



Experiment 3

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Subject Name: SD

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1. Aim: To design a social-media application

2. Objectives:

- Facilitate Connectivity: Allow users to find and follow others.
- Content Management: Provide tools to create, share, and interact with multimedia content.
- Real-time Interaction: Enable instant notifications and messaging.
- Data Security: Ensure the protection of user privacy and personal information.

3. Procedure:

- Requirement Analysis: Define target audience and core features.
- UI/UX Design: Create wireframes and high-fidelity prototypes focusing on intuitive navigation
- Architecture Design: Plan the database schema (SQL/NoSQL) and system backend.
- Development: Build the frontend (React/Flutter) and backend (Node.js/Python) APIs.
- Testing: Conduct unit, integration, and user acceptance testing (UAT).
- Deployment: Host the application on cloud services (AWS/Azure) with CI/CD pipelines.

4. Functional Requirements:

- User Authentication: Secure sign-up, login, and profile management.

- News Feed: An algorithm-based or chronological feed of posts from followed accounts.
- Interactions: Capabilities to like, comment on, and share posts.
- Direct Messaging: Private one-on-one or group chat functionality.
- Search: Ability to find users, hashtags, or specific topics.

5. Non-Functional Requirements:

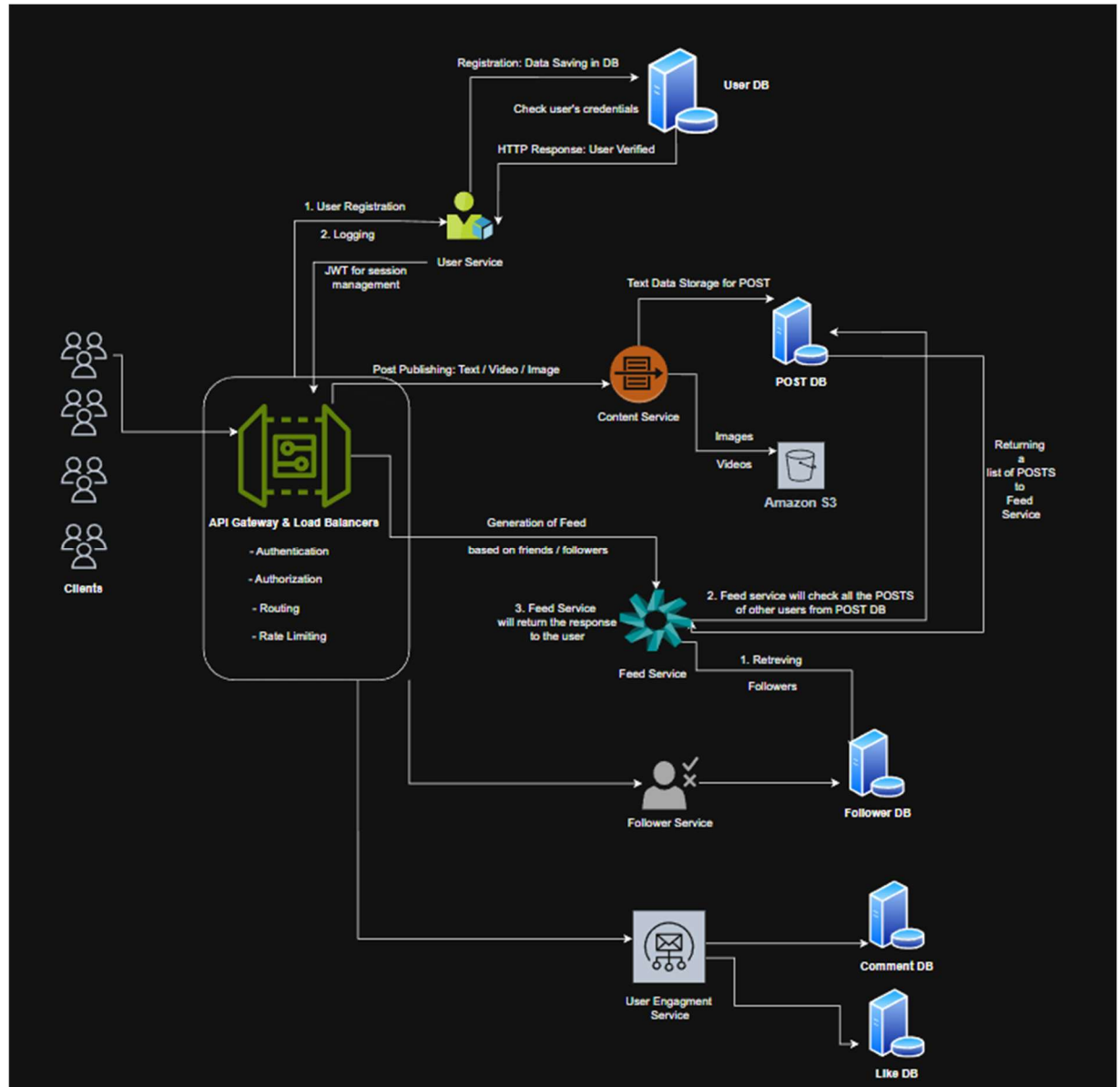
- Scalability: The system must handle a growing number of users and concurrent requests.
- Latency: Post updates and messages should reflect in under 2 seconds.
- Availability: Target 99.9% uptime to ensure the service is always accessible.
- Security: Use of End-to-End Encryption (E2EE) for messages and OAuth for authentication.

6. Outcome:

The result is a fully functional social media prototype capable of supporting high-traffic interactions, providing a seamless user experience, and maintaining a secure environment for digital socialization.

7. Required System Design:

HLD:



LLD

