Tools we have used for our Social Networking Site

Communication Tools:

Slack- Slack offers many IRC-like features, including persistent chat rooms (channels) organized by topic, private groups, and direct messaging. Content, including files, conversations, and people, is all searchable within Slack. Users can add [emoji](https://en.wikipedia.org/wiki/Emoji) buttons to their messages, on which other users can then click to express their reactions to messages. Slack teams allow communities, groups, or teams to join a "workspace" via a specific URL or invitation sent by a team admin. Public channels allow team members to communicate without the use of email or group sms. Public channels are open to everyone in the workspace. Private channels allow for private conversation between smaller sub-groups.

Task Manager:

Trello- Trello has a variety of work and personal uses including software project management, lesson planning. A rich API as well as email-in capability enables integration.

GitHub- It offers all of the [distributed version control](https://en.wikipedia.org/wiki/Distributed_version_control) and [source code management](https://en.wikipedia.org/wiki/Source_code_management) (SCM) functionality of Git as well as adding its own features. It provides [access control](https://en.wikipedia.org/wiki/Access_control) and several collaboration features such as [bug tracking](https://en.wikipedia.org/wiki/Bug_tracking_system), [feature requests](https://en.wikipedia.org/wiki/Software_feature), [task management](https://en.wikipedia.org/wiki/Task_management), and [wikis](https://en.wikipedia.org/wiki/Wiki) for every project.

Tools For Project:

PHP- PHP is a server side scripting language that is used to develop Static websites or Dynamic websites or Web applications. PHP stands for Hypertext Pre-processor, that earlier stood for Personal Home Pages. PHP scripts can only be interpreted on a server that has PHP installed.

Jquery- [QUnit](https://en.wikipedia.org/wiki/QUnit) is a [test automation framework](https://en.wikipedia.org/wiki/Test_automation_framework) used to test the jQuery project. The jQuery team developed it as an in-house unit testing library.The jQuery team uses it to test its code and plugins, but it can test any generic JavaScript code, including server-side JavaScript code.

Java Script- As a multi-paradigm language, JavaScript supports even-driven, [functional](https://en.wikipedia.org/wiki/Functional_programming), and [imperative](https://en.wikipedia.org/wiki/Imperative_programming) (including [object-oriented](https://en.wikipedia.org/wiki/Object-oriented_programming) and [prototype-based](https://en.wikipedia.org/wiki/Prototype-based_programming)) [programming styles](https://en.wikipedia.org/wiki/Programming_paradigm). It has [APIs](https://en.wikipedia.org/wiki/Application_programming_interface) for working with text, [arrays](https://en.wikipedia.org/wiki/Array_data_type), dates, [regular expressions](https://en.wikipedia.org/wiki/Regular_expression), and the [DOM](https://en.wikipedia.org/wiki/Document_Object_Model), but the language itself does not include any [I/O](https://en.wikipedia.org/wiki/Input/output), such as [networking](https://en.wikipedia.org/wiki/Computer_network), [storage](https://en.wikipedia.org/wiki/Data_storage), or [graphics](https://en.wikipedia.org/wiki/Computer_graphics) facilities. It relies upon the host environment in which it is embedded to provide these features.

HTML- HTML  is the standard [markup language](https://en.wikipedia.org/wiki/Markup_language) for documents designed to be displayed in a [web browser](https://en.wikipedia.org/wiki/Web_browser). It can be assisted by technologies such as [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) (CSS) and [scripting languages](https://en.wikipedia.org/wiki/Scripting_language) such as [JavaScript](https://en.wikipedia.org/wiki/JavaScript). [Web browsers](https://en.wikipedia.org/wiki/Web_browser) receive HTML documents from a [web server](https://en.wikipedia.org/wiki/Web_server) or from local storage and [render](https://en.wikipedia.org/wiki/Browser_engine) the documents into multimedia web pages. HTML describes the structure of a web page [semantically](https://en.wikipedia.org/wiki/Semantic_Web) and originally included cues for the appearance of the document.

CSS- CSS is designed to enable the separation of presentation and content, including [layout](https://en.wikipedia.org/wiki/Page_layout), [colors](https://en.wikipedia.org/wiki/Color), and [fonts](https://en.wikipedia.org/wiki/Typeface). This separation can improve content [accessibility](https://en.wikipedia.org/wiki/Accessibility), provide more flexibility and control in the specification of presentation characteristics, enable multiple [web pages](https://en.wikipedia.org/wiki/Web_page) to share formatting by specifying the relevant CSS in a separate. Css file, and reduce complexity and repetition in the structural content.

Bootstrap- Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to [web apps](https://en.wikipedia.org/wiki/Web_Apps)). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all [HTML elements](https://en.wikipedia.org/wiki/HTML_element). The end result is a uniform appearance for prose, tables and form elements across [web browsers](https://en.wikipedia.org/wiki/Web_browser). In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

Model:

MySQL- MySQL is offered under two different editions: the [open source](https://en.wikipedia.org/wiki/Open-source_software) MySQL Community Server and the proprietary [Enterprise Server](https://en.wikipedia.org/wiki/MySQL_Enterprise). MySQL Enterprise Server is differentiated by a series of proprietary extensions which install as server plugins, but otherwise shares the version numbering system and is built from the same code base. When using some storage engines other than the default of InnoDB, MySQL does not comply with the full [SQL](https://en.wikipedia.org/wiki/SQL) standard for some of the implemented functionality, including foreign key references. Check constraints are parsed but ignored by all storage engines. MySQL can be built and installed manually from source code, but it is more commonly installed from a binary package unless special customizations are required.