Social Networking Site

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course: cse 327

sec:5

1.Introdution

A social networking service (also social networking site, or SNS or social media) is an online platform which people use to build social networks or social relationship with other people who share similar personal or career interests, activities, backgrounds or real-life connections.

1.1 Purpose

This software Requirement Specification documents key specification, functional & nonfunctional requirements of social network service. Social networking sites tend to share some conventional features. Most often, individual users are encouraged to create profiles containing various information about themselves. 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.Such as Facebook, Twitter, LinkedIn, and Instagram, among others.

1.2 Intended Audience

The document is intended to be a guide for developers, users and testers. The goal of this document is to identify the requirements of application social networking.

1.3 Intended Use

Social networking sites allow users to share ideas, digital photos and videos, posts, and to inform others about online or real-world activities and events with people in their network.Socializing social network services used primarily for socializing with existing friends (e.g., Facebook)

1.4 Product Scope

The social networking website is an online community designed to make social life of students more active and stimulating. The social network can help one maintain existing relationships with people and share pictures and messages, and establish new ones by reaching out to people one has never met before.

1.5 Risk Definition

The nature of social networking – having such a massive base of users who are unknown to you – means that using it carries a degree of risk including becoming a target for cyber-criminals. The Risks. Disclosure of private information by either yourself or friends/contacts.

2. Overall Description

2.1 User class and characteristics:

a) Know what's important to the users.

b) Integrate features that encourage interactions.

c) Provide powerful visual and creative tools.

d) Create the setup with "share ability" in mind.

2.2 User need:

A social networking service (also social networking site, or SNS or social media) is an online platform which people use to build social networks or social relationship with other people who share similar personal or career interests, activities, backgrounds or real-life connections.

2.3 Operating Environment:

Web Interface

a)Login -User Name

-Password

b)Signup

7 Database:

a)Data Insert

b)Data Update

c)Data delete

8 System Activities

This section has two parts: 1. Other User: a) User Profile b)Find friends c)Chat d)Post count 2.Admin Panel a) They can add or delete information. b) They can observe User details.

9 Software Requirements

1.Server side language(PHP):

PHP The most popular server-side language on the web, PHP is designed to pull and edit information in the database. It is the most commonly bundled with databases written in the SQL language. PHP was designed strictly for the web and remains one of the most widely used languages around. It's easy to

install and deploy, is staying competitive with lots of modern frameworks, and is the foundation for a number of content-management systems. PHP-powered sites: Word Press, Wikipedia, Facebook.

2.HTML:

First developed by Tim Berner Lee in 1990, HTML is short for Hyper Text Markup Language. HTML is used to create electronic documents (called pages)that are displayed on the World-wide web. Each page contains a series of connections to other pages called hyperlinks. Every web page seen on the Internet is written using one version of HTML code or another. HTML code ensures the proper formatting of text and images so that your Internet browser may display them as they are intended to look. Without HTML, a browser would not know how to display text as elements or load images or other elements.

3.CSS:

CSS is a language that describes the style of an HTML document.CSS describes how HTML elements should be displayed. CSS provides rich functionality, including defining the appearance of HTML pages when they are printed. Use of CSS provides much greater accessibility, allowing users with special needs to alter the appearance of a Web page to suit their requirements. CSS also allows Web pages to be more easily rendered by special devices, such as speaking browsers.

4.BOOTSTRAP:

Bootstrap is the most popular HTML, CSS, and JS framework for developing responsive, mobile first project on the web.

5.JS(Java Script):

The most common use of JavaScript is to add client-side behavior to HTML pages, also known as Dynamic HTML (DHTML). Scripts are embedded in or included from HTML pages and interact with the Document Object Model

(DOM) of the page.

6.GITHUB:

Github is a development platform inspired by the way anyone work. From open to Business, one can host and review code, manage projects, and build software alongside millions of other developers.

2.4 Constraint:

User:

a) One should has knowledge to view this site.

b) Be affordable to view this site from internet.

c) Be interested to express his view on social responsibilities.

Site:

a) should to popular to attract many users.

b will never provide information to end user directly.

2.5 Assumption:

a) Social can't complete with mass media. b) Social media is only good for conversations. c) Social media is only something people do in their spare time.

3.Requirements

3.1 Functional Requirements:

1. Other User:

a) User Profile:

b)Find friends: Here the user will be able to search for their friend.

c)Chat: A message is created when an user composed a new message to be sent to a friend.After it is confirmed that the message is located in the database.When the user check the inbox they will be able to see the message that they have received.

d)Post count: It is the function that will count the number of post the a user will post from his or hr account.

e) Wall Post: It's objects is view able to all friends those who sign up. This wall post can even hold comment.If an user adds a new wall post to their account, their status will change to a new wall post.

f) Account creation:When a user access the site for the first time, he/she must create a account before using any of the site features.The account creation process is broken down into three sections, The first section deals with login information. This include email, password.The second section contains information about who you are such as name, location,gender.Once the user clicks create account, a new account, account details, and privacy settings are added to the server, and the user is brought back to the login page.

g) Media Uploading: The user will be able to upload their image video etc to share with their friends.The media tab through which the media can be upload with a short details about the content.

3.2 Non-Functional Requirements:

Performance Requirements: The solution has to exhibit very stringent performance requirements. The system has very perfect performance .It can help the businessman to show all meeting schedule when it can work on system that time this reminder show that meeting ,appointment whatever client remind that time so the customer can at that time attain that meeting etc. So the customers are becoming important day by day to remain in competition.

Safety Requirements Security- Some security measures are provided to the application account holders such as account holder must give his/her account id and password to login. Other than that security to user's personnel details and photos and video galleries.

Software Quality Attributes Availability :

This web application in useful in making relationship among community people, friends,students and all the humanity to build the relation. In such instances, there strength arise among others from

a) A unifying purpose and clear coordination structure

b)Multiple, interactive communication that encourage simultaneous action

c)Dynamism and creativity

d)Quality and packaging of evidences e)Representative ideas

f)Strength in numbers.

2. Start with a Purpose

Social networking is the use of internet-based social media
sites to stay connected with friends, family, colleagues,
customers, or clients. Social networking can have a social
purpose, a business purpose.

People are using social media for a variety of purposes. The
four main uses of social media:

1.Sharing

2.learning

3.Interacting

4.marketing

How audience analysis can help you plan a better content strategy: Social
media audience analysis allows you to understand which content topics and
formats are interesting to your audience. You can use these insights to plan a
long-term content strategy and organize your content-production teams more
efficiently.

Intended Audience:

This document is intended for a varied set of audiences. This document is
intended for the design team, the developers, project managers, supervisors and

the testing team to better understand the system requirements.

Product Scope:

The social networking website is an online community designed to make social life of students more active and stimulating. The social network can help one maintain relationships with people and share pictures and messages) and establish new ones b+ reaching out to people one has never met before.This website also provides the features of blogging all at one place. The main idea behind blogging is to share +our thoughts with all +our friends which can be read b+ all the users using the website. This blog can be handled b+ the user as he wants for e,ample adding videos and photos also. This website enhances advertisements of products. people using this website can buy and sell products from this website. The main purpose behind this advertisement function is to help people to bu+ products which are trusted in their circle.

3. Give an Overview of What You'll Build

Your next step is to give a description of what you're going to build. Is it an update to an existing product? Is it a new product? Is it an add-on to a product you've already created? These are important to describe upfront, so everyone knows what you're building. You should also describe why you're building it and who it's for. User Needs and User Classes User needs — or user classes and characteristics — are critical. You'll need to define who is going to use the product and how. You'll have primary and secondary users who will use the product on a regular basis. You may also need to define the needs of a separate buyer of the product (who may not be a primary/secondary user). And, for example, if you're building a medical device, you'll need to describe

the patient's needs.

Assumptions

There might be factors that impact your ability to fulfill the requirements outlined in your SRS.

What are those factors?

Are there any assumptions you're making with the SRS that could turn out to be false?

You should include those here, as well.

4. Details your Specific Requirement

Functional Requirements:

a) User Profile:

b)Find friends: Here the user will be able to search for their friend.

c)Chat: A message is created when an user composed a new message to be sent to a friend.After it is confirmed that the message is located in the database.When the user check the inbox they will be able to see the message that they have received.

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g) Media Uploading: The user will be able to upload their image video etc to share with their friends.The media tab through which the media can be upload with a short details about the content.

Non-Functional Requirements:

a) SAFETY- Although social networking websites (SNS, especially Facebook) have become highly popular with youths. The primary reasons for not using social networking websites were that they were perceived to be a waste of time, or an unnecessary tool; that it might lead to an addiction; that they might violate privacy concerns or share unnecessary information; and that they might invoke family concerns. Most of the people do not trust virtual friendships, and does not like sharing photographs and political views online. b) SECURITY- Despite the many advantages that derived from active participation in SNSs, numerous security, privacy and trust concerns seem to influence social interactions and communications within it. Social networking sites (SNSs) are one aspect of SM, where individuals can present themselves with an online profile, with ways to display profile information, share ideas, interests, or are looking to meet people with similar ideas and interests. Almost in all user communities, SNSs have become increasingly widespread over the past decade. Perceived security and privacy are still to be slight concerns for members' willingness to share their information; though there is a strong association existed between perceived security, trust of the SNSs and its members with the members' willingness to

develop new relationships with others. Despite the fact that SNSs today employ the privacy information practices. c) QUALITY- Among the many special features of the Internet, interactivity, deemed as the most prominent feature that distinguishes the new medium from traditional media, could be a powerful feature to support social relationships.