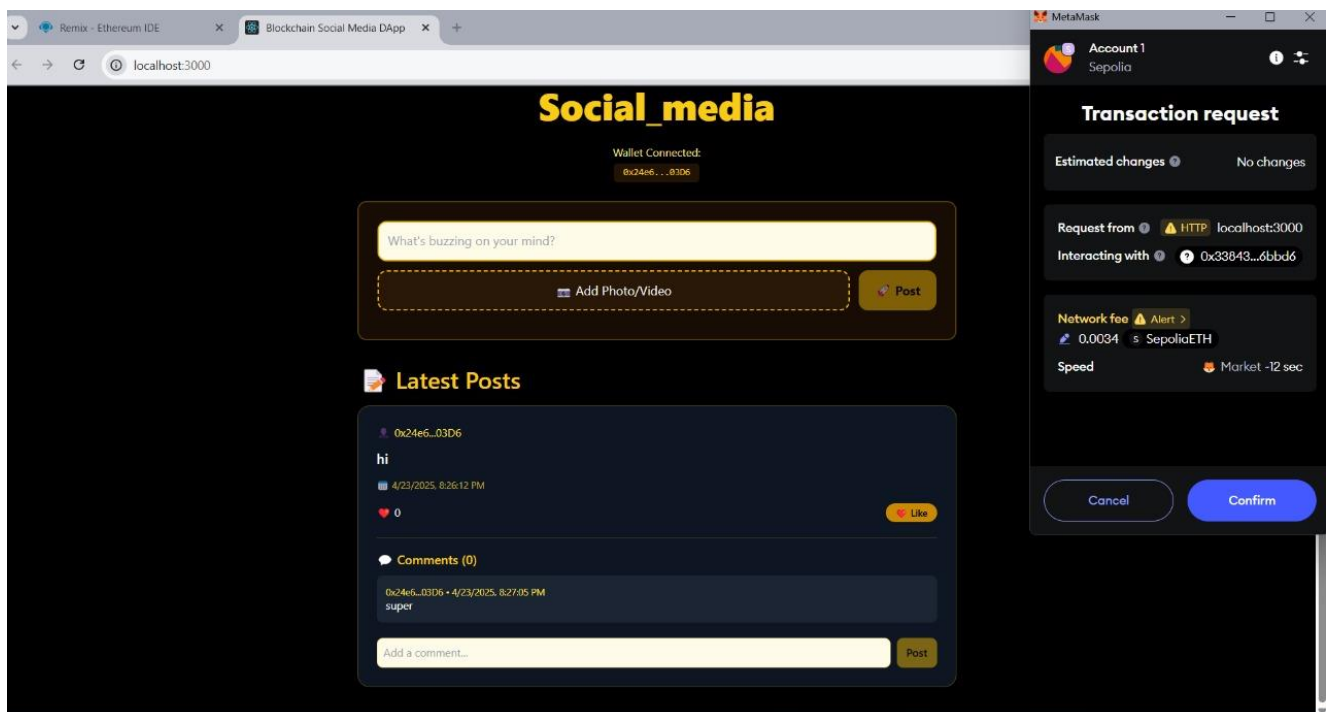


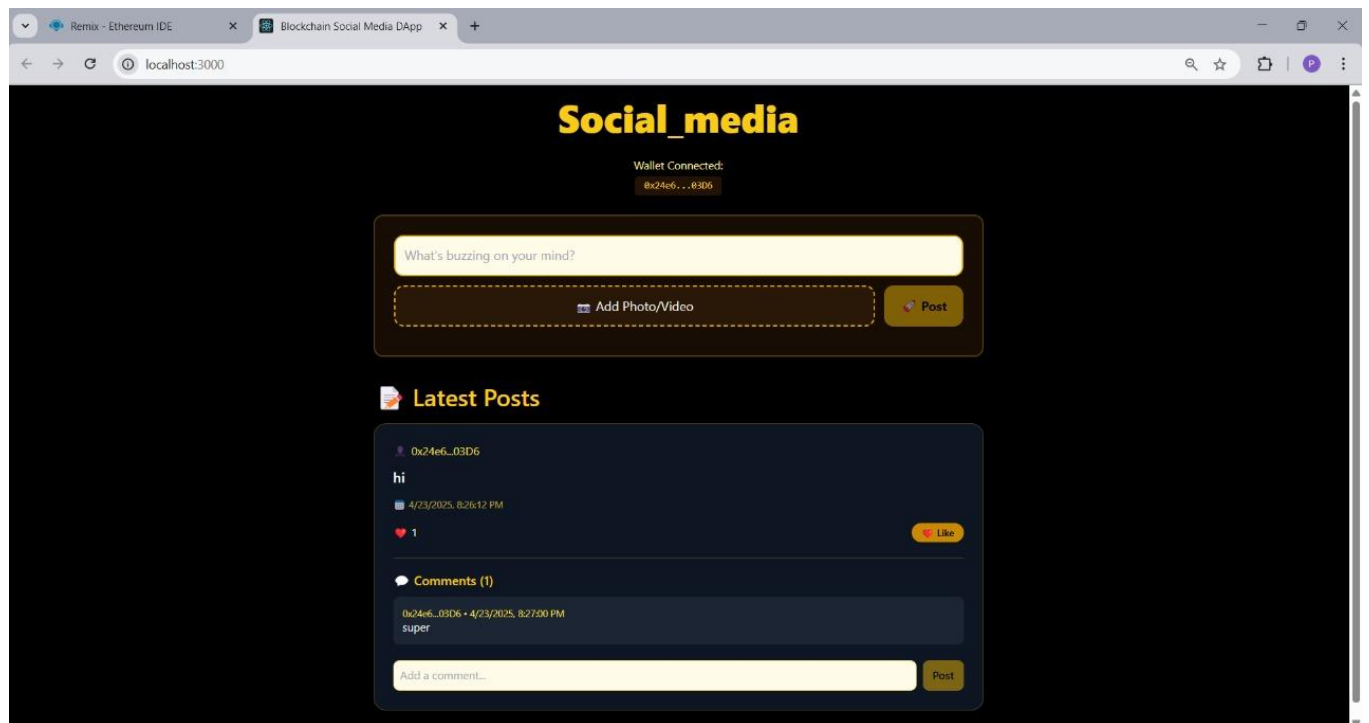
Posting comments



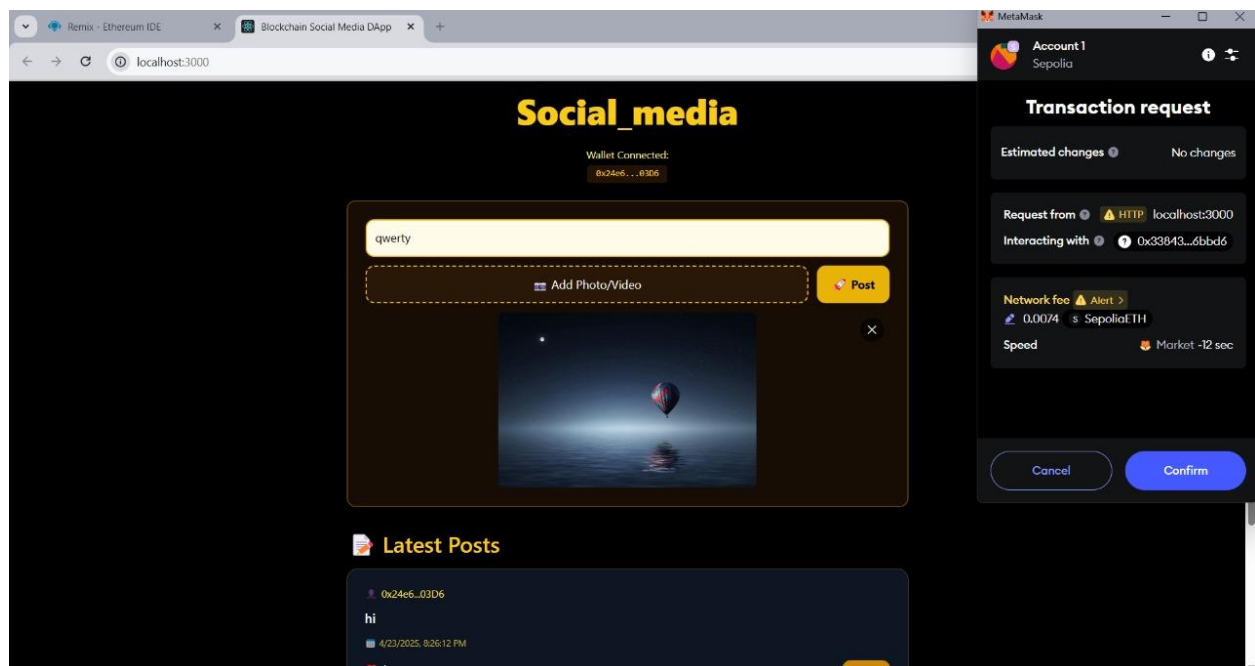


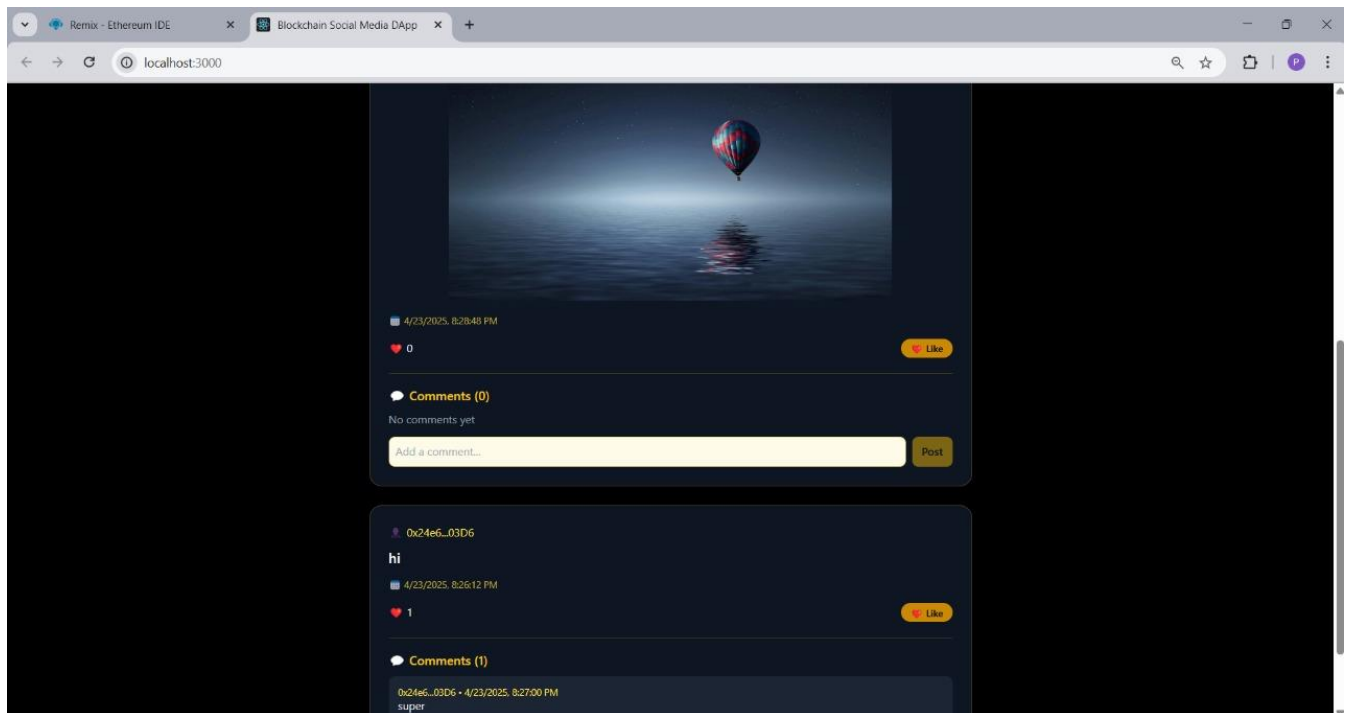
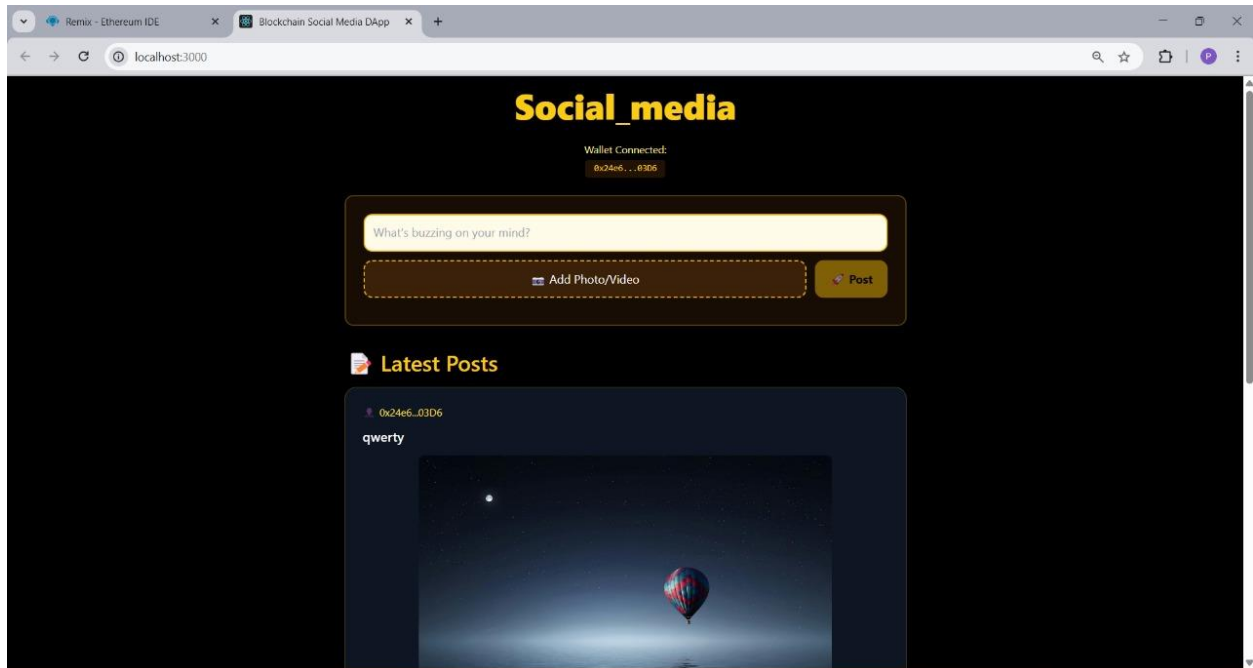
Liking the post made by user





Posting images





8. Results

The application successfully demonstrates the viability of decentralized social networking:

- Effortless post and comment posting
 - On-chain verification of likes
 - Wallet integration controlled by the user
 - Frontend updates in real-time through contract events
-

9. Advantages and Limitations

Advantages:

- Censorship-resistant
- User ownership and privacy
- Transparent and verifiable interactions

Limitations:

- Scalability concerns on public blockchains
 - Gas fees may hinder frequent interactions
 - UI may need enhancements for wider adoption
-

10. Conclusion and Future Scope

This project demonstrates the viability of a decentralized social media platform based on Ethereum and smart contracts. Future improvements may involve decentralized storage (e.g., IPFS), NFT-based content, and cross-chain compatibility

References

1. Ethereum Documentation: <https://ethereum.org/en/developers/>
 2. MetaMask Documentation: <https://docs.metamask.io/>
 3. Solidity Language Docs: <https://docs.soliditylang.org/>
 4. Ethers.js: <https://docs.ethers.org/>
 5. <https://cloud.google.com/application/web3/faucet/ethereum/sepolia>
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