NAAN MUDHALAVAN- IBM

PERSONAL BLOG ON IBM COULD STATIC

WEB APPS

7328-SURYA ENGINEERING COLLEGE, ERODE.

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INTRODUCTION TO PROJECT

1.1 OVERVIEW

Blogging has become such a mania that a new blog is being created every second of every minute of every hour of every day. A blog is your best bet for a voice among the online crowd. Blogs were usually the work of a single individual occasionally of a small group, and often covered a single subject. More recently, "multi-author blogs" (MABs) have developed, with posts written by large numbers of authors and professionally edited. MABS from newspapers. other media outlets, universities, think tanks, advocacy groups, and similar institutions account for an increasing quantity of blog traffic. The rise of Twitter and other "microblogging" systems helps integrate MABS and single-author blogs into societal new streams. Blog can also be used as a verb, meaning to maintain or add content to a blog. A novel is a long, fictional narrative which describes intimate human experiences. WEBLOG is a combination of both Blog as well as Novels. Blog contain the Information of various things related to Technology, Education, News. International, Business, Sports, Entertainment and ongoing college activities. The main aim of this project is to provide data to students in only one site. Students can gather the information from one site as wellas give their feedback and create their own blog. Students can post their views and thoughtand analyze themselves. Besides all such core functionalities, the application also includes features like FAQ, request, feedback etc. so as to provide a satisfactory user experience.

1.1 DESCRIPTION

In recent past time Blogs are store in the paper files and difficult to search or modify any information, for expanding the Blogs infrastructure, Awareness of environmental issues or any other issues related to education, health, digital technology, and search for greater safety give to information to all persons in all age groups and a new role within the education system. I choose this project. As a result of these project initiatives phenomenal growth has taken place in all the activities of blogs and any user can share its information related to any topic to all users.

1.2 HOW IT IS DIFFERENT FROM EXISTING SYSTEM

Existing system is manual system. It requires a lot of file work to be done. It is a time consuming system. All customer information is maintained manually. Any searching requires so much effort manually. There is no way of spreading the information so fast and in cheapest manner. In previous system all information does not get in one place. Here people can write whatever they want to write.

1.3 DRAWBACKS OF EXISTING SYSTEM

a) Data redundancy and formatting: The various files are likely to have different formats and therefore lead to redundancy and inconsistency

b) Maintaining registers is costly: Traditionally documents have been stored in batches and they field in file cabinets and boxes. A numerical system is they assigned. Specifically, a consumer number assigned to organize the files.

C) error prone: Existing systems are error prone, since manual work is required. More time is consumed and errors may propagate due to human mistakes.

d) Low security feature: Due to maintenances of records manually and shared and could view easily by anyone. Also these could be possible loss of data and confidential information due to some disaster in the form of fire, theft etc.

1.4 BENEFITS OF PROJECT

This is a very simple design and implement. It has got following features:

Data can be saved safely

No other person cannot view other person's detail

Greater efficiency

User friendliness

Minimum time required

Free of cost

1.5 APPLICATION

Tech Blog enables the users to create innovative and attractive information with photos in just few simple steps. The user just needs to upload some images of his choice and can also upload the information or can select from the given category list. This website will provide a personalized environment that would contain the data in motion with images.

1.6 SCOPE OF PROJECT

To use the personal images in greeting our loved ones.

•To use the music of our choice to greet in the language we want,

• To provide a personalized mp4 video to the customers.

To satisfy the customers and provide them with the ordered video before time.

2. SOFTWARE DEVELOPMENT LIFE CYCLE

Software Development Life Cycle (SDLC) is a process used by the software industry to design, develop and test high quality software's. The SDLC aims to produce a high-quality software that meets or exceeds customer expectations, reaches completion within times and cost estimates.

SDLC is the acronym of Software Development Life Cycle. It is also called as Software Development Process SDLC is a framework defining tasks performed at each step in the software development process.

2.1 WHAT IS SDLC?

SDLC is a process followed for a software project, within a software organization. It consists of a detailed plan describing how to develop, maintain, replace and alter or enhance specific software. The life cycle defines a methodology for improving the quality of software and the overall development process.

The following figure is a graphical representation of the various stages of a typical SDLC.

Figure Software Development Life Cycle

Planning

Deployment

Defining

SDLC

Testing

Designing

Building

3

Save

THE ALICE

A typical Software Development Life Cycle consists of the following stages

5.1 Stage 1: Planning and Requirement Analysis

Requirement analysis is the most important and fundamental stage in SDLC. It is performed by the senior members of the team with inputs from the customer, the sales department, market surveys and domain experts in the industry. This information is then used to plan the basic project approach and to conduct product feasibility study in the economical, operational and technical areas.

Planning for the quality assurance requirements and identification of the risks associated with the project is also done in the planning stage. The outcome of the technical feasibility study is to define the various technical approaches that can be followed to implement the project successfully with minimum risks.

5.2 Stage 2: Defining Requirements

Once the requirement analysis is done the next step is to clearly define and document the

product requirements and get them approved from the customer or the market analysts. This is

done through an SRS (Software Requirement Specification) document which consists of all

the product requirements to be designed and developed during the project life cycle.

5.3 Stage 3: Designing the Product Architecture SRS is the reference for product architects to come out with the best architecture for the product to be developed. Based on the requirements specified in SRS, usually more than one design approach for the product architecture is proposed and documented in a DDS - Design Document Specification.

This DDS is reviewed by all the important stakeholders and based on various parameters as risk assessment, product robustness, design modularity, budget and time constraints, the best design approach is selected for the product.

A design approach clearly defines all the architectural modules of the product along with its communication and data flow representation with the external and third party modules (if any). The internal design of all the modules of the proposed architecture should be clearly defined with the minutest of the details in DDS.

5.4 Stage 4: Building or Developing the Product In this stage of SDLC the actual development starts and the product is built. The programming

code is generated as per DDS during this stage. If the design is performed in a detailed and

organized manner, code generation can be accomplished without much hassle. Developers must follow the coding guidelines defined by their organization an

tools like compilers, interpreters, debuggers, etc. are used to generate the code

level programming languages such as C. CH, Pascal, Java and PHP are used for coding. The programming language is chosen with respect to the type of software being developed.

5.5 Stage 5: Testing the Product

This stage is usually a subset of all the stages as in the modern SDLC models, the testing activities are mostly involved in all the stages of SDLC. However, this stage refers to the testing only stage of the product where product defects are reported, tracked, fixed and retested, until

the product reaches the quality standards defined in the SRS. 5.6 Stage 6: Deployment in the Market and Maintenance

Once the product is tested and ready to be deployed it is released formally in the appropriate market. Sometimes product deployment happens in stages as per the business strategy of that organization. The product may first be released in a limited segment and tested in the real business environment (UAT- User acceptance testing).

Then based on the feedback, the product may be released as it is or with suggested

enhancements in the targeting market segment. After the product is released in the market, its

maintenance is done for the existing customer base.

SDLC Models

There are various software development life cycle models defined and designed which are followed during the software development process. These models are also referred as Software Development Process Models". Each process model follows a Series of steps unique to its type to ensure success in the process of software development.

Following are the most important and popular SDLC models followed in the industry-

- **Waterfall Model**

- **Iterative Model**

- **Spiral Model**

V-Model

- **Big Bang Model Other related methodologies are Agile Model, RAD Model, Rapid Application Development and Prototyping Models.**