MUST SOCIAL NETWORK

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A project report submitted in partial fulfillment of the requirements for the B.Sc. Software Engineering


بسم الله الرحمن الرحيم

Final Approval

It is certified that we have read the project report prepared for **"MUST Social Network"** and it is our judgment that this project is of sufficient standard to warrant its acceptance by the **Mirpur University Of Sciences And Technology (MUST)** for the Bachelor of Software Enginnering as a partial fulfillment. This project report is submitted by Muhammad Ubaid Raza, Karamat Hussain and M Junaid Shabbir.

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UNDERTAKING

I certify that research work titled "*MUST social Network*" is our own work. The work has not, in whole or in part, been presented elsewhere for assessment. Where material has been used from other sources it has been properly acknowledged/ referred.

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DECLARATION

We declare that this system, neither as a whole nor as a part has been copied from any other source. It is further declared that we have completed our project entirely on the basis of our personal effort made under the sincere guidance of our teachers. No portion of the work presented in this report has been submitted in support of any application for any other degree or qualification of this or any other university or institute of learning. If any part of this project and write up is proved to be copied out or there is any duplication of code then will be responsible for the consequences.

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ABSTRACT

Our aim is to develop an **"MUST Social Network"** which is easily accessible to the teacher, students, staff and administration as well. This system regulate the activities between students and teachers and provide a single platform in order to communicate with each other. Students can communicate with teachers that are available in this network and ask questions about their problems.

ACKNOWLEDGEMENT

All the praise and glory to Allah, Who blessed us with the courage and knowledge to achieve our goal. We can never thank Him enough for His countless blessings upon us. Praise to Prophet Mohammad (S.A.W), who is and will always be a source of guidance and knowledge for humanity as a whole.

For us, a mile stone of this nature would never have been possible to achieve without the support of galaxy of some truly loving and kind people in our life. No words can fully describe our feelings of respect and gratitude for our affectionate parents, supporting sibling and friends, whose love, encouragement and prayers invariably buoyed us up. Their concern, love and support can never be paid back.

We owe a lot of sincere gratitude to our respected supervisor Mr. Samiullah Khan, whose true guidance, positive criticism and sincere encouragement made us to get to our destination. He became a source of inspiration for us and kept us moving in the right direction towards our goal.

PREFACE

This report presents a description of analysis, design, implementation and testing of the "MUST Social Network" developed for the Mirpur University of Sciences and Technology Mirpur. These chapters include the steps involved in the study to development a brief description of these chapters is given below:

Chapter 1: This chapter contains the introduction of the concerned organization and project.

Chapter 2: This chapter elaborates the feasibility study.

Chapter 3: This chapter contain the description of requirement specification.

Chapter 4: This chapter is about system design.

Chapter 5: This chapter is about implementation of the software.

Chapter 6: This chapter describe the software testing.

Chapter 7: This chapter is about conclusions, future improvements and system limitations.

Chapter 8: This chapter is about references.

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Chapter 1

1. Introduction

We want to make a project that will help the university staff to alert the students about any event that is going to happen. We are going to introduce a social network website which will gather the university staff and students on a platform. On that platform students are informed about any event that is going to happen in the university. This will notify the students about events on MUST social network as well as they will receive text SMS on mobile phone without having internet connection. In this website we will also provide the pictures of events in events gallery.

1.1 Problems in Existing System:

Currently there is no social network of MUST. There is no organized photo collection. Students face different problems. For example if a student wants to communicate with a teacher then there is no effective way of communication. Notice board concept is too old. It is often ignored by students. If any announcement is make then many students did not aware of it. There is no discussion portal for the MUST students.

1.2 Solution of these Problem:

Solution of these problems can be overcome in the following way:

1.2.1 Proposed System & Its Modules:

The aim of the MUST Social Network is to provide communication among teacher, student and staff. The system after careful analysis has been identified to be presented with the following modules:

- **Event alert:** Admin and staff can generate event alert. The users can receive an event alert on their mobile phone through an SMS.
- **Post Status:** Everyone can post status. Users are also able to comment and like on the status.
- **Event Gallery:** Events photos will be uploaded in the network website. Everyone can view photo and play slides**.**
- **Online chat:** Every member can chat with other members using chat feature. Last seen and message seen features will be provided.

1.3 System Conception

Most of the system start as vague ideas that need more substance. A good system concept must answer the following questions as our system have:

1.3.1 Who is the application for?

This network is for MUST University. It is for education purpose. This is the social network for the MUST which will provide basic feature to its members. There are some unique features for example event alert and event gallery. Which are not present in other social networks. MUST will be the first university which will have its social network. This network can be used by students, teachers and staff of the university.

1.3.2 What problem will it solve?

Our system overcome the different kinds of problems such as

1. Old notice board concept
2. Albums for the events
3. Deficiency of communication
4. Discussion portal

1.3.3 Where it will be used?

Our system will be used in Mirpur University of Sciences & Technology.

1.3.4 When it is needed?

It is needed to minimize the investment and maximize the revenue in economic sense. Our system remove the old notice board concept. It will provide effective communication among MUST members.

1.3.5 Why it is needed?

Our system is according to modern concept. Students will be notified by website as well as by an SMS. Chat is provided among members so student can ask question from teachers. Teacher can make announcement about quiz and assignment.

1.4 Advantages for Students

Advantages for the students are explained below

1. **On time alert:** Student will be alerted on time. Students can receive alert about an

event in few seconds.

2. **Gallery:** If anyone miss an event then he can view photos of event.
3. **Chat:** Students can chat with teachers and can discuss their problems.
4. **Discussion:** Student can discuss any problem using post feature. On which every member can comment.

1.5 Advantages for Faculty

1. **Alert:** Faculty can alert student about an event in one click during holiday
2. **Easy to contact:** Faculty can contact any member of university easily.
3. **Project Need:** Communication between university teachers and students.

1.6 Proposed Project's Need

1. To remove students problems which they are facing due to absence of an effective network.
2. To provide alerts to students in time.

1.7 Software Process Model

Software process model is an abstract representation of a software process, which is a set of activities that leads to the production of a software product. Some of the generic process models are waterfall model, evolutionary development and component based software engineering. For this project we will follow iterative waterfall process model, because of clear and unchanging business requirements.

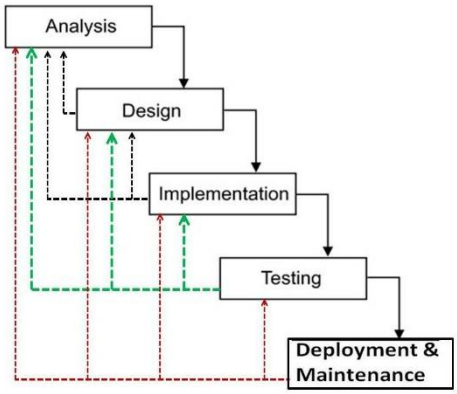

Figure 1: Iterative Waterfall Model

1.8 Project Boundaries

The overall project scope is within our university, but it can be used in any college, school and university.

1.9 Scope of Document

This document will theoretically describe how the application is designed, implemented, and the scope of the application. This documentation can be used by teacher and students for study purpose.

1.10 Software Used

We will use following software tools to implement this project:

1. **Database Server:** My-SQL
2. **Client:** Microsoft Internet Explorer or any web browser
3. **Development Tools:** Dreamweaver
4. **Programming Language:** PHP, AJAX, JQUERY, JAVASRCIPT

1.11 Deployment

1. **Operating System Server:** Window 8.1

1.12 Hardware Specification

The following hardware tools will be required to implement this project:

1. **Processor:** Intel Core i3
2. **RAM:** 4GB
3. **Hard Disk:** 260 GB

Chapter 2

2. FEASIBILITY STUDY

This document contain the feasibility of the proposed project and describes in details the schedule plan we have opted to develop current project.

2.1 User Needs:

User wants the fully automated system with all the requirements mentioned in the scope of this project. He wants the application which can give optimal results, with improved performance and less development cost.

2.2 How we fulfill Needs:

User needs will be fulfilled by using up to marks techniques. Moreover, the application will be developed within the timeframe and cost, estimated before the project development. We will develop centralized application which is easy to maintain and which can perform efficiently as compared to the manual computation of user's project.

2.3 Project Feasibility:

This section define that whether the project is worth solving or not.

2.3.1 Technical Feasibility

This project does not need such hardware for development, design and continued operation that is to be bought, but only the hardware that both the developers and the organization use in daily life like laptop. And so the project is technically feasible with respect to hardware.

2.3.2 Technical Feasibility-Hardware

No extra hardware required, Pentium 4 or higher required which is easily available in market.

2.3.3 Technical Feasibility-Software

- ✓ Window8
- ✓ Dream Weaver
- ✓ My-Sql

2.3.4 Schedule Feasibility

The proposed project is medium level but its modules are time consuming, our estimate time after paper works is about 4 months, this project will complete in four months (120 Days) with its full specifications. With hard work and full dedication, we will be able to deliver the system on time.

2.3.5 Economic Feasibility

A system can be developed technically and that will be used if installed must still be a good investment for the organization. In the economic feasibility, the development cost in creating the system is evaluated against the ultimate benefit derived from the new systems. Financial benefits must equal or exceed the costs.
The system is economically feasible. It does not require any addition hardware or software. Since the interface for this system is developed using the existing resources and technologies available. There is nominal expenditure and economic feasibility for certain.

2.4 Social and Ethical Considerations:

The under described project does not contradict to any of the social or ethnic value. Our project does not affect the social and moral values of our society. It does not harm the feelings of other in fact, it is social network that provide a single platform to communicate with each other in order to share problems with teacher. Our network is limited to Mirpur University of Sciences and Technology so, this network does not violate ethics and does not perform any unethical activity that can harm others.

2.5 Project Planning:

Project planning is listed below

2.5.1 Work Breakdown Structure of Project:

1. Project Definition
2. Project Approval
3. System Conception
4. System Analysis
    - Domain Model
    - Application Model
5. System Design
6. Class Design
7. Implementation

- Deployment
- Support Personal Training

2.6 Gant Chart

Figure 2: Gant Chart

Chapter 3

3. REQUIREMENT SPECIFICATION

This document, Software Requirements Specification (SRS), describes the overall requirements of the project. It states the scope of the project and details its functional and non-functional requirements

3.1 Purpose

MUST social network will help the university staff to alert the students about every event. We are going to introduce a social network website which will gather the university staff and students on a single platform. Students are informed about every event that is going to happen in the university. Other features like online chatting, post status and event gallery are also provided to everyone who is connected with this network.

3.2 Scope

The scope MUST social network includes:

1. Students and teachers of MUST can be connected with this network anywhere in the world using internet.
2. Text messaging service is easily available.
3. All events photos are easily available in the event gallery.
4. Online chat between students and teachers can be done easily.
5. Efficient and time saving portal of MUST.

3.3 Objective:

The objectives of this social network are to improve communication between teachers, students and faculty. This network will allow members to contact each other. Post status to discuss any problems. SMS alert will enable every member to receive SMS while online or offline.

3.4 Document Conventions

This document covers the conventions as described by IEEE SRS Template.

3.4.1 Intended Audience and Reading Suggestions

Intended Audience of this document includes project members, project supervisor and target clients.

3.4.2 Product Scope

The scope MUST social network includes:

1. Students and teachers of MUST can be connected with this network anywhere in the world using internet.
2. Text messaging service is easily available.
3. All events photos are easily available in the event gallery.

4. Online chat between students and teachers can be done easily.
5. Efficient and time saving portal of MUST.

3.4.3 References

- IEEE STD 830-1993, Recommended Practice for Software Requirements Specifications, December 2, 1993.

3.5 Overall Description

3.5.1 Product Perspective

Existing system is just based on manual noticeboard. A single noticeboard is not enough to alert all the university students. During holidays noticeboard is not a good option. The noticeboard concept is too old, students often ignore noticeboard and they didn't get alert about any event. In MUST social network every member is notified about every event through website and text SMS. MUST has no discussion portal. This network will provide a discussion portal where every member can share his problem. There was no organized collection of events. This network provide event gallery that will contain events photos.

3.5.2 Product Functions

i. Event alert through SMS
ii. Online chat
    - Online status
    - Last seen
    - Message seen
iii. Post status
    - Comment
    - Like
iv. Event gallery
    - Photo Albums
    - Slider

3.5.3User Classes and Characteristics

i Administrator

- Administrator of this network will have all the authorities.
- He can add or remove a member, status and photos.
- He can alert all the members through event alert service.
- He can manage chat.
- Chat with other members.

- Able to post status.
- Able to upload event photos.

ii. Staff

- They can alert all the members through event alert service.
- Chat with other members.
- Able to post status.
- Able to upload event photos.

iii. Teacher

- Chat with other members.
- Able to post status.
- Able to view event photos.

iv. Student

- Chat with other members.
- Able to post status.
- Able to view event photos.

3.5.4 Operating Environment

It can be operate on server having hardware requirement.

- Processor: Intel Pentium IV
- RAM: 1GB
- Hard Disk: 20GB
- Operating System**:** Win XP, Win 7, Win 8, Win 10

3.6 Design and Implementation Constraints

The Product is developed using PHP, AJAX, JAVASCRIPT, JQUERY and HTML . The backend database for this My-SQL Server. The product is accomplished with login facility so that specific function is available to specific member.

3.7 User Documentation

The network will include user manual. The user manual will include network overview, complete configuration of the used software (such as MY-SQL), Technical details, backup

Procedure and contact information which will include email address. The databases will be created in the MY-SQL.

3.8 Assumptions and Dependencies

The MUST social network needs the following third party product.

- MY-SQL to store data in database
- PHP
- SMS API

3.9 External Interface Requirements

3.9.1 User Interfaces

The Graphical User Interface of MUST social network Provide following functionalities.

- Online chat
- View event gallery
- Post status
- Event alert
- View and change profile

3.9.2Hardware Interfaces

i.Server Side:

- **Operating System:** Windows XP, Windows 7,8 or 10
- **Processor:** Pentium IV or higher
- **RAM:** 1 GB
- **Hard Drive:** 40 GB or more

ii. Client side:

- **Operating System:** Windows XP, Windows 7,8 or 10
- **Processor:** Pentium III or 2.0 GHz or higher.
- **RAM:** 256 Mb or more

3.9.3 Software Interface:

We will use the following software and tools while developing the MUST social network:

- Dreamweaver and sublime text
- WampServer

i. Tools required:

- Apache server
- My SQL
- PHP my admin

ii. Languages required:

- HTML
- CSS
- PHP
- SQL

3.9.4 Communications Interfaces

Following are the communication interfaces that are required for this social network:

1. Internet connection
2. Computer system
3. Mobile phone

3.9.5 System Features

Following are the features of MUST Social Network:

i. Event alert

- **Description and Priority:** This function will provide benefit to both to the administration of campus and to the Student. When the event is placed then the every subscribed person will receive SMS.
- **Stimulus/Response Sequences:** The subscribed users will receive a text SMS having an information about that event or they can view event on the website.
- **Functional Requirements**: Member should subscribe the SMS alert service.

ii. Event gallery

- **Description and Priority:** It contains event photos, which are properly organized in the albums and sliders.
- **Stimulus/Response Sequences:** The member who want to access the event gallery should be a member of this network.

- **Functional Requirements:** The photos should be access able to members.

iii. Post status

- **Description and Priority:** Every member can post status.
- **Stimulus/Response Sequences:** Other member can view the posts and can comment and like on that status.

iv. Online chat

- **Description and Priority:** A member can send message to other member. He can view the status of receiver either he is offline or online.
- **Stimulus/Response Sequences:** When the receiver will receive the message then the sender will receive the notification of message seen.
- **Functional Requirements*:*** Both sender and receiver should be the member of this network.

v. Security Requirements

- **Login:** Teachers and students of MUST can login to this network by using their registered username and password.
- **New user authentication:** New teachers and students are authenticated by their CNIC number that are already stored in the database of this network and then they will be added in the member list.
- **Administrator**: The administrator of this network can manage all the members of the network and he can block a member who perform illegal activities.

vi. Software Quality Attributes

- **Reliability:** The MUST data will be store in database so there will be no chance of duplication or redundancy of data. In case of any accidental lose the data will be recovered by server. So there is no chances of loss of data.
- **Maintenance:** The system will be developed in PHP object oriented. This network can be maintain easily because of using OOP approach. Addition of new function will not affect the performance of network.

- **Portability**: This website is access from any operating system having Web browser.

3.10 Other Nonfunctional Requirements

3.10.1 Performance Requirements

- The user can send and receive the receive message in real time.
- The member should post status in real time.
- SMS should be send through efficient API.

3.10.2 Safety Requirements

- The user should use secure network to prevent themselves from intrusions.
- Students cannot access the account of other students because of their unique username and password.

3.10.3 Other Requirements

The development and testing requirements are: -

- Wampserver
- Dreamweaver/Sublime text
- Google Chrome

Chapter 4

4. SYSTEM DESIGN

Design is the first step in the development phase for any engineered product or system. The designer's goal is to produce a model or representation of a class that will later be built. Designing is the foundation of whole development process. If we obtain a perfect design of a system then an efficient and effective software can be developed on the other hand if there are some concepts we have not clear them the result will be opposite to previous case. A software with the bugs and failure will be achieved. So designing phase is really important in this phase we translate requirements into the software structure. This is one of the important step in development every functionality of program depends upon it.

4.1 Design Approach:

Design approach for this software is conventional, that is, database model used is relational and on the other side Object modeling technique (OMT) is used.

4.2 Database Design:

This system would have a database as its data store, so the design of the database is very important. We chose relational database model for our database. Database design includes conceptual, logical and physical design phases, which are discussed in this section.

4.3 Object Modeling Technique (OMT):

OMT is object oriented design approach, here we used two fundamental modeling techniques which are class and interaction modeling.

4.3.1 Class Model

The class model shows static class objects in a system and the relationships between them. Two particularly important relationships are generalization (inheritance) and aggregation each class object on the diagram often shows the class name, its attributes and operations. Here we capture the real world concept that are important to our application.

4.3.2 Interaction Model

This model describe the interaction between the objects. Its diagrams are

- Use Case Diagram
- Sequence Diagram
- Activity Diagram

4.4 Conceptual Design: Conceptual design is about understanding the organization, the real world modeling; it captures the essence of the real world scenario. In this phase all the important classes of the system are extracted with their essential attributes and the relationship between them are established. This results in class diagram

4.4.1 Association

The relationship between the extracted tables are tabulated

Class Name	Multiplicity	Relationship	Multiplicity	Class Name
Admin	1	Can send/receive	*	message
Student	1	Can send/receive	*	message
Staff	1	Can send/receive	*	message
Teacher	1	Can send/receive	*	message
Admin	1	Can post	*	Status
Teacher	1	Can post	*	Status
Staff	1	Can post	*	Status
Student	1	Can post	*	Status
Admin	1	Can like	*	Like
Teacher	1	Can like	*	Like
Staff	1	Can like	*	Like
Student	1	Can like	*	Like
Admin	1	Can comment	*	Comment
Teacher	1	Can comment	*	Comment
Student	1	Can comment	*	Comment
Staff	1	Can comment	*	Comment
Admin	1	Can generate	*	eventAlert
Staff	1	Can generate	*	eventAlert
Admin	1	Can upload	*	eventGallery
Staff	1	Can upload	*	eventGallery
Admin	1	Can send	*	Message
Staff	1	Can send	*	Message
Student	1	Can send	*	Message
Teacher	1	Can send	*	Message
Admin	1	Can block	*	Members

Figure 3: Association

4.4.2 Classes and their Attributes:

The classes that are used in our social network and their attributes are identified. Their description is also discussed. Every class with its attribute are given in the following tables:

Class Name	Description	Attributes
Profile pic	User profile picture	currentStatus, name, picHolderId,PicDate
Member	User of the network	Id, firstName, lastName, email, password, lastseen, cnic, city, dob, gender, position
Status	Status which a user wants to post	Id, status, posterName, date
Conversation	To check the conversation exist in two members	Id, firstPersonId, secondPersonId, date, del1 ,del2
Event gallery	Consist of events photo	Id, eventName, photoName, date
Event Alert	Provide event alert through a post and sms	Id, event, date alertReciever
Likes	Provide option to like a status	Id, likerId, likerName, likes
Comment	Provide option to comment on a status	commenterId, commenterName, date, comment
Message	It consist of messages which are stored after starting conversation	Id, message, senderId, senderName, recieverId, status, date,del1, del2

Figure 4: Classes and Attributes

4.5 Class Diagram

After the identification of classes their attributes and the relationships among them our class diagram is given below

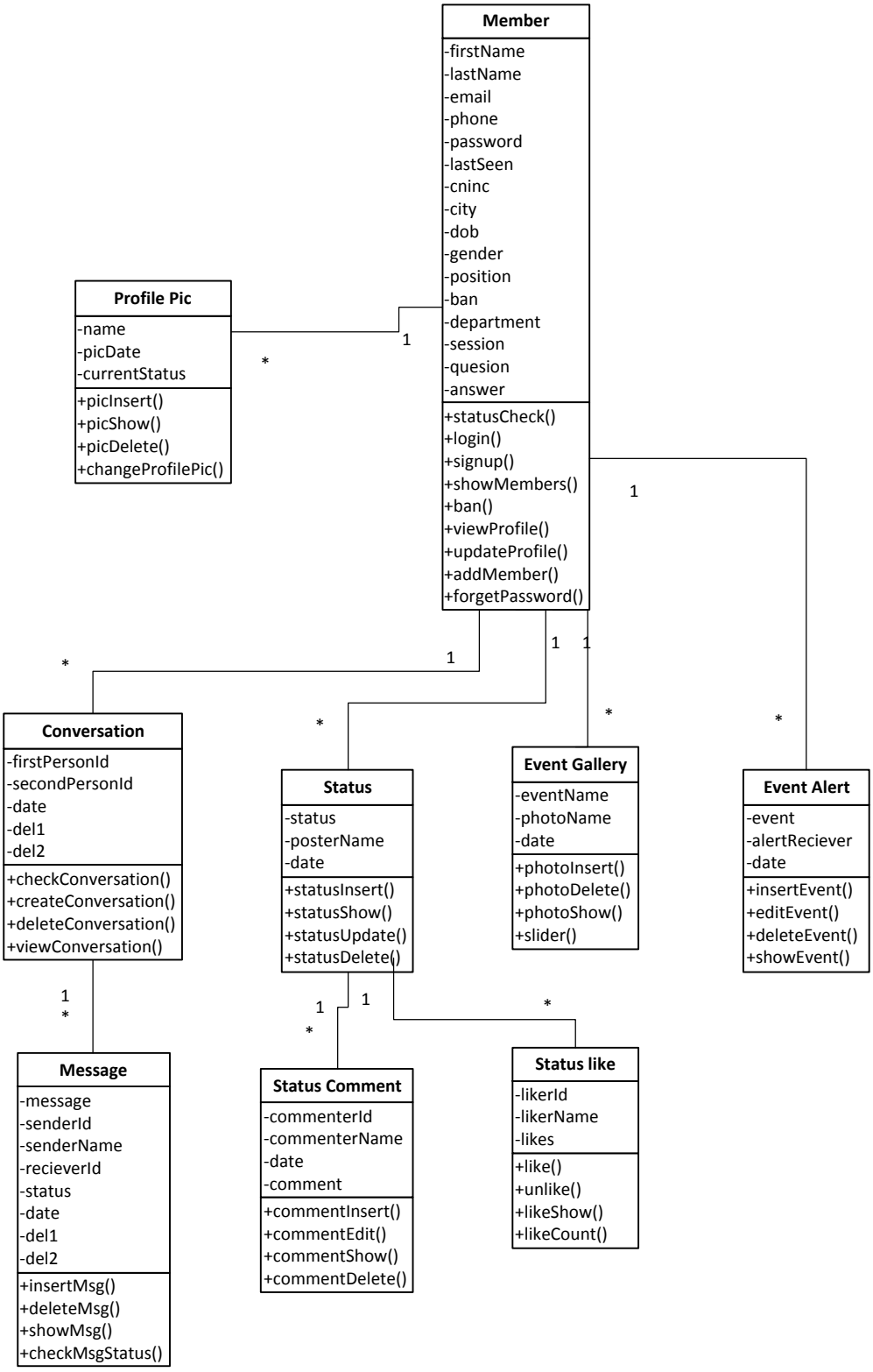
Member
-firstName
-lastName
-email
-phone
-password
-lastSeen
-cninc
-city
-dob
-gender
-position
-ban
-department
-session
-quesion
-answer
+statusCheck()
+login()
+signup()
+showMembers()
+ban()
+viewProfile()
+updateProfile()
+addMember()
+forgetPassword()
Profile Pic
-name
-picDate
-currentStatus
+picInsert()
+picShow()
+picDelete()
+changeProfilePic()
Conversation
-firstPersonId
-secondPersonId
-date
-del1
-del2
+checkConversation()
+createConversation()
+deleteConversation()
+viewConversation()
Status
-status
-posterName
-date
+statusInsert()
+statusShow()
+statusUpdate()
+statusDelete()
Event Gallery
-eventName
-photoName
-date
+photoInsert()
+photoDelete()
+photoShow()
+slider()
Event Alert
-event
-alertReciever
-date
+insertEvent()
+editEvent()
+deleteEvent()
+showEvent()
Message
-message
-senderId
-senderName
-recieverId
-status
-date
-del1
-del2
+insertMsg()
+deleteMsg()
+showMsg()
+checkMsgStatus()
Status Comment
-commenterId
-commenterName
-date
-comment
+commentInsert()
+commentEdit()
+commentShow()
+commentDelete()
Status like
-likerId
-likerName
-likes
+like()
+unlike()
+likeShow()
+likeCount()
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Figure 5: Class diagram

4.6 Logical Design

Logical database design is the process of transforming the conceptual data model into a logical data model. The logical model we will use is object data model. It represents data in the form of tables/relations.

4.6.1 Relation

A relation is a named, two-dimensional table of data. Each relation (or table) consists of a set of named columns and an arbitrary number of unnamed rows. An attribute is a named column of a relation. Each row of a relation corresponds to a record that contains data (attribute) values for a single class.

- ✓ **Primary key** is an attribute or a combination of attributes that uniquely identifies each row in a Relation.
- ✓ **Foreign key** is an attribute (possibly composite) in a relation that serves as the primary key of another relation.

4.6.2 Associating Tables

During logical design, we transform the class diagram that was developed during conceptual design into relational database schemas. The inputs to this process are the class diagram and the outputs are the relational schemas. Regular tables are classes that have an independent existence and generally represent real-world objects, such as persons and products. Each regular table type in a class diagram is transformed into a relation. The name given to the relation is generally the same as the table type. Each simple attribute of the table type becomes an attribute of the relation. The identifier of the table type becomes the primary key of the corresponding relation.

4.7 Physical Design

Physical database design produces the technical specifications that programmers, database Administrator, and others involved in information systems construction will use during the implementation phase. Physical database design requires critical decisions that will affect the performance of the application system like choosing the storage format (called data type) for each attribute from the logical data model. The format is chosen to minimize storage space.

4.8 Data types and Variable Lengths

Attributes along with their specific data type and length that are used in our social network are identified and given are as follows:

Attribute	Data type	Length
Id	Int	30
Name	Varchar	30
PicHolderId	Int	30
PicDate	Varchar	30
currentStatus	Varchar	30

Figure 6: Profile Pic

Attribute	Data type	Length
Id	Int	30
FirstName	Varchar	100
LastName	Varchar	100
Email	Varchar	100
Password	Varchar	30
Lastseen	Varchar	50
Cnic	Int	13
Dob	Varchar	30
Gender	Varchar	10
Position	Varchar	30
Ban	Varchar	2
Department	Varchar	30
City	Varchar	30
Phone	Varchar	13
Security Question	Varchar	30
Answer	Varchar	30

Figure 7: Members

Attribute	Datatype	Length
Id	Int	30
Status	Varchar	255
statusPosterId	Int	30
posterName	Varchar	30
Date	Varchar	30

Figure 8: Status

Attribute	Datatype	Length
Id	Int	30
firstPersonId	Int	30
SecondPersonId	Int	30
Date	Varchar	30
Del1	Int	1
Del2	Int	1

Figure 9: Conversation

Attribute	Datatype	Length
Id	Int	30
EventName	Varchar	255
PhotoName	Varchar	200
PhotoUploaderId	Int	30
Date	Varchar	30

Figure 10: Event Gallery

Attribute	Datatype	Length
Id	Int	30
Event	Varchar	255
alertReciever	Varchar	30
alertGeneratorId	Int	30
Date	Varchar	30

Figure 11: Event Alert

Attribute	Datatype	Length
Id	Int	30
LikerId	Int	30
LikerName	Varchar	30
StatusId	Int	30

Figure 12: Status Like

Attribute	Datatype	length
Id	Int	30
commenterId	Int	30
commenterName	Varchar	30
StatusId	Int	30
Like	Int	1

Figure 13: Status Comment

	Datatype	Length
Id	Int	30
Message	Varchar	255
SenderId	Int	30
senderName	Varchar	30
recieverId	Int	30
Status	Int	2
Date	Varchar	30
Del1	Int	1
Del2	Int	2

Figure 14: Message

4.9 Database Diagram

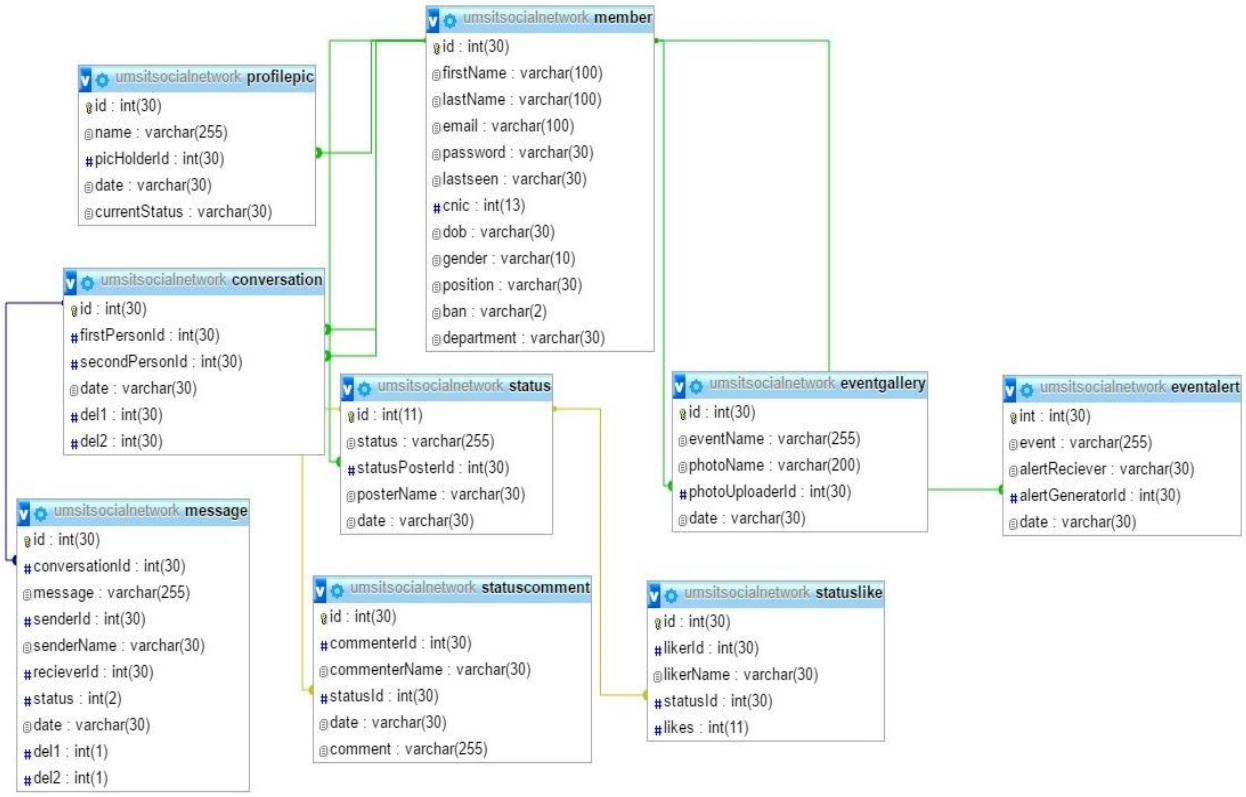


Figure 15: Database

4.10 Use Case Diagrams:

Use case diagram is used to capture the dynamic nature of a system. It consists of use cases, actors and their relationships. It is used at a high level design to capture the requirements of a system.

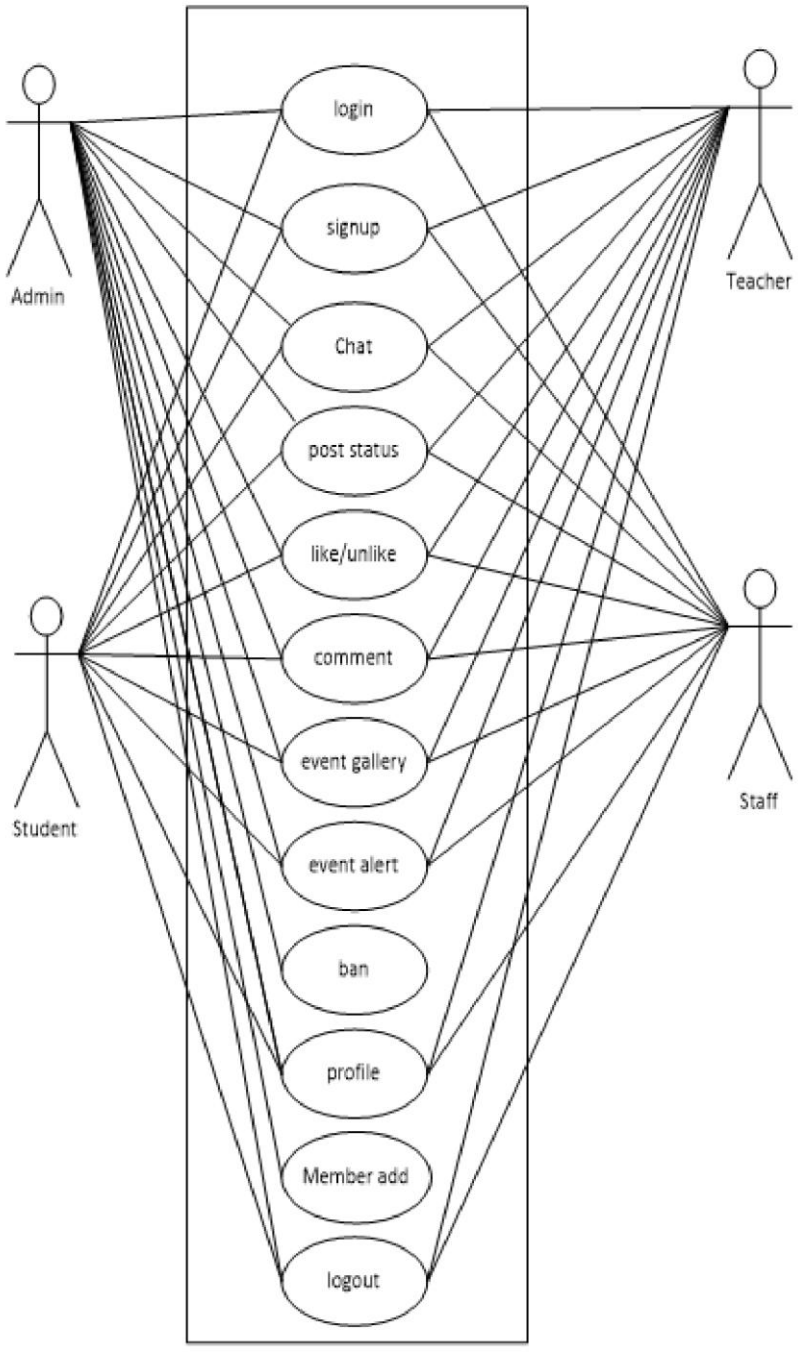


Figure 16: Use case

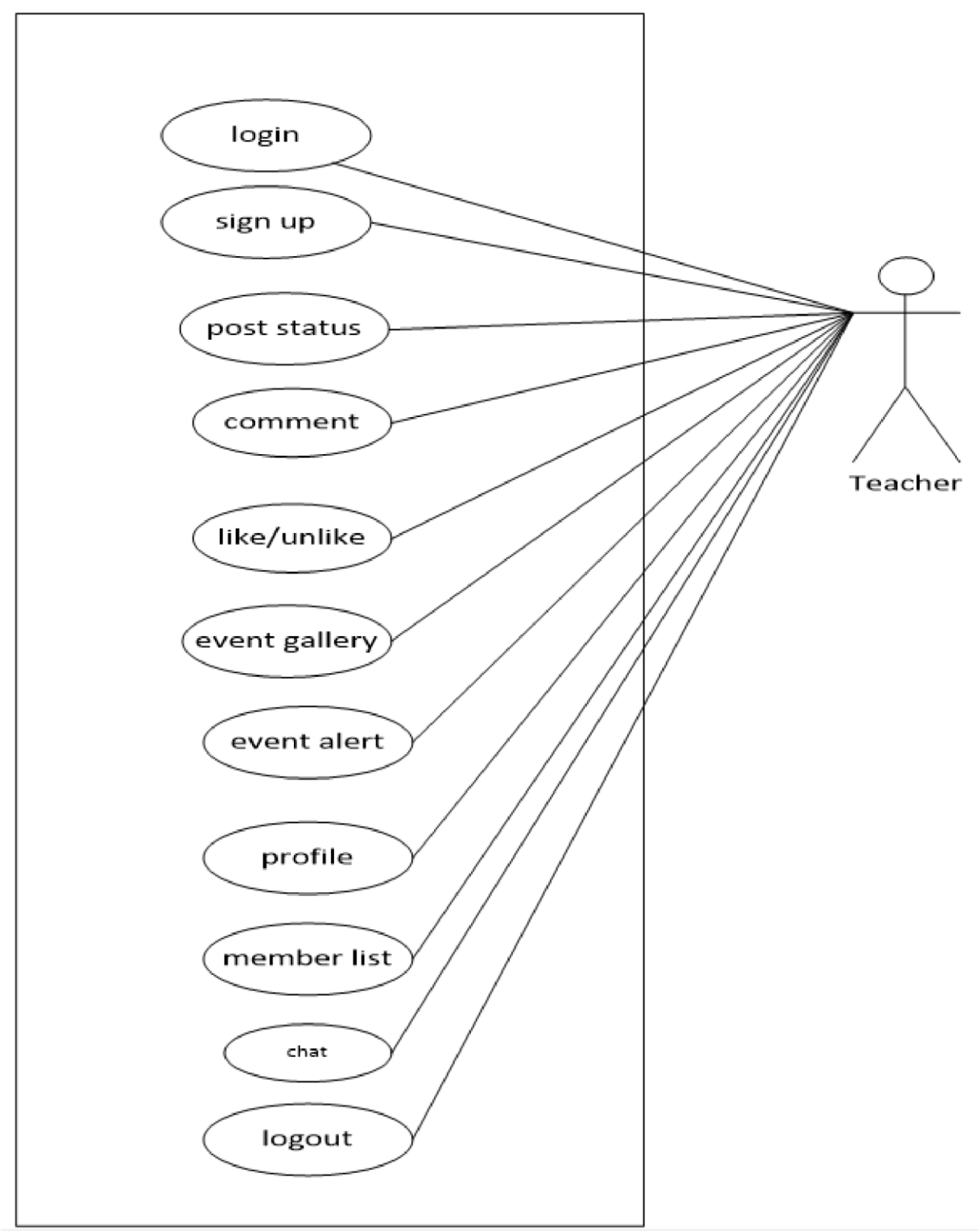


Figure 17: Teacher Use case

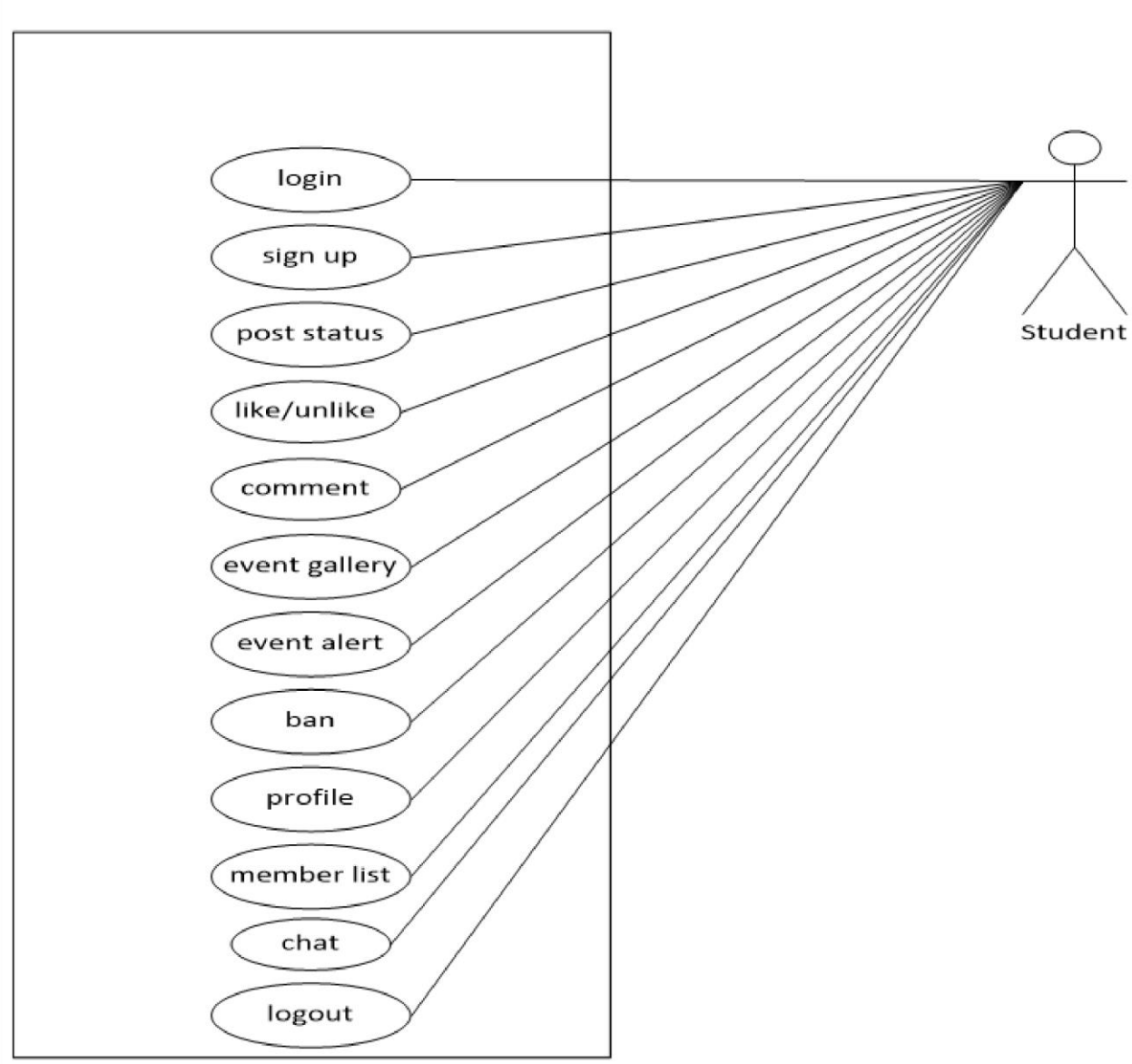


Figure 18: Student Use case

Figure 19: Admin Use case

Figure 20: staff Use case

4.10.1 Use Cases Description

Use case: logout

Summary: After performing different activities the user logout from this network.

Actors: Admin Student, Teacher and Staff.

Pre condition: User must login to an account.

Description: As the user entered to this network he will perform different activities such as online chat with available students, teachers and other staff members. After performing the available facilities the user logout from the network.

Exception: User must login first.

Post condition: The social network waits for the new user.

Figure 21: Description of Use Case logout

Use case: chat

Summary: Chat will exist between teacher, student, staff and admin

Actors: Admin, Student, Teacher and Staff.

Pre condition: User must login to an account.

Description: User can login into the network. Then he can chat with the existing members.

Exception: User must login first.

Post condition: The social network waits for the new user.

Figure 22: Description of Use Case Chat

Use Case: Login

Summary: The user will use user name and password to access the network.

Actor: Student, Teacher, Admin and Staff

Precondition: User can not access the network without logging in.

Description: The website will provide a sign in page, the user will use that page and enter his user name and password. The user name and password will be compared with the database record and then on validation the user will be able to access the network.

Exception: If the user will enter the wrong user name and password. Then invalid user name and password prompt will be displayed and user will not able to access the network.

Post conditions: The network login page is waiting for next user to provide user name and password.

Figure 23: Description of Use Case Login

Use case: Status

Summary: Every user will login UMSIT social network and upload status.

Actors: Admin Student, Teacher and Staff.

Pre condition: User must login to an account.

Description: As the user entered to this network he will go to home page and post a status.

Exception: Empty field will not be allowed.

Post condition: Status field waiting for next status to be posted by user.

Figure 24: Description of Use Case Status

Use case: Profile

Summary: Every user will be able to edit his profile and make changes.

Actors: Admin, Student, Teacher and Staff.

Pre condition: User must login to an account.

Description: As the user entered to this network then he will be able to change his profile picture, name and other information.

Exception: Only longed users are able to edit their profile .

Post condition: Changing will be applied after updating the profile.

Figure 25: Description of Use Case Profile

Use case: Event Gallery

Summary: Every user will login into network and then he can view photo. Admin and staff can upload photo into event gallery.

Actors: Student, Teacher, Admin and Staff

Preconditions: User must login to account.

Description: The user will login after login the user will go to the event gallery and if the user is teacher or student then he can only view the photos in the event gallery. If the user is admin or staff member then he can view and upload photos.

Exception: User should be logged in and have photo to upload.

Post condition: The photo will be uploaded.

Figure 26: Description of Use Case Event Gallery

Use case: Sign Up

Summary: Every user create his account to see detailed information about the UMSIT social network.

Actors: Student, Teacher and Staff.

Pre condition: User can access this network and other detailed information with sign up.

Description: The network start with the sign up page where the user create new account or login from the existing account. Sign up information will compared with the information that is available in the database of this network and maintain by the admin.

Exception: Canceled: If the user presses the cancel button before login the control.

Post condition: Sign up form wait for the next user.

Figure 27: Description of Use Case Sign Up

Use case: Comment

Summary: Every user will login into network and can place a comment on status.

Actors: Student, Teacher, Admin and Staff

Preconditions: User must login to an account.

Description: The user will login then he will go to the status on which he wants to comment and then place a comment.

Exception: A status must require to place comments.

Post condition: A new comment will be inserted.

Figure 28: Description Use Case of Comment

Use case: Like/ Unlike

Summary: Every user will login into network and like or unlike other users status.

Actors: Student, Teacher, Admin and Staff

Preconditions: User must login to account.

Description: The user will login then he can like or unlike the status on home page.

Exception: A status must require to like or unlike.

Post condition: the status will be liked or unliked.

Figure 29: Description of Use Case Like/ Unlike

Use case: member list

Summary: The user who logged in UMSIT social network is able to see different members.

Actors: Admin Student, Teacher and Staff.

Pre condition: User must login to an account.

Description: logged user can search the member who are available in the network and make communication with the active students, teachers and other staff members.

Exception: Only logged users are available for chat.

Post condition: Status field waiting for next status to be posted by user.

Figure 30: Description of Use Case member list

Use case: Event Alert

Summary: User should be logged in to generate an alert.

Actors: Student, Teacher, Admin and Staff

Preconditions: User must login to account.

Description: User should be logged in. If the user is admin or staff member then he can view and generate the alert. If the user is student or teacher can only receive alert on UMSIT social network or through sms alert.

Post conditions: The user will get alert through social network or receive sms.

Figure 31: Description of Use Case event alert

4.11 Sequence Diagrams

Sequence diagrams are used to capture time ordering of message flow in a system. Message from user actions flow towards system and system sends response message back to user.

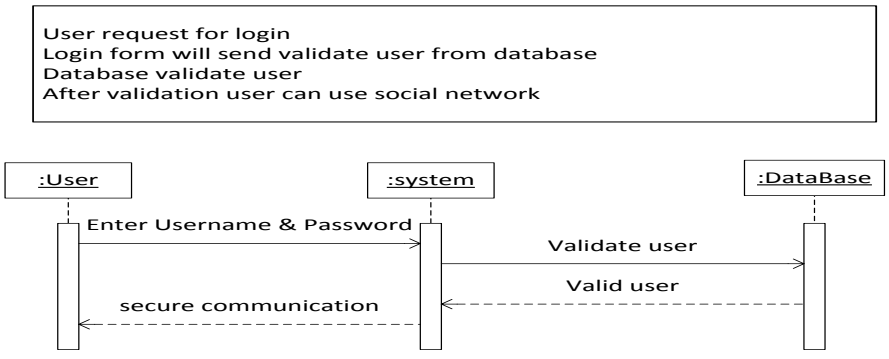


Figure 32: Login Scenario Sequence Diagram

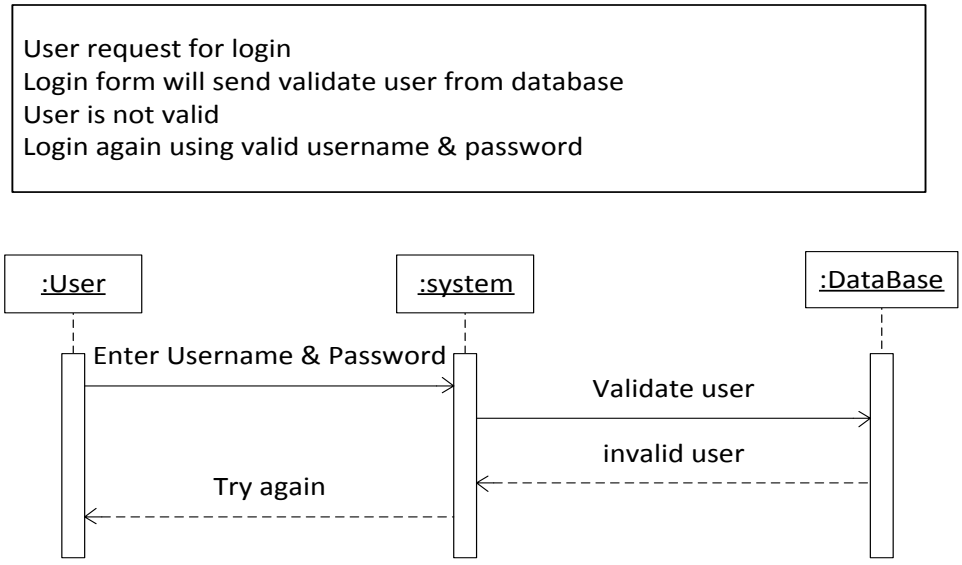


Figure 33: login exception Scenario & Sequence Diagram

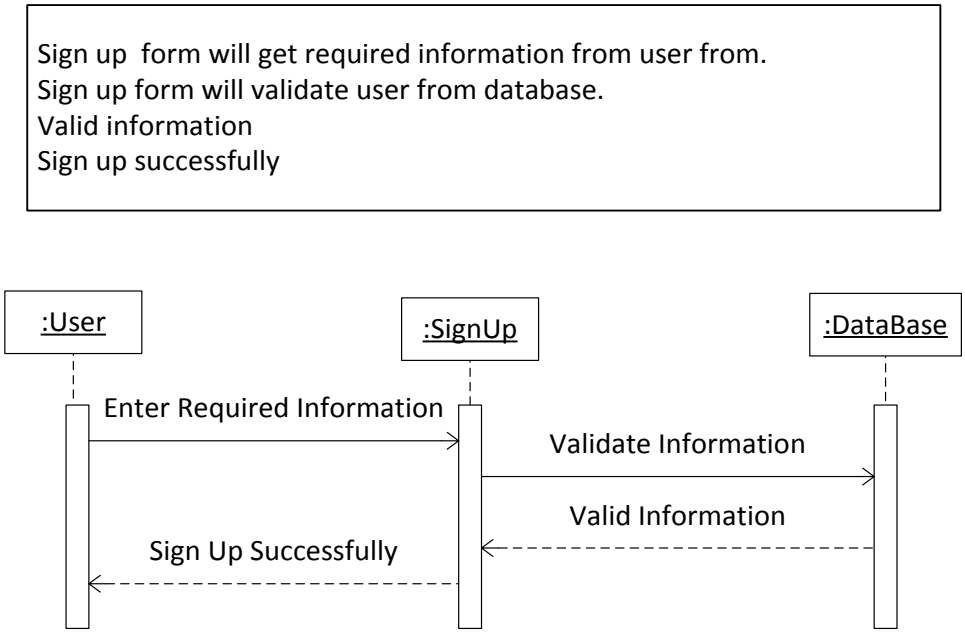


Figure 34: Sign Up Scenario & Sequence Diagram

Sign up form will get required information from user from.
Sign up form will validate user from database.
Invalid information
Sign up Again with valid information

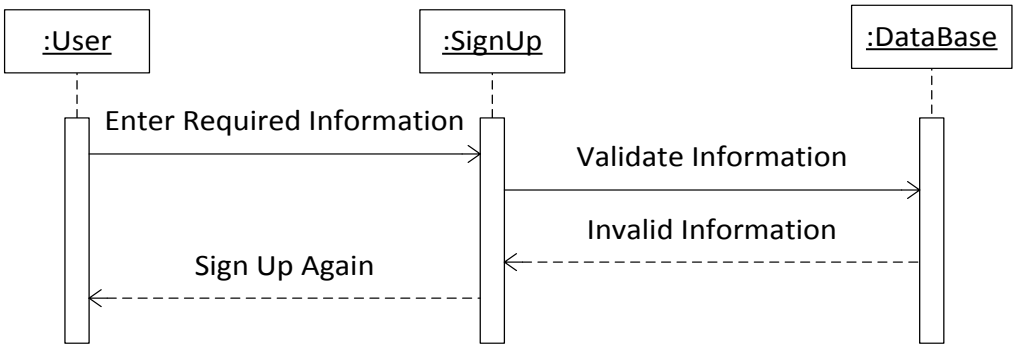


Figure 35: Sign up exception Scenario & Sequence

User Upload status in the social network
Status detail store in database
Status posted Successfully

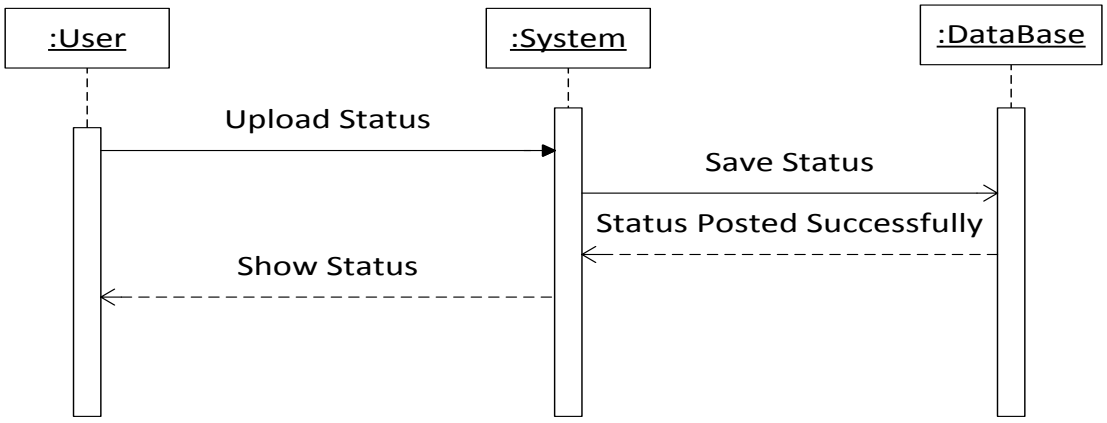


Figure 36: Status Upload Scenario & Sequence Diagram

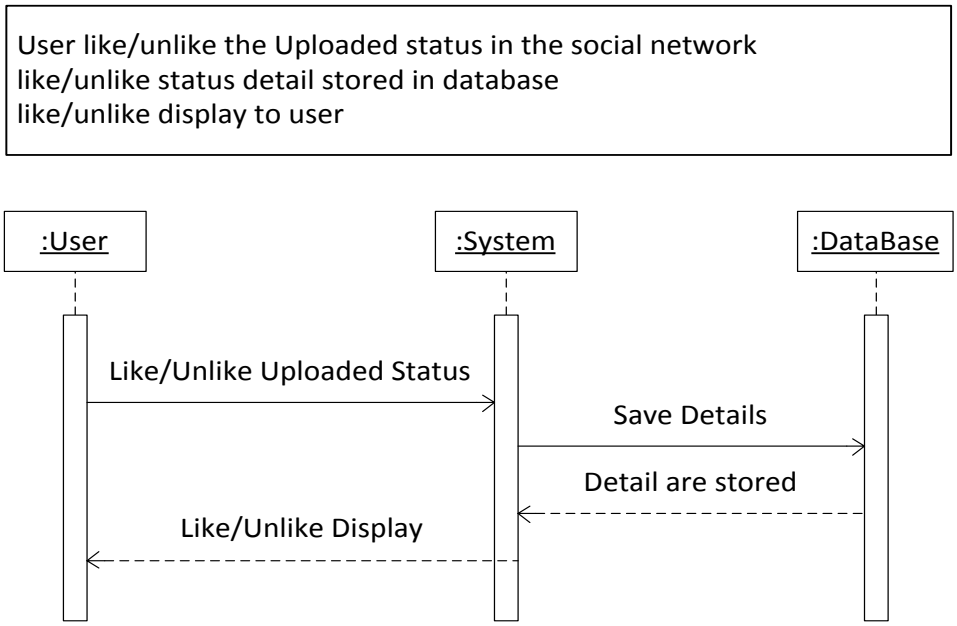


Figure 37: like/unlike Scenario & Sequence Diagram

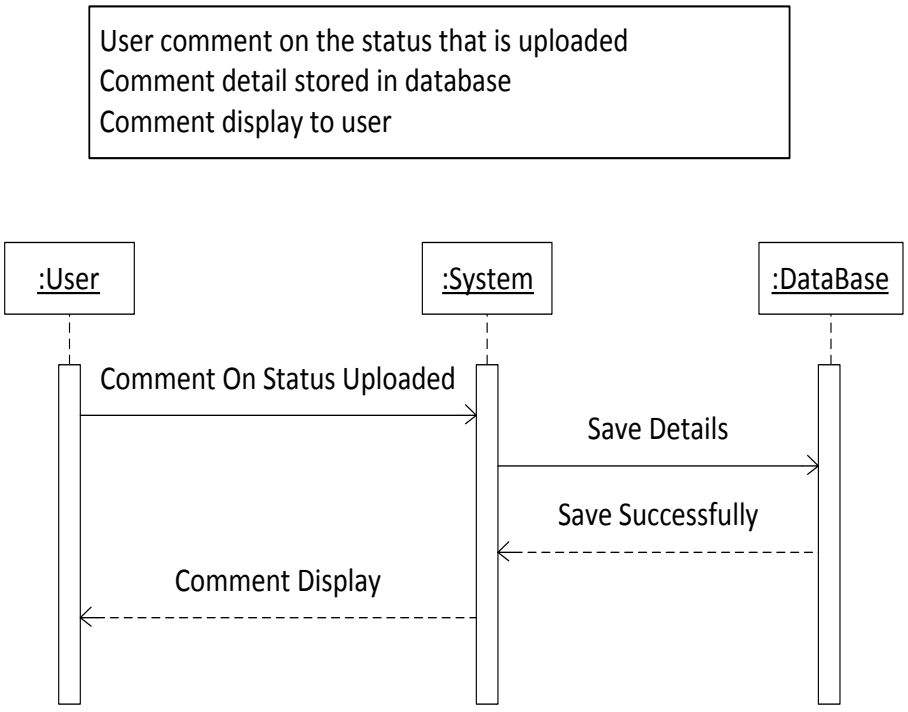


Figure 38: Comment on status Scenario & Sequence Diagram

Admin or staff request to post event Pictures.
Event form pictures details will be saved into database.
Show pictures in the social network from database.

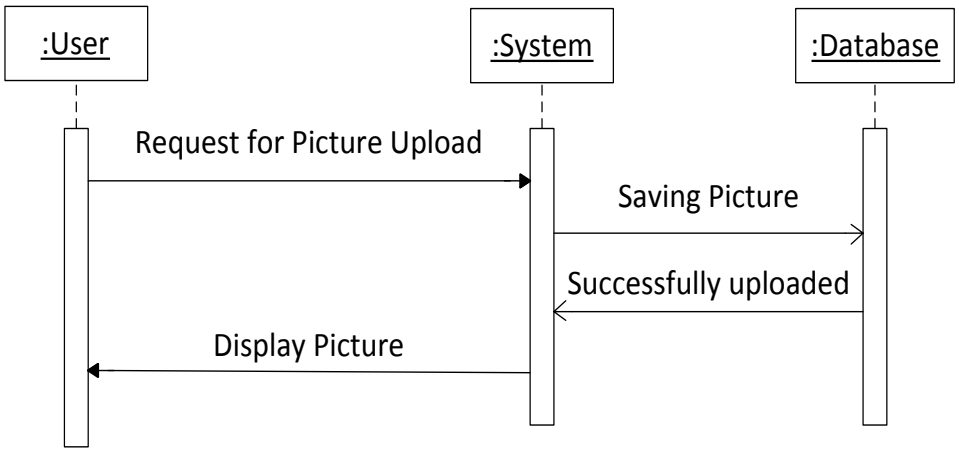


Figure 39:Event Gallery Scenario & Sequence Diagram

Admin request to check the detail of user.
Admin ban the user.
Database provide a message of user is banned to admin.

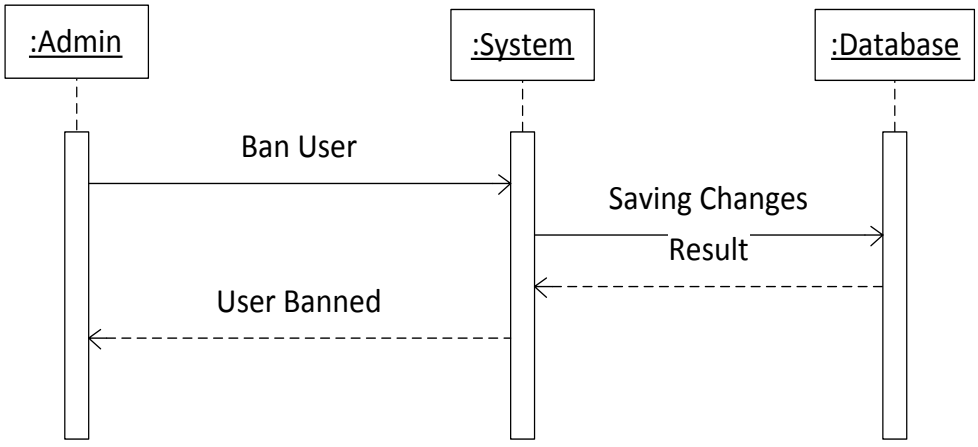


Figure 40: BAN Scenario & Sequence Diagram

User send request to update the profile.
System request to save updation in database.
Database update the profile
User see updated profile.

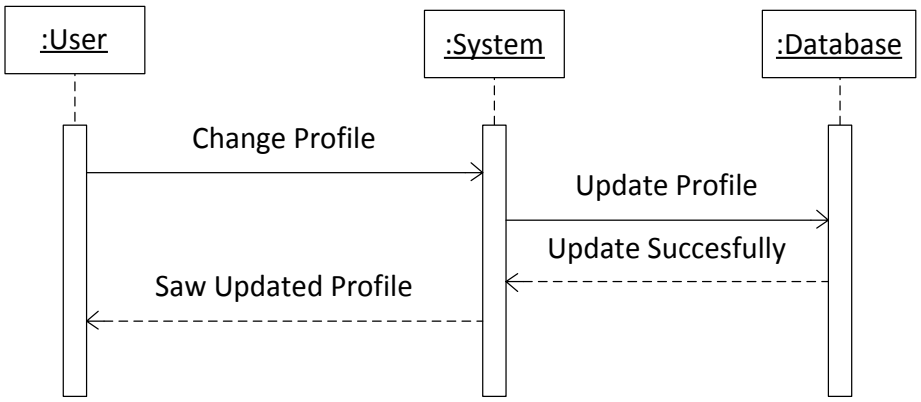


Figure 41: Profile Update Scenario & Sequence Diagram

User will start conversation
System will create conversation
System request to save updation in database.
After conversation creation user will send message
System will save the message into database
System will Show the message

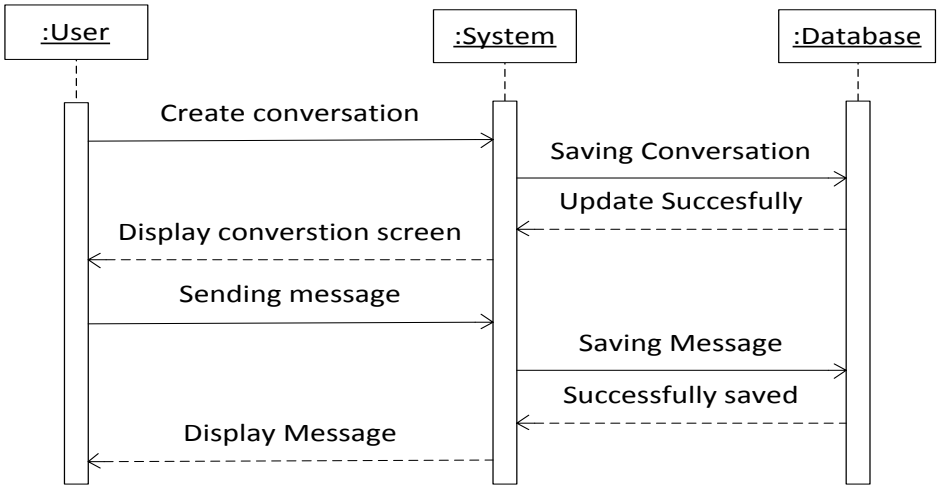


Figure 42: Chat Scenario & Sequence Diagram

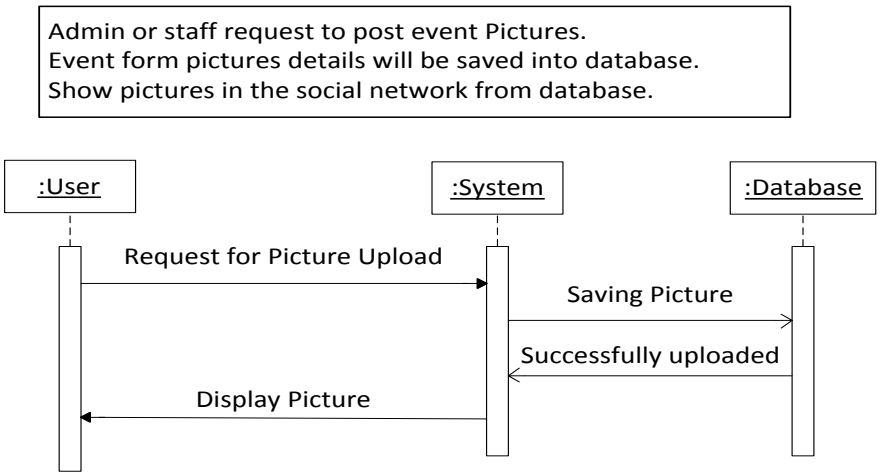


Figure 43: Picture Upload Scenario & Sequence Diagram

4.12 Activity Diagram

Activity diagrams represent workflows in an graphical way.

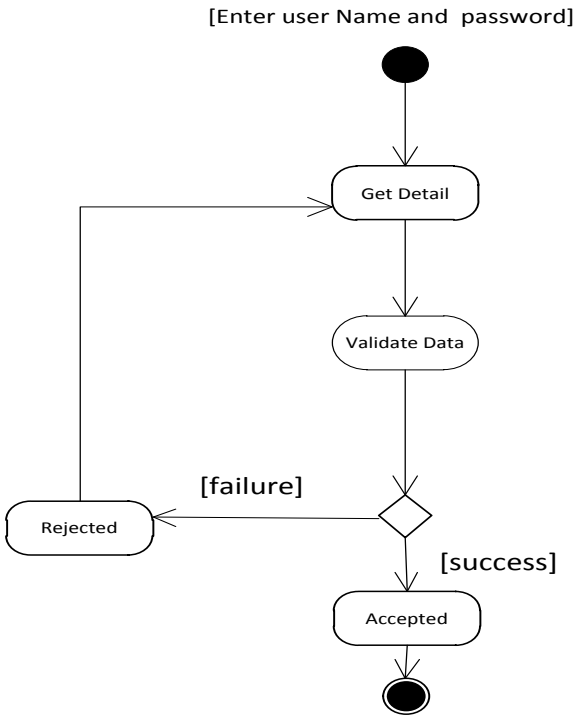


Figure 44: Activity Diagram for Login

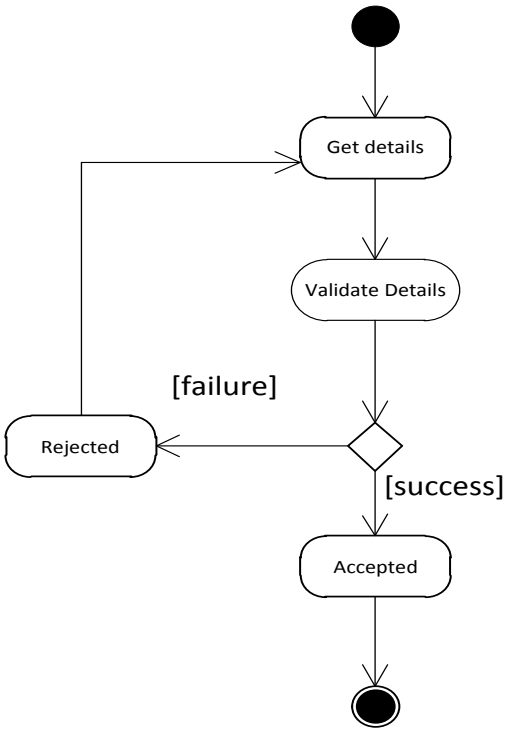


Figure 45: Activity Diagram for Member Registration

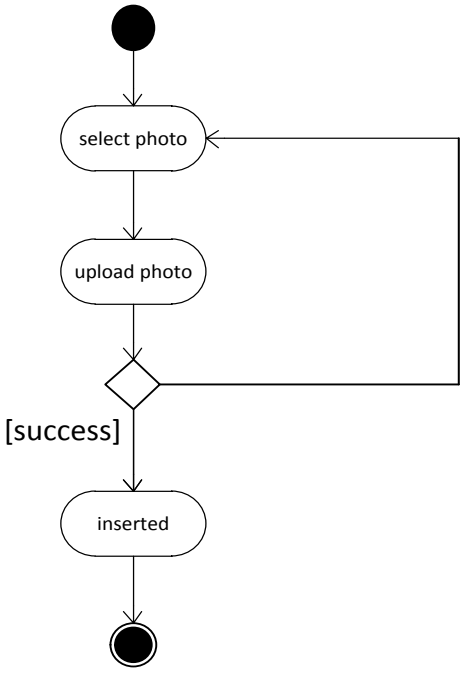


Figure 46: Activity Diagram for Upload Profile Picture

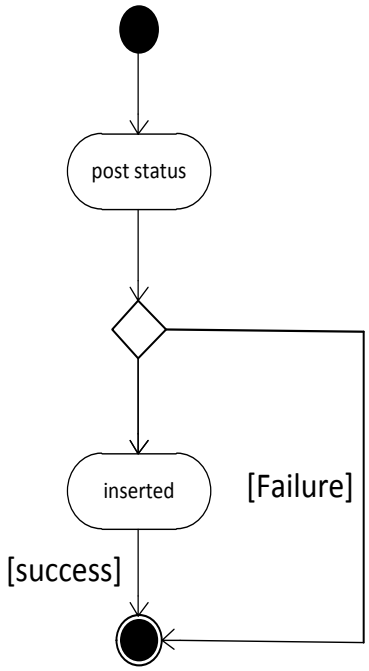


Figure 47: Activity Diagram for Status Post

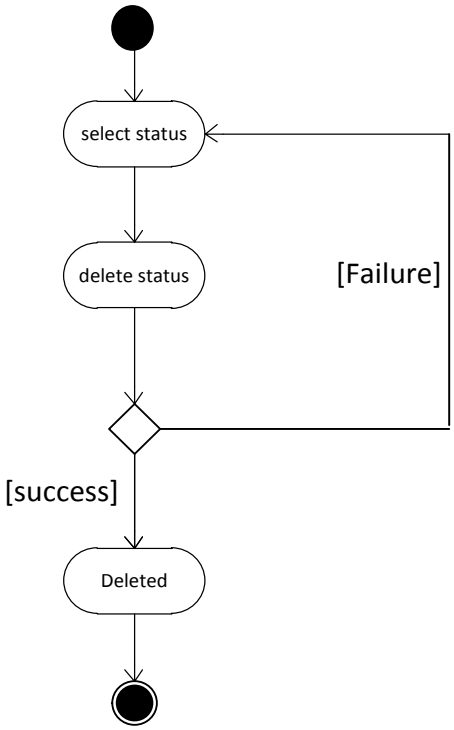


Figure 48: Activity Diagram for delete status

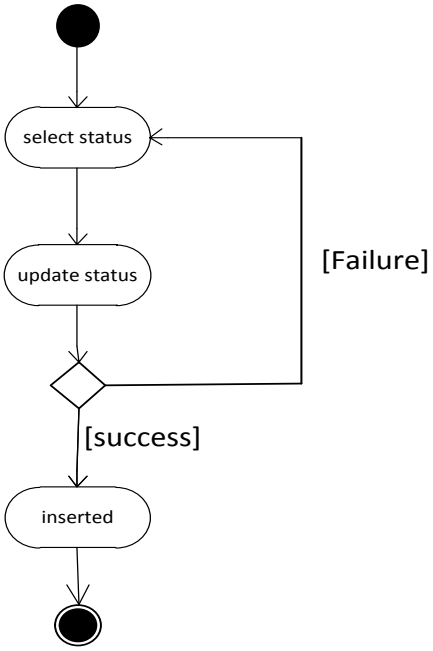


Figure 49: Activity Diagram for Status update

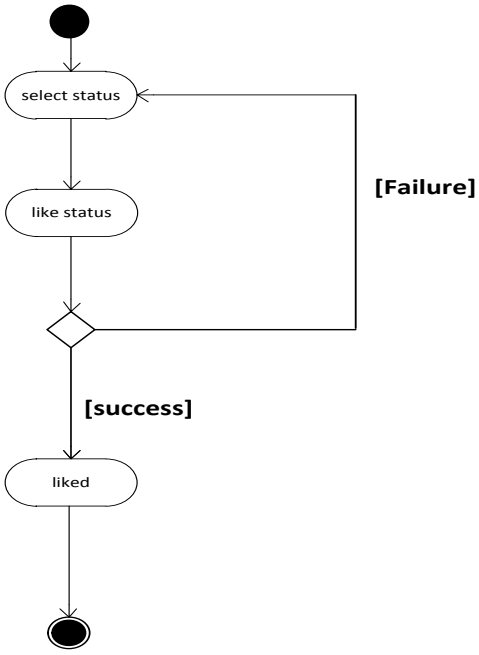


Figure 50: Activity Diagram for like status

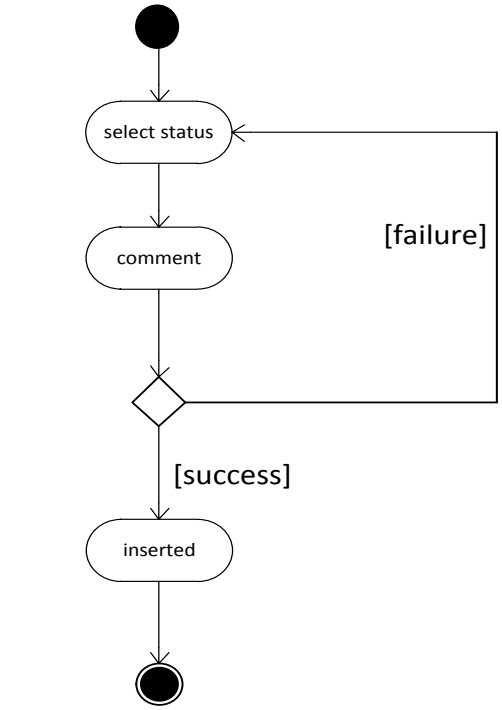


Figure 51: Activity Diagram for Comment Status

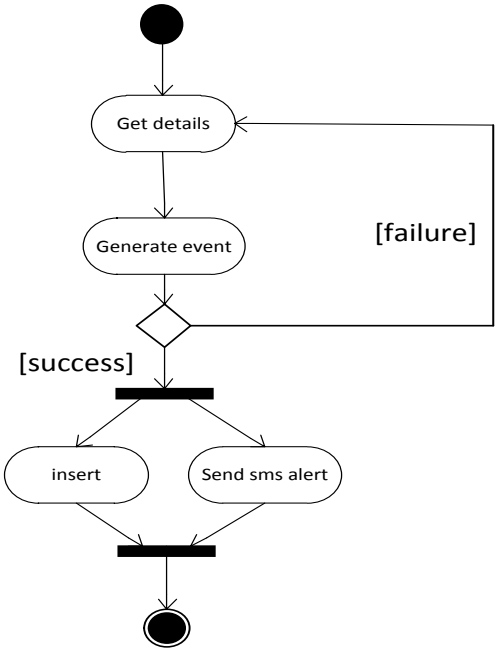


Figure 52: Activity Diagram for Event Alert

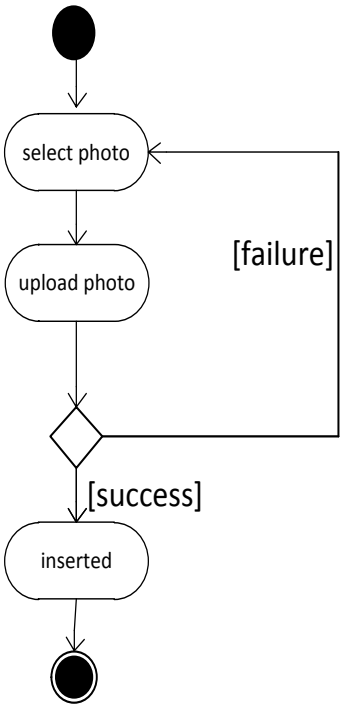


Figure 53: Activity Diagram for Event Gallery Photo upload

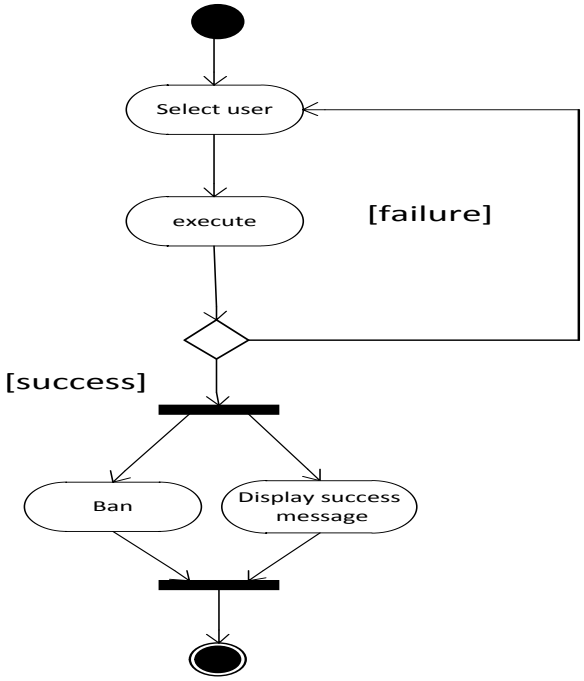


Figure 54: Activity Diagram for User Ban

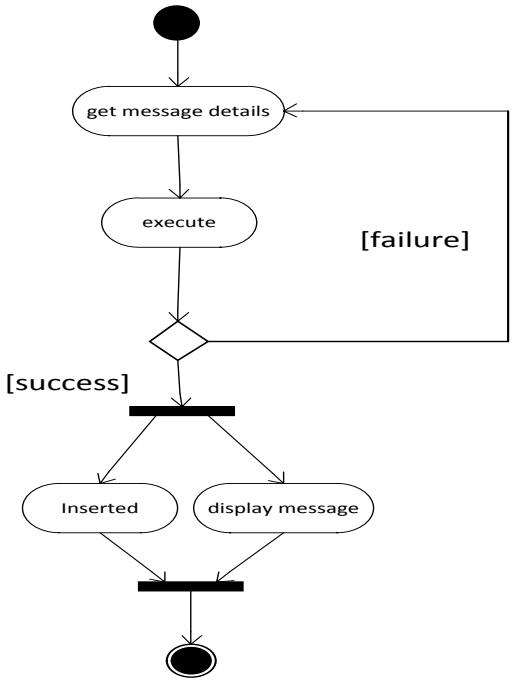


Figure 55: Activity Diagram for Message

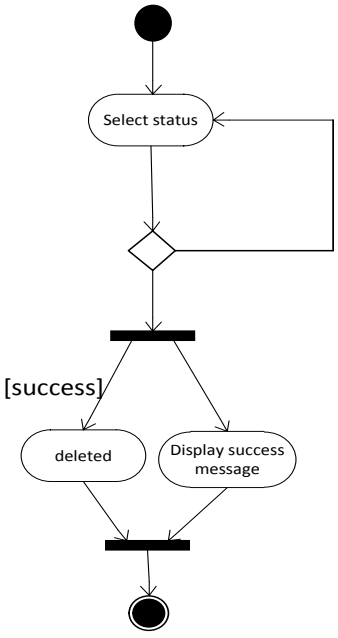


Figure 56: Activity Diagram for delete Status

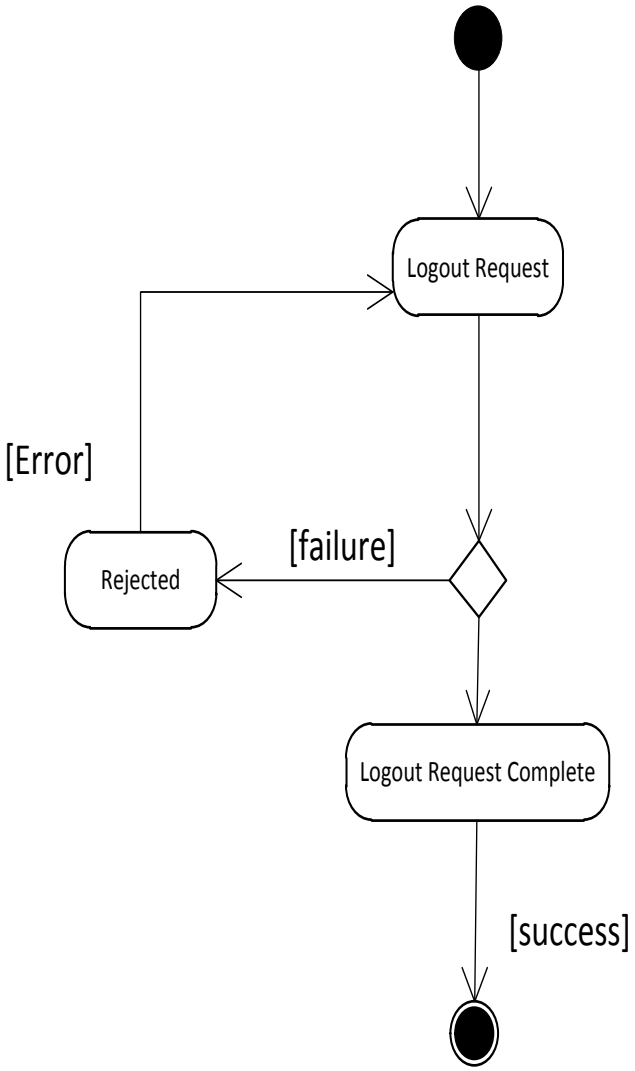


Figure 57: Activity Diagram for logout

Chapter 5

5. IMPLEMENTATION

This chapter consist of coding behind main functions of MUST social network.

5.1 Member Login and sign-up:

When a member will login to the network he will be provided with login page and after login he will redirect to his related page according to his position. Following is the coding of front interface of this page:

```
<!doctype html>
<?php
<html>
<head>
<title>MUST Social Network</title>
<meta charset="utf-8">
<title>MUST social network</title>
</head>
<body>
   <div id="head"><div id="left">
         <span id="logo"><img src="img/logo.png" height="90px" width="90px" id="img"></span>
         <span id="heading">MUST Social Network</span></div>
      <div id="right">
       <form action="chat/member.php" method="post">
            <table>
               <tr><td>User name</td><td>password</td></tr>
               <tr><td><input type="text" name="user"></input></td>
                  <td><input type="password" name="pwd"></input></td>
                  <td colspan="1">
                     <input type="submit" value="login" name="submit"></input></td>< tr>
                       <td id="forget" role="button" style="color:white;">Forget password?</td>
                  </tr></tr></table></form></div></div>
   <div id=main style="height:;">
      <div id="lmain" style="height:650px;">
```

```
        <img src="img/social-networking.jpg" width="1000" height="650px" id="mainimg"/>
</div>
  <div id="rmain" style="height:650px;">
     <h1>Sign Up</h1>
      <form action="chat/member.php" method="post">
        <table id="rmain1">
          <tr><td><input type="text" name=fname id="input" placeholder=" Enter First Name" required></td></tr>
           <tr><td><input type="text" name=lname id="input" placeholder=" Enter Last Name" required></td></tr>
             <tr><td><input type="text" name=email id="input" placeholder=" Enter Email Address" required></td></tr>
              <tr><td><input type="text" name=phone id="input" placeholder="Enter Mobile Number" required></td></tr>
                <tr><td><input type="text" name=pwd id="input" placeholder=" Enter Password" required></td></tr>
                 <tr><td><input type="text" name=rpwd id="input" placeholder=" Re-Enter Password" required></td></tr>
      <tr><td><input type="text" name=city id="input" placeholder=" Enter City Name" required></td></tr>
       <tr><td> <select name="department" style="width:200px; text-align:center; " id="input" required>
                 <option selected disabled>select department</option>
                    <option value="BSSE">BSSE</option>
                    <option value="Banking">Banking</option>
                    <option value="Business">Business</option>
                    <option value="Math">Math</option>
                </select></td></tr>
        <tr><td><select name="position" style="width:200px; text-align:center; " id="input" required>
                 <option selected disabled>select Your Position</option>
                 <option value="Student">Student</option>
                <option value="Teacher">Teacher</option>
```

```
<option value="Staff">Staff</option></select></td></tr>

<tr><td><input type="text" name=session id="input" placeholder=" Enter Your Session" required></td></tr>

<tr><td> <select name="question" style="width:200px; text-align:center; " id="input" required>

<option selected disabled>select security question</option>

<option value="Place of Birth?">Place of Birth?</option>

<option value="Favourite Movie">Favourite Movie?</option>

<option value="Favourite Place?">Favourite Place?</option>

<option value="First Pet Name?">First Pet Name?</option></select></td>

<tr><td><input type="date" name=dob id="input" placeholder="eg: 17/03/1990"></td></tr>

<tr><td>Gender</td></tr>

<tr><td>   Male<input type="radio" name=gender value="male" id="gender" required></td></tr>

<tr><td>   Female<input type="radio" name=gender value="female" id="gender" required></td></tr>

<tr><td><input type="submit" value="Sign Up" id="button" name="signup"></td></tr>

</table></form> </div>

<div style="height:650px; float:right; margin-right:70px; margin-top:20px; display:none;" id="forgetForm">

<table><form action="chat/member.php" method="post">

<tr><td><input type='number' name="cnic" placeholder="Enter CNIC" id="input" > </td></tr>

<tr> <td><select name="question" style="width:200px; text-align:center; " id="input" required>

<option selected disabled>select security question</option>

<option value="Place of Birth?">Place of Birth?</option>

<option value="Favourite Movie">Favourite Movie?</option>

<option value="Favourite Place?">Favourite Place?</option>

<option value="First Pet Name?">First Pet Name?</option></select></td></tr>
```

```
<tr><td><input type="text" name="answer" placeholder="Enter your answer" id="input">
</td></tr>
<tr><td><input type="password" name="password" placeholder="Enter new Password" id="input"></td></tr>
<tr><td><input type="submit" name="updPwdF" value="Change Password" class="btn btn-success" style="margin-top:5px;"> <tr><td></form></table></div></div>
</body>
<div class="text-center" style=" background:#555555; height:50px;float:left; color:white;">
<br> <p>MUST social Network © 2017</p>
</div>
</html>
```

5.2 Member.php

```
function login()
{
        session_start();
        $user=$_POST['user'];
        $pwd=$_POST['pwd'];
        include 'db.php';
    $q8="select * from member where email='$user' AND password='$pwd' AND ban='0'";
        $result3=mysqli_query($con,$q8);
        while($row1=mysqli_fetch_array($result3))
        {$id=$row1['id'];
        $name=$row1['firstName'].' '.$row1['lastName'];
        $position=$row1['position']; }
         if (mysqli_num_rows($result3)==null)
         {header("location:../login.php?msg=1");}
    else{
        $_SESSION["myName"]=$name;
```

```
                $_SESSION["myUserName"]=$_POST['user'];
                $_SESSION["pwd"]=$_POST['pwd'];
                $_SESSION["myId"]=$id;
                $_SESSION["position"]=$position;
                header("location:../index.php");}
}
function signup()
{
include 'db.php';
$firstName=$_POST['fname'];
$lastName=$_POST['lname'];
$email=$_POST['email'];
$phone=$_POST['phone'];
$password=$_POST['pwd'];
$lastseen=0;
$cnic=$_POST['cnic'];
$dob=$_POST['dob'];
$gender=$_POST['gender'];
$position=$_POST['position'];
$ban=0;
$city=$_POST['city'];
$session=$_POST['session'];
$department=$_POST['department'];
$question=$_POST['question'];
$answer=$_POST['answer'];
$updU="update member set firstName='$firstName', lastName='$lastName', phone='$phone',
password='$password', lastseen='$lastseen', dob='$dob', gender='$gender', ban='$ban',
department='$department', city='$city', securityQuestion='$question', answer='$answer' WHERE
cnic='$cnic' AND password=0";
        $updUrun=mysqli_query($con,$updU);
        if($updUrun)
```

```
{header("location:../login.php?success");}
else
{header("location:../login.php?fail");}
}
```

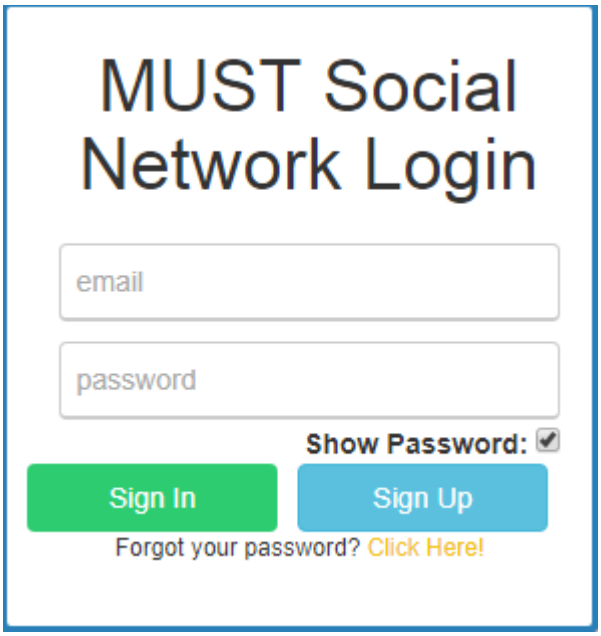


Figure: 58 Login.php

5.3 Members panel:

After login every member is directed to index page where related panel is displayed according to position.

5.3.1 Coding of index page:

```
<?php
if ($_SESSION["myUserName"]==" AND $_SESSION["pwd"]==") {
  {header("location:login.php");}}
<!DOCTYPE html>
<html lang="en">
```

```
<head>
  <?php  include 'chat/title.php';?>
  <link rel="stylesheet" href="chat/stylesheet/bootstrap.min.css">
  <script src="chat/javascript/jquery.min.js"></script>
    <?php include 'chat/db.php'; ?>
</head>
<body >
<div class="container-fluid text-center">
<div class="row content" id="header">
    <?php
          include "chat/header.php";
          include 'chat/status.php';
          include 'chat/like.php';
          include 'chat/comment.php';
          include 'chat/member.php';    ?>
</div></div>
<nav class="navbar navbar-inverse">
  <div class="container-fluid">
    <div class="navbar-header"> <button type="button" class="navbar-toggle" data-
toggle="collapse" data-target="#myNavbar">
       <span class="icon-bar"></span> <span class="icon-bar"></span><span class="icon-
bar"></span>
     </button></div>
    <div class="collapse navbar-collapse" id="myNavbar">
      <ul class="nav navbar-nav">
        <li class="active"><a href="#">Home</a></li>
        <li><a href=chat/timeline.php?profile=1&id=<?php echo $myId; ?>>My profile</a></li>
        <li><a href="chat/chatEdit.php?name="&msgEdit=2&sid="">Message</a></li>
        <li><a href="chat/eventGallery.php?view=all">Event Gallery</a></li>
        <li><a href="chat/eventAlert.php">Event Alert</a></li>
```

```
<?php
    if($_SESSION['position']=='Admin') { ?>
<li><a href="chat/userAddBlock.php?add=1">Add User</a></li>
<li><a href="chat/userAddBlock.php?block=1">Block user</a></li>
<?php  } ?>
</ul>
<ul class="nav navbar-nav navbar-right">
<li style=" background:url(img/msg.ico) no-repeat center; height:40px; width:40px; " id="msgnoti">
    <span style=" margin-left:12px; ">
<?php
 $count="select status from message where recieverId='$myId' AND status=1";
$countRun=mysqli_query($con, $count);
echo "<font color='red'>".mysqli_num_rows($countRun)."</font>";?>
</span> </li>
  <div id="newMsg" style="display:none; z-index:999999; height:px; width:340px; ;">
<?php $memberObj->showMember('*'); ?>
<script type="text/javascript">
$('#msgnoti').click(function(){
$('#newMsg').slideToggle("slow");
});
$('.hidenew').click(function(){
$('#newMsg').hide(); });
</script>  </div>
<li><a href="chat/logout.php"><span class="glyphicon glyphicon-log-in"></span> Logout</a></li>
</ul></div>  </div></nav>
<div class="container-fluid text-center">
<div class="row content" id="first">
<div class="col-sm-2 sidenav" style="background:#E8E6E6; border-right:1px solid #CCC8C8">
```

```
<ul class="nav" style="margin-left:0; text-align:left; background:#FCFCFC;">
      <li class="active"><a href="index.php">Home</a></li>
      <li><a href=chat/timeline.php?profile=1&id=<?php echo $myId; ?>>My profile</a></li>
      <li><a href="chat/chatEdit.php?name="&msgEdit=2&sid="">Message</a></li>
      <li><a href="chat/eventGallery.php?view=all">Event Gallery</a></li>
      <li><a href="chat/eventAlert.php">Event Alert</a></li>
  </ul></div>
   <div class="col-sm-7 text-left" style="background:#F7F5F5; border-right:1px solid #CCC8C8" id="centerDiv">
        <div class="form-group">
              <form action="chat/status.php" method="post" role="form">
            <input name="status" type="text" required="required" class="form-control" id="status" placeholder=" What's on your mind?" maxlength="255"/>
            <input type="submit" name="statusInsert" value="Post Status" class="btn btn-default" style="margin-top: 5px;" />
             <input type="hidden" name="indexDel" value="1"></input></form>
   <div id="statusbox" style="height:580px;" >
<div id="statuses"  style="overflow-y:scroll; overflow:hidden;">
        <?php
        $q3="select * from status ORDER BY id DESC";
        $result=mysqli_query($con,$q3);
        while($row=mysqli_fetch_array($result))
        { ?>
        <table style="background:white; box-shadow:5px 5px 5px rgba(197,190,191,1.00); margin-bottom:15px; border:1px solid #C4C4C4; " class="col-md-12"  >
            <tr > <td style="color:#338dcc; font-weight:bold; padding-top:10px;">
        <?php   $status_posterid=$row['statusPosterId'];
            $status_poster=$row['posterName'];
            $status_date=$row['date'];
            $status=$row['status'];
            $statusId=$row['id'];
```

```
$statusObj->statusShow($status_posterid,$status_poster,$status_date,$status,$statusId); ?>

<table class="statusTable" id="navDown<?php echo $statusId; ?>" border="1px" style="
width="100px" align="right" >

<tr style="height:25px;" align="center"  ><td>

<form action="chat/status.php" method="post" style="padding-left:-10px;">

<input  type="hidden" name="statusId" value="<?php echo $statusId; ?>">

<input type="submit" name="statusDel" value="delete" style="border:0px;
background:#f7f5f5; font-weight:normal; color:#338dcc;"  id="btnDel2">

</form></td></tr>

<tr id="editBtn<?php echo $statusId; ?>" style="height:25px; font-weight:normal;"
align="center"><td>

<a role="button" class="btnEdit" id="<?php echo $statusId; ?>" style="margin-
left:-12px; text-decoration:none;"> edit </a>

</td></tr></table>

</td></tr>

<tr><td id="td3" >

<span id="statustext3">

<input type="hidden" value="<?php echo $row['id']; ?>" name="statusId" >

<input type="hidden" value="<?php echo $myId; ?>" name="likerId" id="likerId<?php
echo $row['id']; ?>">

<input type="hidden" value="<?php echo $_SESSION["myName"]; ?>"
name="likerName" id="likerName<?php echo $row['id']; ?>">

<div style="float:left">

<span id="like<?php echo $row['id']; ?>" style="float:left">

    <input type="submit" name="like" class="btnlike" id="<?php echo
$row['id']; ?>" value="like" /><br>

</span></div>

<span id="unlike<?php echo $row['id']; ?>" style="float:left; display:none; margin-
left:17px;">


<input type="submit" name="unlike" id="<?php echo $row['id']; ?>" value="like" /> </span>

<div style="margin-top:-19px;">

<div id="commentShow<?php echo $row['id']; ?>" > </div>
```

```
<div class="col-md-12" style="margin-top:5px;">

<input type="hidden" value="<?php echo $_SESSION["myName"]; ?>"
name="commenterName" id="commenterName<?php echo $row['id']; ?>" >

<input type="text" name="comment" id="commentBox<?php echo $row['id']; ?>"/>

<input type="submit" onClick="commentInsert(<?php echo $row['id'];?>)"
name="btnComment" class="btnComment btn btn-default" id="cmt<?php echo $row['id']; ?>"
value="Comment"/>

</div>

<div id="Comment<?php echo $row['id']; ?>" style="margin-top:-10px;">

<?php $comObj->commentShow($row['id']);?>

</div> </div></span>

</td></tr></table>

<?php } ?> </div>

</div> </div>

<div class="col-sm-3 sidenav" id="middle" style="background:#E8E6E6;">

<div id="chatwin" >

<div style="background:blue; width:305px; float:left;">

<span style=" float:right; margin-right:5px;" id="closeChatwin">

<a role="button" style="color:Red">X</a>

</span> </div>

<div class="" id="showMsg" style="width:320px; > </div>

<div style="width:300px; ">

<textarea type=text name="msgs" onkeyup="check(event, this)" cols="40" rows="5"
required style="height:40px;"></textarea>

<button name="insert" onClick="insertd >Send</button></div></div>

<div style="background:#d9534f; padding:8px 10px"> Members </div>

<div id="member" class="row" style=" height:670px; overflow:hidden; overflow-y:scroll;">

<div style="border-bottom:4px solid white; width:100%" id="admin "> Admin </div>

<div style="display:none;"> <?php $memberObj->showMember("Admin"); ?> </div>

<div id="staff" style="border-bottom:4px solid white; width:100%"> Staff </div>

<div id="staffList" style="display:none;">
```

```
            <?php  $memberObj->showMember("Staff");?>  </div>
  <div id="teacher" style=" border-bottom:4px solid white; width:100%" " > Teacher</div>
            <div id="teacherList" style="display:none">
             <?php  $memberObj->showMember("Teacher"); ?>
            </div>
   <div style=" width:100%" id="student" class="btn btn-warning">  Student  </div>
     <div id="studentList" style="display:none">  <?php $memberObj-
>showMember("Student");?> </div>
       </table>
</div> </div></div>
<footer class="container-fluid text-center">
  <p>MUST social Network © 2017</p>
</footer>
</body>
</html>
```

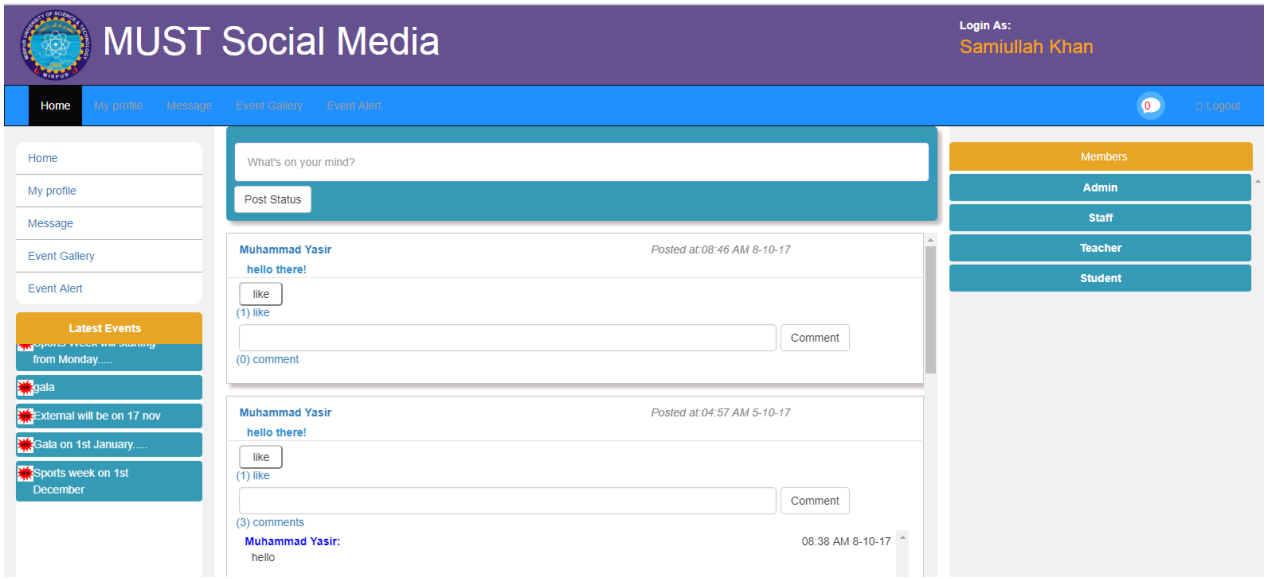


Figure: 59 Teacher, Staff & Student Panel

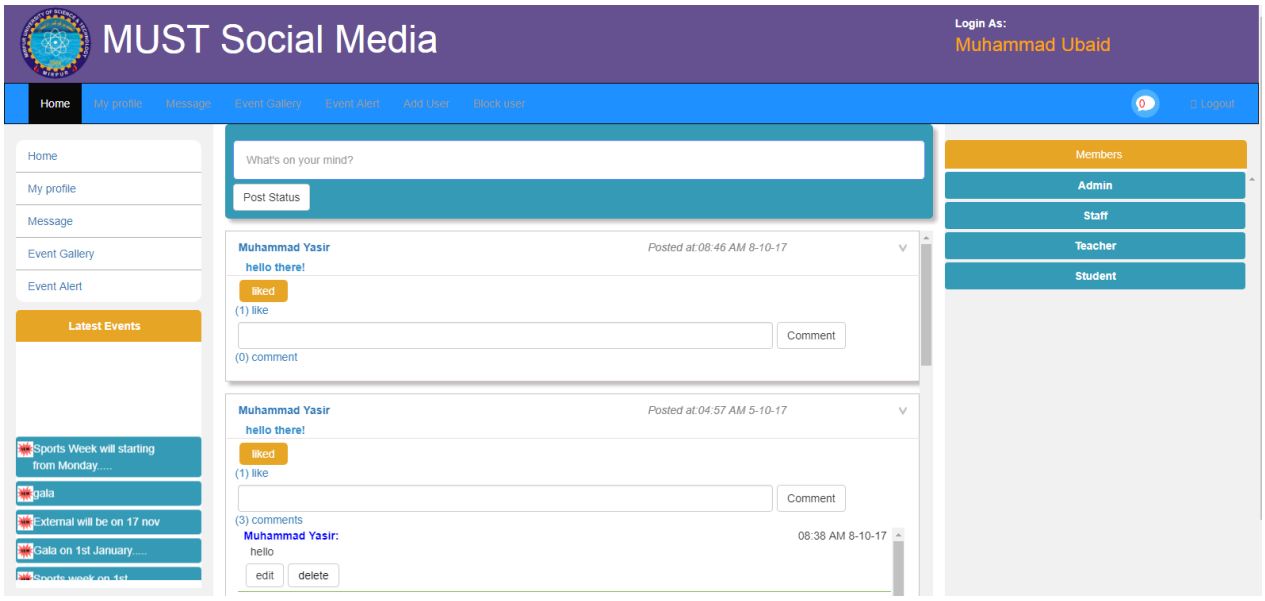


Figure: 60 Admin panel

5.4 My Profile:

```
function viewProfile($id)
{
        include 'db.php';
        $p="select * from member where id='$id'";
        $prun=mysqli_query($con, $p);
        $pResult=mysqli_fetch_array($prun);          ?>
<?php if($_SESSION['myId']==$id)  { ?>
   <button id="editBtn" > Edit Profile </button>
    <button id="PwdChg"> Change password </button>
        $myId=$_SESSION['myId'];?>
<form action="member.php" method="post">
   <table id="view">
        <tr> <td style="width:30%"> First Name </td>
        <td> <?php echo $pResult['firstName']; ?> </td> </tr>
      <tr><td> Last Name </td>
```

```
        <td> <?php echo $pResult['lastName']; ?>  </td> <tr>
      <tr><td>Email</td>
        <td><?php echo $pResult['email']; ?> </td></tr>
       <tr><td>Date of Birth </td>
        <td> <?php echo $pResult['dob']; ?> </td></tr>
     <?php  if($_SESSION['myId']==$pResult['id'])  { ?>
       <tr><td> Phone #</td>
        <td><?php echo $pResult['phone']; ?> </td></tr>
     <?php } ?>
        <tr><td> Gender </td> <td><?php echo $pResult['gender']; ?></td> </tr>
   <tr><td> Position </td> <td> php echo $pResult['position']; ?> </td></tr>
   <tr><td>Department </td><td><?php echo $pResult['department']; ?></td> </tr>
 <tr><td> City </td><td> <?php echo $pResult['city']; ?>  </td></tr>
  <tr><td> Session </td><td> <?php echo $pResult['session']; ?> </td>
</tr>
</table?
   <?php } ?>
```

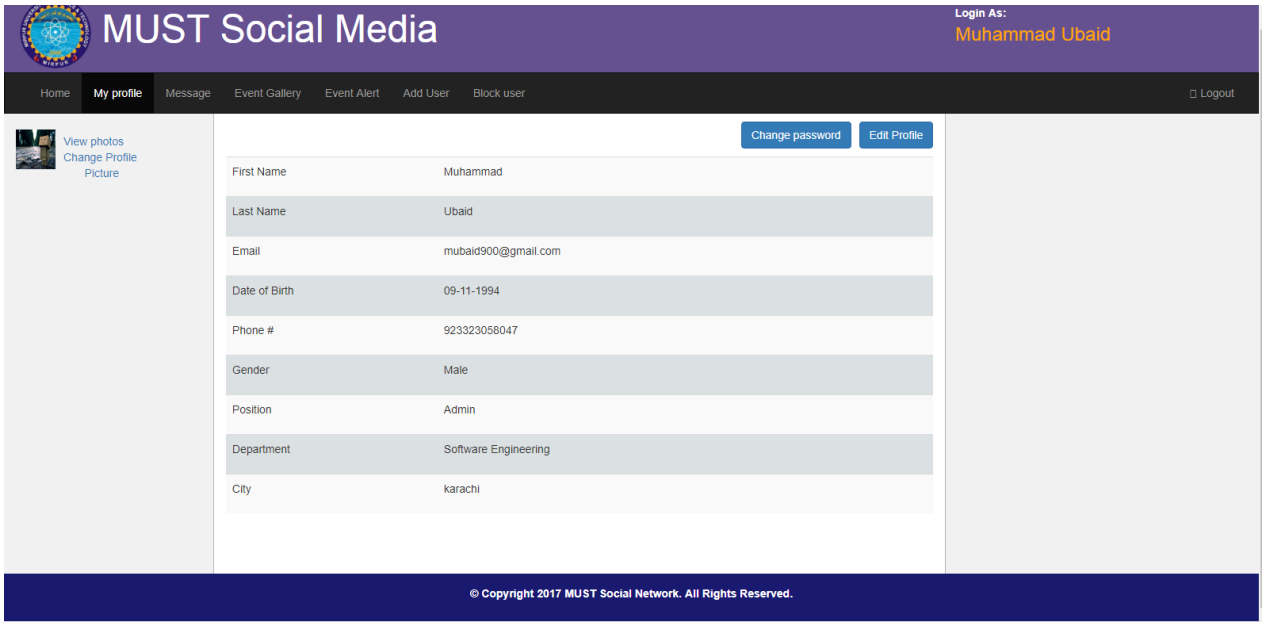


Figure 61: Profile.php

5.5 Event Gallery:

```
function photoShow()
{
include 'db.php';
 if(isset($_GET['p']))
 { $page=$_GET['p']; $page=($page*12)-12; }
          else{ $page=0;          }
          $photo="select * from eventgallery ORDER BY id DESC limit $page,12;";
          $photoRun=mysqli_query($con, $photo);
          while($photos=mysqli_fetch_array($photoRun))
          { $name=$photos['photoName']; $photoId=$photos['id']; $date=$photos['date']; ?>
   <div style=" width:170px; background:#FCF9F9; box-shadow:5px 5px 5px #ADADAD;">
      <span style="float:left; margin-left:5px; margin-top:5px; margin-bottom:5px;">
      <img src="eventGallery/<?php echo $name; ?>" height="160px" width="160px"
onClick=zoom('eventGallery/<?php echo $name; ?>',400,500); role="button">
          </span>
       <span > uploaded at:<?php echo $date; ?> </span>
       <?php  if($_SESSION['position']=='Admin' OR $_SESSION['position']=='Staff') { ?>
       <span style=" margin-left:50px; float:left; margin-top:5px; margin-bottom:5px;">
          <form action="eventGalleryClass.php" method="post">
          <input type="hidden" name="photoId" value="<?php echo $photoId; ?>">
          <input type="hidden" name="photoName" value="<?php echo $name; ?>">
          <input type="submit" value="delete" name="deletePhoto" class="btn btn-default">
       </form>
          </span>
      <?php } ?>
```

```
</div>
  <?php }   } } ?>
```

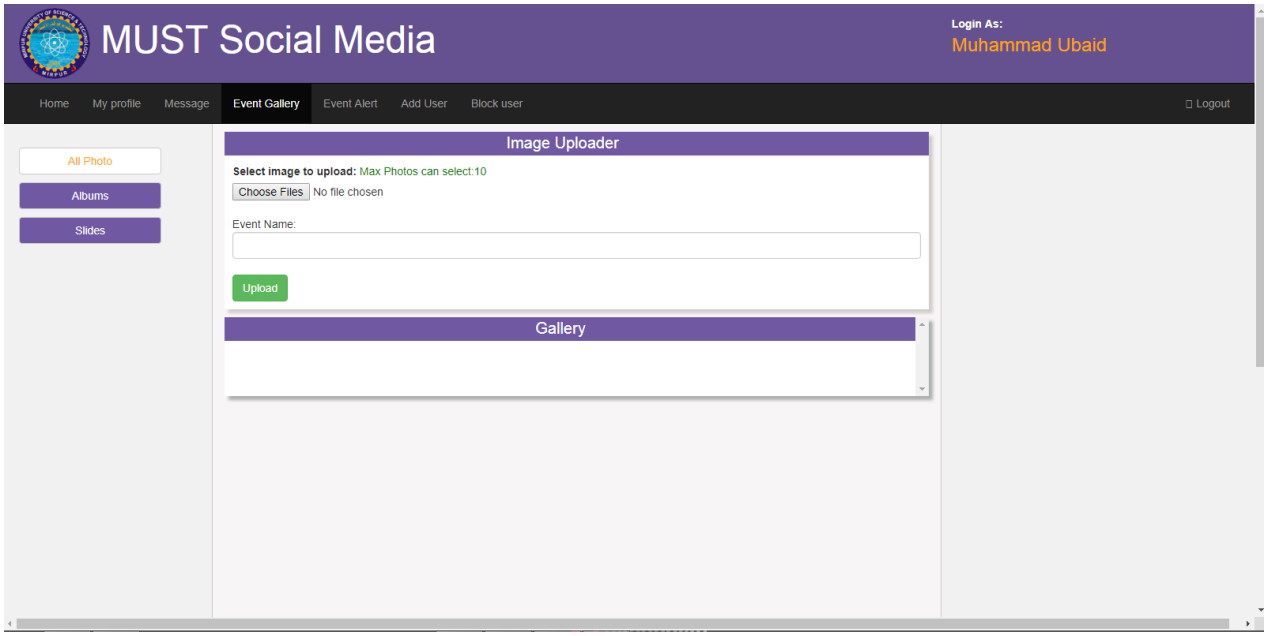


Figure 62: Event Gallery

5.6 Event Alert:

```
function showEvent()
{
        include 'db.php';
        $alert2="select * from eventalert order by id desc";
        $showAlert=mysqli_query($con, $alert2);
        while($row2=mysqli_fetch_array($showAlert))
        {       $id=$row2['alertGeneratorId'];
                $q2="select * from member where id='$id'";
                $q2run=mysqli_query($con, $q2);
                $result2=mysqli_fetch_array($q2run);
```

```
                $name=$result2['firstName']." ".$result2['lastName'];
                $eventId=$row2['id'];?>
   <div style=" background:white; box-shadow:5px 5px 5px #9A9999; padding:10px;
   <span style="float:left; color:#789DF3; font-weight:600;"> <?php echo $name; ?> </span>
   <span style="float:right;">
   <?php echo $row2['date'];
        if($_SESSION['myId']==$id) { ?>
         <span style="color:red" role="button" id="editbtn">  edit </span>
        <form action="eventAlertClass.php" method="get" style="float:right;">
                <input type="hidden" name="eventId" value="<?php echo $eventId; ?>">
           <input type="submit" name="delete" value="X" style=" color:red; border:0;">
        </form> <?php }?></span>
<span >
 <?php echo wordwrap($row2['event'],90,"<br>\n", true); ?> </span>
      <span style=" width:100%; display:none;" id="updField">
       <form action="eventAlertClass.php" method="get">
          <input type="hidden" name="eventId" value="<?php echo $eventId; ?>">
        <input name="event" value="<?php echo $row2['event']; ?>" class="form-control">
        <input type="submit" name="update" value="update" class="btn btn-success"
style="margin-top:5px;">
       </form>
</span>
      <?php if($_SESSION['position']=='Admin' OR $_SESSION['position']=='Staff') { ?>
<form action="eventAlertClass.php" method="post">
    <input type="hidden" name="department" value="<?php echo $row2['alertReciever']; ?>">
    <input type="hidden" name="event" value="<?php echo $row2['event']; ?>">
    <input type="submit" name="sendSms" class="btn btn-default" value="Send sms alert">
  </form>
 <?php } ?>
   <span style="float:right; margin-top:-10px; color:#FF6366;">
```

```
    Alert For:<?php if($row2['alertReciever']=='*') echo "All"; else echo $row2['alertReciever']?>
  </span>
</div>
   <?php }
}
 ?>
```

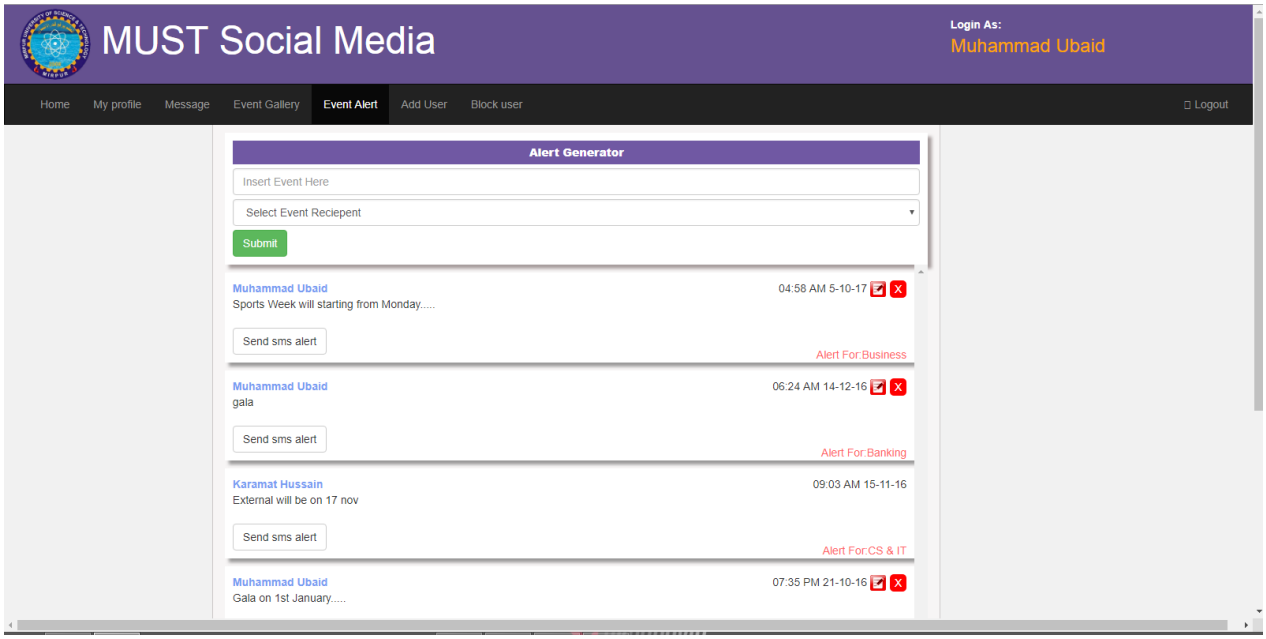


Figure: 63 Event Alert

Chapter 06

6. SOFTWARE TESTING

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. In fact, testing is the one step in the software engineering process that could be viewed as destructive rather than constructive. As a secondary benefit, testing demonstrates that software functions appear to be working according to the specification. Testing provides a good indication of software reliability and some indication of software quality as a whole. Testing cannot show the absence of defects, it can only show that software defects are present. Finally we arrive at system testing and we tried our best to test each individual module and also as an integrated modules (as a whole) with sufficient data that may an organization have, Fulfilling the objective of our "MUST social network".

6.1 Psychology of Testing

The aim of testing is often to demonstrate that a program works by showing that it has no errors. The basic purpose of testing phase is to detect the errors that may be present in the program. Hence one should not start testing with the intent of showing that a program works, but the intent Should be to show that a program doesn't work with the intent of finding errors

6.2 Testing Objective

Objective of testing is to find maximum errors in the software. So, a good testing strategy is the one with high potential of finding errors and bugs.

- Testing is a process of executing a program with the intent of finding an error.
- A successful test is one that uncovers an as yet undiscovered error.
- A good test case is one that has a high probability of finding error, if it exists.
- The tests are inadequate to detect possibly present errors.
- The software more or less confirms to the quality and reliable standards.

6.3 The Box Approach

Traditionally software testing methods are divided into white- and black-box testing. These two approaches describe the point of view of test designer.

6.3.1 White Box testing

White-box testing, also known as clear box testing, glass box testing which tests internal workings of a program, instead of the functionality. In white-box testing detailed internal perspective of the system, as well as programming skills, are used to design test cases. . I

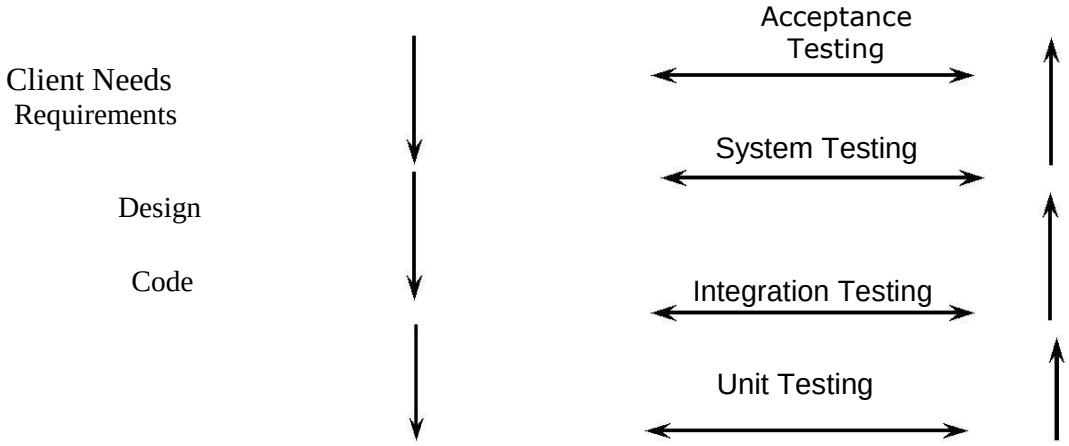
tested step wise every piece of code, taking care that every statement in the code is executed at least once.

6.3.2 Black Box testing

Black-box testing treats the software as a "black box", examining functionality without any knowledge of internal software workings. The tester is only aware of what the software is supposed to do, not how it does it, like the figure depicts, tester only knows the input and output and nothing more.

6.4 Levels of Testing

In order to uncover the errors present in different phases we have the concept of levels of testing. The basic levels of testing are as shown below



6.5 Unit Testing

Unit testing focuses verification effort on the smallest unit of software i.e. the module. Using the detailed design and the process specifications testing is done to uncover errors within the boundary of the module. All modules must be successful in the unit test before the start of the integration testing begins.

In this application we tests the programs up as system. Unit testing is first done on modules, independent of one another to locate errors. This enables to detect errors. All components of our project were tested with driven programs. Even each function was tested individually using the test cases which are described at the end of chapter.

6.6 Integration Testing

After the unit testing we have to perform integration testing. The goal here is to see if modules can be integrated properly, the emphasis being on testing interfaces between modules. This testing activity can be considered as testing the design and hence the emphasis on testing module interactions. In this project integrating all the modules forms the main system. When integrating all the modules we have checked whether the integration effects working of any of the services by giving different combinations of inputs. All modules were collected and integrated to each other and results of each test were up to the mark.

6.7 System Testing

After testing each module and getting the expected results, here the modules are integrated to make sure that the application is well supporting its features. As a standalone application, its results are according to requirements, as expected. The application runs smoothly when executed.

- Application is reliable and less prone to crash.
- Application is capable enough to meet all the requirements of users.
- The application is easy to maintain.
- Application is easy to access when needed by user.

6.8 Alpha Testing

Alpha testing is specially used by product development organizations. Developers observe the users and note problems. Alpha testing is testing of an application when development is about to complete. Minor design changes can still be made as a result of alpha testing.

During alpha testing of our project we find following minor errors and solve them such as

1. Broken links
2. Spelling mistakes

6.9 Beta Testing

Beta Testing is conducted at the client's place i.e. developer is not present while testing as it errors and other issues encountered during this testing and reports to the developer.

6.10 Acceptance Testing

Acceptance Test is performed with realistic data of the client to demonstrate that the software is working satisfactorily. Testing here is focused on external behavior of the system, the internal logic of program is not emphasized. In this project 'MUST social network' we tested whether project is working correctly or not.

6.11 Interface Testing

The system has been tested at interface level. The interface is tested to make sure that the form, menus, text boxes and buttons are operational and everything is displayed according to the requirement. For example menu strip of the Student Panel is tested.

6.12 MUST Social Network Testing

We tried our best to test each individual module and also integrated modules (as a whole) with Sufficient data that the targeted organization may have, and debugged the software to an appreciable extent and we got success in this.

6.13 Test Cases

- ✓ Test cases are built around specifications and requirements, i.e., what the application is Supposed to do
- ✓ Test cases are generally derived from external descriptions of the software, including Specification, requirements and design parameters.
- ✓ The test designer determines input, output and possible flow of events without any knowledge of the software's internal structure.

We built and run following test cases for black box testing.

6.13.1 Test Case 1: Sign-up

ID	1
Name	Sign-up
Brief Description	Used to Sign-up
Expected Input	firstName, lastName, email, password, lastSeen. Cnic, city, dob,gender, position, ban, department
Expected flow of Events	Provide correct information and click on sign-up button
Alternate flow of Events	User Quits to sign-up form
Pre-Condition	New member must provide correct information
Post Condition	New Member is Added
Actor	Student, Teacher, Staff
Status	Pass

Test Case Name: Sign-up

6.13.2 Test Case 2: Login

ID	2
Name	Login
Brief Description	Used to Login
Expected Input	email, password
Expected flow of Events	Provide correct information and click on Login button
Alternate flow of Events	User Quits to Login
Pre-Condition	User must provide correct information
Post Condition	User must Login
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Login

6.13.3 Test Case 3: Create Conversation

ID	3
Name	Create Conversation
Brief Description	Used to Create Conversation
Expected Input	firstPersonId, secondPersonId , del1, del2, date
Expected flow of Events	Conversation created
Alternate flow of Events	User Quits to create Conversation
Pre-Condition	User Exits
Post Condition	Conversation Created
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: View Conversation

6.13.4 Test Case 4: View Conversation

ID	4
Name	Conversation
Brief Description	Used to Show Conversation
Expected Input	
Expected flow of Events	Show Conversation if exits.
Alternate flow of Events	Nill
Pre-Condition	Exits Conversation
Post Condition	Conversation Shown
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: View Conversation

6.13.5 Test Case 5: Delete Conversation

ID	2
Name	Delete Conversation
Brief Description	Used to Delete Conversation
Expected Input	Nill
Expected flow of Events	Click "Delete" button to delete Conversation
Alternate flow of Events	User Quits to delete Conversation
Pre-Condition	Conversation must exits
Post Condition	Conversation is deleted
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Delete Conversation

6.13.6 Test Case 6: Check Conversation

ID	6
Name	Check Conversation
Brief Description	Used to Check Conversation
Expected Input	firstPersonId, secondPersonId , date
Expected flow of Events	Previous Conversation check
Alternate flow of Events	User Quits to check Conversation
Pre-Condition	Conversation must exits
Post Condition	Conversation checked And show to user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Check Conversation

6.13.7 Test Case 7: Add Member

ID	7
Name	Add Member
Brief Description	Used to Add Member
Expected Input	email, Cnic,
Expected flow of Events	New Member is Added in database by admin
Alternate flow of Events	User Quits to provide correct information
Pre-Condition	New member must provide correct information
Post Condition	User become able to join MUST network
Actor	Admin
Status	Pass

Test Case Name: Add Member

6.13.8 Test Case 8: Ban Member

ID	8
Name	Ban Member
Brief Description	Used to Ban Member
Expected Input	firstName, lastName, email, password, lastSeen. Cnic, city, dob,gender, position, ban, department
Expected flow of Events	User may or may not ban
Alternate flow of Events	Admin Quits to Ban
Pre-Condition	User Exits
Post Condition	User Banned
Actor	Admin
Status	Pass

Test Case Name: Ban Member

6.13.9 Test Case 9: Show Member

ID	9
Name	Show Member
Brief Description	Used to Show Member
Expected Input	firstName, lastName, email, password, lastSeen. Cnic, city, dob,gender, position, ban, department
Expected flow of Events	Members who are online are shown to other members
Alternate flow of Events	User Quits
Pre-Condition	Member Must Exits
Post Condition	Member shown
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Member

6.13.10 Test Case 10: Status Check

ID	10
Name	Status Check
Brief Description	Used to Status Check
Expected Input	Status, posterName, date
Expected flow of Events	Status is Checked to find where user become online or seen the status
Alternate flow of Events	Status not check if any error is occur
Pre-Condition	Status must exits
Post Condition	Status checked
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Status Check

6.13.11 Test Case 11: view Profile

ID	11
Name	View Profile
Brief Description	Used to View Profile
Expected Input	firstName, lastName, email, password, lastSeen. Cnic, city, dob,gender, position, ban, department
Expected flow of Events	User must views his own profile
Alternate flow of Events	User Quits to View profile
Pre-Condition	Profile must exits
Post Condition	Profile viewed by user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: View Profile

6.13.12 Test Case 12: Update Profile

ID	12
Name	Update Profile
Brief Description	Used to Update profile
Expected Input	firstName, lastName, email, password, lastSeen. Cnic, city, dob,gender, position, ban, department
Expected flow of Events	User should update his own profile
Alternate flow of Events	User Quits to update his profile
Pre-Condition	Profile must exits
Post Condition	Profile updated
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Update Profile

6.13.13 Test Case 13: Delete Member

ID	13
Name	Delete Member
Brief Description	Used to delete Member
Expected Input	Member Id
Expected flow of Events	Member deleted
Alternate flow of Events	User Quits to sign-up form
Pre-Condition	Member must exist
Post Condition	New Member is Added
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Delete Member

6.13.14 Test Case 14: View Status

ID	14
Name	View Status
Brief Description	Used to view Status.
Expected Input	Nill
Expected flow of Events	Status viewed by users that are available
Alternate flow of Events	Status not viewed by user
Pre-Condition	Status exists
Post Condition	Status Viewed
Actor	Administrator, Teacher, Staff, Student
Status	Pass

Test Case Name: View Status

6.13.15 Test Case 15: Delete Status

ID	15
Name	Delete Status
Brief Description	Used to delete Status
Expected Input	Status, posterName, date
Expected flow of Events	Select Status And Delete the Status
Alternate flow of Events	User Quits
Pre-Condition	Status exist
Post Condition	Status deleted
Actor	Administrator, Teacher, Staff, Student
Status	Pass

Test Case Name: Delete Status

6.13.16 Test Case 16: Update Status

ID	16
Name	Update Status
Brief Description	Used to Update Status
Expected Input	Satus, posterName, date
Expected flow of Events	Select Status And Update the Status
Alternate flow of Events	User Quits
Pre-Condition	Status exist
Post Condition	Status Updated
Actor	Administrator, Teacher, Staff, Student
Status	Pass

Test Case Name: Update Status

6.13.17 Test Case 17: Insert Status

ID	17
Name	Insert Status
Brief Description	Used to Insert Status
Expected Input	Status, posterName, date
Expected flow of Events	Select Status ID And insert the Status
Alternate flow of Events	User Quits
Pre-Condition	Status exist
Post Condition	Status Inserted
Actor	Administrator, Teacher, Staff, Student
Status	Pass

Test Case Name: Insert Status

6.13.18 Test Case 18: Insert Profile Picture

ID	18
Name	Picture Insert
Brief Description	Used to Picture Insert
Expected Input	Name, picHolderid, picDate, currentStatus
Expected flow of Events	Profile Picture inserted
Alternate flow of Events	User Quits to insert profile picture
Pre-Condition	Profile exits
Post Condition	Profile Picture inserted
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Insert Profile Picture

6.13.19 Test Case 19: Show Profile Picture

ID	19
Name	Show Profile Picture
Brief Description	Used to Show Profile Picture
Expected Input	name, picHolderid, picDate, currentStatus
Expected flow of Events	Profile picture is shown to the users who are the part of this network.
Alternate flow of Events	Profile picture is not shown due to some error
Pre-Condition	Picture exits
Post Condition	Profile picture is shown successfully
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Profile Picture

6.13.20 Test Case 20: Change Profile Picture

ID	20
Name	Change Profile Picture
Brief Description	Used to Change Profile Picture
Expected Input	Name, picHolderid, picDate, currentStatus
Expected flow of Events	Every user change his own profile picture
Alternate flow of Events	User Quits to change picture
Pre-Condition	Profile exits in order to change profile picture
Post Condition	Profile picture changed
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Change Profile Picture

6.13.21 Test Case 21: Delete Profile Picture

ID	21
Name	Delete Profile Picture
Brief Description	Used to Delete Profile Picture
Expected Input	Name, picHolderid, picDate, currentStatus
Expected flow of Events	User delete his own profile picture
Alternate flow of Events	User Quits to delete picture
Pre-Condition	Profile picture exits
Post Condition	Profile picture deleted
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Delete Profile Picture

6.13.22 Test Case 22: Insert Photo In Event Gallery

ID	22
Name	Insert Photo In Gallery
Brief Description	Used to Insert Photo In Album
Expected Input	eventName, photoName, date
Expected flow of Events	Photo is inserted in album
Alternate flow of Events	User Quits
Pre-Condition	Photo album exits
Post Condition	News photos are inserted in album
Actor	Admin, Staff
Status	Pass

Test Case Name: Insert Photo In Album

6.13.23 Test Case 23: Delete Photo From Album

ID	23
Name	Delete Photo From Album
Brief Description	Used to Delete Photo From Album
Expected Input	eventName, photoName, date
Expected flow of Events	Album photos deleted
Alternate flow of Events	User Quits
Pre-Condition	Photo album should exits
Post Condition	Photo album is deleted
Actor	Admin,Staff
Status	Pass

Test Case Name: Delete Photo From Album

6.13.24 Test Case 24: Show Album Photo

ID	24
Name	Show Album Photo
Brief Description	Used to Show Album Photo
Expected Input	eventName, photoName, date
Expected flow of Events	Album photos are shown to everyone
Alternate flow of Events	Photos are not shown due to some fault
Pre-Condition	Photo Album must exits
Post Condition	Photos in album are shown
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Album Photo

6.13.25 Test Case 25: Slider

ID	25
Name	Slider
Brief Description	Used to Show Slider
Expected Input	eventName, photoName, date
Expected flow of Events	Pictures in slider are shown to everyone who join the network
Alternate flow of Events	Slider is not Shown to user
Pre-Condition	Pictures exits
Post Condition	Pictures are shown in slider
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Slider

6.13.26 Test Case 26: Add Event

ID	26
Name	Add Event
Brief Description	Used to Add Event
Expected Input	event, alertReciever, date
Expected flow of Events	Event is added by admin and send it to user mobile phone through text message
Alternate flow of Events	No event is added by admin
Pre-Condition	User must exits in order to send an event
Post Condition	Event is received by the user
Actor	Admin, Staff
Status	Pass

Test Case Name: Add Event

6.13.27 Test Case 27: Edit Event

ID	27
Name	Edit Event
Brief Description	Used to Edit Event
Expected Input	eventName, photoName, date
Expected flow of Events	Admin change or update the event and then send to the user
Alternate flow of Events	Admin Quits to edit the event
Pre-Condition	Event exits in order to edit it
Post Condition	Changed or updated event is send to the user
Actor	Admin, Staff
Status	Pass

Test Case Name: Add Member

6.13.28 Test Case 28: Delete Event

ID	28
Name	Delete Event
Brief Description	Used to Delete Event
Expected Input	eventName, photoName, date
Expected flow of Events	Admin delete the event after sending it to the user
Alternate flow of Events	Admin Quits to delete an event after sending it to the user
Pre-Condition	Event exits
Post Condition	Event deleted
Actor	Admin, Staff
Status	Pass

Test Case Name: Delete Event

6.13.29 Test Case 29: Show Event

ID	29
Name	Show Event
Brief Description	Used to Show Event
Expected Input	Admin change or update the event and then send to the user
Expected flow of Events	Event successfully shown to the user after sending from the admin
Alternate flow of Events	Events are not shown to user due to some fault
Pre-Condition	Event must exits
Post Condition	Event shown
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Event

6.13.30 Test Case 30: Like

ID	30
Name	Like
Brief Description	Used to Like the status.
Expected Input	likerId likerName, likes
Expected flow of Events	like status
Alternate flow of Events	Leave the status button without liking
Pre-Condition	Status Exits
Post Condition	Status liked
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Like

6.13.31 Test Case 31: Unlike

ID	31
Name	Unlike
Brief Description	Used to unlike the Status.
Expected Input	likerId likerName, likes
Expected flow of Events	Unlike the Status
Alternate flow of Events	Leave the status button without unliking
Pre-Condition	Status Exists
Post Condition	Status Unlike
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Unlike

6.13.32 Test Case 32: Like Show

ID	32
Name	Like show
Brief Description	Used to Like show
Expected Input	likerId likerName, likes
Expected flow of Events	The like that is done by the user is shown
Alternate flow of Events	Like is not shown to user
Pre-Condition	Status Exists
Post Condition	Like is shown to the user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Like Show

6.13.33 Test Case 33: Like Count

ID	33
Name	Like Count
Brief Description	Used to Like Count
Expected Input	likerId likerName, likes
Expected flow of Events	The likes that are done by the user are counted
Alternate flow of Events	Likes are not counted
Pre-Condition	Status Exists
Post Condition	Likes are counted successfully are shown to the user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Like Count

6.13.34 Test Case 34: Insert Message

ID	34
Name	Insert Message
Brief Description	Used to Insert Message
Expected Input	Message, senderId, senderName, recieverId, status, date
Expected flow of Events	The message is inserted by the user in order to send it to other user weather they are online or offine
Alternate flow of Events	Message is not inserted by the user
Pre-Condition	User Exists in order to insert message
Post Condition	Message inserted
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Insert Message

6.13.35 Test Case 35: Delete Message

ID	35
Name	Delete Message
Brief Description	Used to Delete the message
Expected Input	Message, senderId, senderName, recieverId, status, date
Expected flow of Events	Message is deleted by the user which is send to the other user. The message is deleted from the side of the user who delete it not delete from both sides.
Alternate flow of Events	Message delete
Pre-Condition	messageExists
Post Condition	Deleted Message is not shown to the user who delete it
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Delete Message

6.13.36 Test Case 36: Show Message

ID	36
Name	Show Message
Brief Description	Used to Show the Message
Expected Input	Message, senderId, senderName, recieverId, status, date
Expected flow of Events	The message is show to the user that is send by the other user.
Alternate flow of Events	Message is not show to the user
Pre-Condition	Message Exists
Post Condition	Message is shown to the user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Message

6.13.37 Test Case 37: Check Message Status

ID	37
Name	Check Message status
Brief Description	Used to Check Message status
Expected Input	Message, senderId, senderName, recieverId, status, date
Expected flow of Events	Check the status of the message whether the message is seen by the user or not
Alternate flow of Events	Message status is not checked
Pre-Condition	message Exists
Post Condition	Message of the status is checked
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Check Message Status

6.13.38 Test Case 38: Add Comment

ID	38
Name	Add Comment
Brief Description	Used to Add Comment
Expected Input	comment, commenterId, commenterName, date
Expected flow of Events	Comment on Status
Alternate flow of Events	Not Comment on Status
Pre-Condition	Status exists
Post Condition	Comment On Status
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Add Comment

6.13.39 Test Case 39: Edit Comment

ID	39
Name	Edit Comment
Brief Description	Used to Edit the Comment
Expected Input	comment, commenterId, commenterName, date
Expected flow of Events	1.Edit the Comment 2. Add new comment.
Alternate flow of Events	User Quits
Pre-Condition	Status Exits
Post Condition	Update comment
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Edit Comment

6.13.40 Test Case 40: Delete Comment

ID	40
Name	Delete Comment
Brief Description	Used to Delete the comment.
Expected Input	comment, commenterId, commenterName, date
Expected flow of Events	Delete comment
Alternate flow of Events	User Quits/Don't delete the comment
Pre-Condition	Status Exits
Post Condition	Comment is Deleted
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Delete Comment

6.13.41 Test Case 41: Show Comment

ID	41
Name	Show Comment
Brief Description	Used to Show Comment
Expected Input	comment, commenterId, commenterName, date
Expected flow of Events	Comment show to the user and other users who join the network
Alternate flow of Events	Comment is not shown
Pre-Condition	Comment must exits
Post Condition	The comment on status is shown to the user
Actor	Admin, Student, Teacher, Staff
Status	Pass

Test Case Name: Show Comment

Chapter 07

7. CONCULISION & FUTURE WORK

7.1 Conclusion

It has been a great pleasure for us to work on this exciting and challenging project. During our four years of university life in MUST we feel that there is lack of communication among teachers and students. There is no effective alert service which alert all the student and other members of university in time. Using this departments of MUST can alert their students about exams.

This project proved good for us as it provided practical knowledge in PHP, AJAX, JQUERY, and JAVASRIPT. We learn how to use PHP and Ajax together to provide an environment like online chat where window load data without getting refresh. JQuery provide us different effects like slide down, slide up, hide and show a window. Also about all handling procedure related with "MUST social network'.

Development of this software also provides knowledge about the latest technology used in developing web enabled application and client server technology that will be great demand in future. This will provide better opportunities and guidance in future in developing projects independently. We also came to know that how some websites uses different languages to facilitate their target audience.

Social Networking website is a revolutionary idea with a very bright future with further scope for advancements. The opportunities provided from this medium are immense and many organizations are making use of this medium to better their practices. Online communities and Blogs are becoming very popular and moreover since the advancement of embedded systems people can use them "on the go" with the help of handheld devices like cell phones or palmtops. The world is getting closer every day and everyone wants to be connected. Static blogs and websites are losing popularity. World is moving more towards "information streams". The information comes to users rather than users have to make effort to get the information.

The proposed system is built successfully and it performs according to the requirements specified in the requirements specification document. System is satisfactorily tested with example data, it provides intended results. It is found to be bug free as per the testing standards that are implemented. We hope that it will be helpful for MUST in future. University has not a platform

where student can discuss their problems. The alert system will be very useful in alerting students about different events.

7.2 Future Improvements

Enhancement and changes can be made to the software, files or procedures to meet the emerging requirements. Since organization systems and the business environment undergo continual changes, the information system should keep place.

As the system has a database so in future, it can easily be extended to include a management system that may contain all records. This extension will help the administration to let go the paper work and do their work with simple clicks.

Photo upload in status can be added in future according to requirements of audience. Friend Tag future can be also added. One friend can tag other friend can tag other friends in his post or in a photo

In chat typing feature can also be added by using this feature user can know that the other user is typing something or not.

In event gallery modifications can also be made. Slide effects can be added. User can view photo using different effects.

7.3 Limitations

1. The size of the database increases day-by-day, increasing the load on the database back up and data maintenance activity.
2. We are not professional software engineers and developers. So there may be some minor mistakes.
3. There may be flexibility needed in some cases.
4. Only MUST staff, teachers & students can join this network

8.1 REFERENCES

We take help from the following books and web Sites for the software engineering and development of this project.

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