REUNIR.COM

BY FIFTH SEMESTER OF THIRD YEAR OF MSC (CA & IT)

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Group Id : 57

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Submitted to :

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Acknowledgement

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CHAPTER 1:
INTRODUCTION

The ability to manage knowledge is crucial in today's knowledge economy. The creation and diffusion of knowledge have become increasingly important factors in competitiveness. More and more, knowledge is being thought of as a valuable commodity that is embedded in products (especially high-technology products) and embedded in the tacit knowledge of highly mobile employees. While knowledge is increasingly being viewed as a commodity or intellectual asset, there are some paradoxical characteristics of knowledge that are radically different from other valuable commodities. These knowledge characteristics include the following:

- Using knowledge does not consume it.
- Transferring knowledge does not result in losing it.
- Knowledge is abundant, but the ability to use it is scarce.
- Much of an organization's valuable knowledge walks out the door at the end of the day.

1.1 Organisation Profile:

Name : Viitor Cloud Technologies

Address : 101, Viswa Complex,
Opp. Jain Derasar,
Near Navrangpura bus stand,
Navrangpura, Ahmedabad.

Contact : 9033969313
www.viitorcloud.com

About :

- ViitorCloud, a technology company with Specialized focus in providing custom Software Application Development, Digital Marketing and Start up consulting service for a wide range of clients all across the globe.
- We excel in capturing the essence of cutting-edge technologies and efficiently applies it in business scenario of our customers.

- We are an integrated IT resource centre that began its corporate journey in 2006. With a corporate mission focused on providing software development, support and solutions to a quality-conscious clientele around the world.
- As a technology company, it is the people that defines the company, and hence we ensure that the technical skills of our team is constantly kept up-to-date with the demands and opportunities of the times.

1.2 Project Details:

- Knowledge is becoming one of the main assets for organizations that seek a competitive advantage in a dynamic market place. Knowledge comes from many different sources within the organization. Such sources include internal processes, projects, customers and stakeholder information.
- As markets change, the way of doing business evolves. In today's market place many companies implement different projects to deal with these changing environments. Projects accumulate a lot of intellectual knowledge which can be later used by these same companies to add value, competitiveness and improve future projects performance.
- Companies use Knowledge Sharing to create, identify and distribute knowledge and lessons learned within the organization. However, as projects have specific goals and unique deliverables that are never the same this may lead to a difficulty in efficiently capturing project knowledge.
- The use of KNOWLEDGE SHARING in the project environment is gaining increased importance as it helps to improve the chances of a project success.

The success or failure of projects is highly dependent upon the ability and willingness of people to identity knowledge and share it within organization.

- This characteristic is dependent on the culture and environment organizations create for their employees. Activities that are required to establish KNOWLEDGE SHARING within projects include capturing, organising, refining and the exchange of captured knowledge.
- ViitorCloud record Work Breakdown System, lessons learned, templates and other aspects from past projects, but fail to capture knowledge and experiences obtained from project implementation.
- This break down in KNOWLEDGE SHARING is due to variety of reasons, which include the lack of time, insufficient resources, lack of means and ways of sharing and reusing knowledge and the inability of management to fully understand and underline the importance of having knowledge captured and shared.
- This lack of KNOWLEDGE SHARING can lead to project failures, as no documents may exist to support the implementation of current and future projects.
- This system underlines these important and fundamental conceptual issues for ViitorCloud.

1.2.1 Current System:

Currently no such system exists for Viitor Cloud.

1.2.2 Proposed System:

- Knowledge Sharing is fundamentally about making the right knowledge or the right knowledge sources (including people) available to the right people at the right time.
- Knowledge sharing is therefore perhaps the single most important aspect in this process, since the vast majority of KNOWLEDGE SHARING initiatives depend upon it. Knowledge sharing can be described as either push or pull.
- The latter is when the knowledge worker actively seeks out knowledge sources (e.g. library search, seeking out an expert, collaborating with a co-worker etc.), while knowledge push is when knowledge is "pushed onto" the user (e.g. newsletters, unsolicited publications, etc.).

1.3 Scope:

Admins:

- Communities admin

-Advertise admin

-Server admin

Users:

-Guest Users

-System Users

Functionalities:

1) Communities admin:

-Approval requests (Approve/decline)

-Add, update and delete members

2) Advertise admin:

-Approve request (Approve/decline)

-Verify Advertise

-Revenue management

3) Server admin:

- design, install, administer, and optimize servers.

-ensuring the availability of client/server applications.

- configuring all new implementations, and developing processes and procedures for ongoing management of the server environment.

Users:

1) Guest user:

   -View posts

   -View collections

   -View communities

   -Login/signup

2) System User:

   -Login/ Signup

   -My profile

      -My posts (Likes shares and comments)

      -My communities

      -My advertisements

      -My documents

      -My photo gallery (Likes shares and comments)

1.4 Objective:

The primary role of Reunir.com is to connect to "knowledge nodes" both the knowledge providers and the knowledge seekers. The knowledge of the mind of one provider may thus be ultimately transferred to the mind of someone who seeks that knowledge, so that a new decision can be made or situation handled. Knowledge Sharing provides a means of capturing and storing knowledge and brokering it to the appropriate individual. Four objectives for Knowledge Sharing:

1. EDUCATION:

Knowledge Management is first and foremost about education. It's a way to teach and enlighten people about something they don't know.

2. EFFICIENCY:

Another reason for sharing knowledge is to learn from what has been done already. By leveraging the experience and capabilities of others, less time and effort is required and fewer mistakes are made.

3. COMMUNITY:

We think of Reunir as a learning tool; it is also a tool for building community and strengthening the ties that bind employees together. Educational Theorist Etienne Wenger refers to this concept as "communities of practice" which are groups of people who share a concern or passion and learn to do it better through regular interaction.

4. INNOVATION:

The holy grail of Reunir is innovation. Capturing and sharing information provides raw material to help inspire people

throughout an organization to figure out something different and better. Anything that facilitates and motivates those leaps of thinking should be encouraged and supported.

CHAPTER 2:
REQUIREMENT GATHERING

Every Software project goes through a phase called Requirements Gathering. A successful project begins with a difficult set of discussions on what should be done. It's the major responsibility of IT Business Analyst to gather the Requirements from the clients. Getting the correct requirements from the client can often be one of the biggest hurdles in any software project. If Business Analyst gathers correct and complete requirements, the projects will yield richer crops.

2.1 Stakeholders of System:

- System Users: A system user is a person who interacts with a system, typically through an interface, to extract some functional benefit. User-centered design, often associated with human–computer interaction, considers a wide range of generic systems.

- System Admin: A System admin, is a person who is responsible for the upkeep, configuration, and reliable operation of computer systems. The system administrator seeks to ensure that the uptime, performance, resources, and security of the computers he or she manages meet the needs of the users.

- Community Admins: A Community admin is the creator of the Community inside the collection. Community admin is the person who manages all the stuff of community. Any system user who

wants to join the community requires the permission of community admin.

- Visitors: Visitors are the general people who visits the website but not registered. They can see the posts, collections, community and other stuff of website but they cannot perform any action.

2.2 Requirement gathering technique used:

Requirements Gathering Techniques

There are many techniques available for gathering the requirements. Each technique has value in certain scenario. Most of the time, it becomes necessary for Business Analyst to use multiple techniques to gather complete and correct requirements from clients and stakeholders. Here are some of our favourite requirements gathering techniques.

1: One-on-one interviews

2: Group interviews

3: Facilitated sessions.

4: Joint application development (JAD)

5: Questionnaires

6: Following people around

7: Request for proposals (RFPs)

8: Brainstorming

For our system we have used **Questionnaires:**

The Questions that were asked during Questionnaires:

1. Your opinion on sharing your knowledge through website.

a) Very little

b) Little

c) Undecided

d) Great

e) Very great

Your expert comments:

_____

_____

2. How your front page should look like?

Your expert comments:

_____

_____

3. How you can create collection?

Your expert comments:

_____

_____

4. How you can create community?

Your expert comments:

5. How any one can join in that community?

Your expert comments:

6. How advertisements will work?

Your expert comments:

7. How public posts will work?

Your expert comments:

8. How individual post will work?

Your expert comments:

9. Is community posts will be displayed in individual's profile?

Your expert comments:

_____

_____

10. How like/comment/share will work?

Your expert comments:

_____

_____

11. Any additional feature you want?

Your expert comments:

_____

_____

2.3 Consolidate list of requirements:

- Sharing Knowledge through website is great.
- Front page should contain all the options for website through which user can navigate. Front page should contain search option, notifications, login options, what's new, what's trending etc.
- Collection should only be created by admin.
- If one has logged in website then only he/she can create communities. He/she can create community under whatever collection he/she wants and then can add members who are members of website through email/username. After that request will

be sent to admin and after approval of request community will be visible to everyone.

- Anyone can be added in that community by community admin. Or if he want to join community in which he/she is not added then he/she can send request to community admin.
- In the free space, anyone can add advertisement too. He/she has to pay for advertisement then his/her advertisement will be visible.
- While creating post in any community he/she will be provided with option. Public/private. Public post will be visible to everyone and private posts will be visible to only members of the community.
- Yes. Posts will be displayed in individual's profile.
- Any person can like posts. Comment should be 2 level. Sharing option should be available. Anyone can copy URL too.
- In extra feature pining facility, ratings, reports, documents sharing, login with social media should be there.

2.4 Project definition:

- KNOWLEDGE SHARING is about systems and technologies
- KNOWLEDGE SHARING is about people and learning organisations
- KNOWLEDGE SHARING is about processes, methods and techniques
- KNOWLEDGE SHARING is about managing knowledge assets
- KNOWLEDGE SHARING is a holistic initiative across the entire organisation

Knowledge Sharing will deliver outstanding collaboration and partnership working. It will ensure the region maximizes the value of its information and knowledge assets and it will help its citizens to use their creativity and skills better, leading to improved effectiveness and greater innovation. The capabilities by which communities within an organisation capture the knowledge that is critical to them, constantly improve it and make it available in the most effective manner to those who need it, so that they can exploit it creatively to add value as a normal part of their work. Knowledge Sharing is the discipline of enabling individuals, teams and entire organisations to collectively and systematically create, share and apply knowledge, to better achieve their objectives.

CHAPTER 3:
PROJECT MANAGEMENT & PLANNING

3.1 Feasibility study:

A feasibility study is carried out to select the best system that meets performance requirements.

The main aim of the feasibility study activity is to determine whether it would be financially and technically feasible to develop the product.

The feasibility study activity involves the analysis of the problem and collection of all relevant information relating to the product such as the different data items which would be input to the system, the processing required to be carried out on these data, the output data required to be produced by the system as well as various constraints on the behaviour of the system.

3.1.1 Technical Feasibility:

The technical feasibility study compares the level of technology available in the software development firm and the level of technology required for the development of the product. Here the level of technology consists of the programming language, the hardware resources, other software tools etc. Internet is required to use the system.

Our system consists of,

- The facility to produce outputs in a given time.

- Response time under certain conditions.
- Facility to communicate data to distant locations.
- It just requires window operating system and normal browser to use our system.
- The organisation has already purchased required gadgets.

Hence, the proposed system is technically feasible.

3.1.2 Economic Feasibility:

The economic feasibility study evaluate the cost of the software development against the ultimate income or benefits gets from the developed system. There must be scopes for profit after the successful Completion of the project.

- Our system is not much costly to develop.
- It is easy to use and understand therefor there is no need to appoint any operator to use the system.
- Organisation is ready to invest in proposed system because it is being developed in latest technology and will be very fast for the users to transfer or share the information using the system.

3.1.3 Operational Feasibility:

Operational feasibility is a measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development.

3.2 Hardware and Software Requirement

Software Requirement:

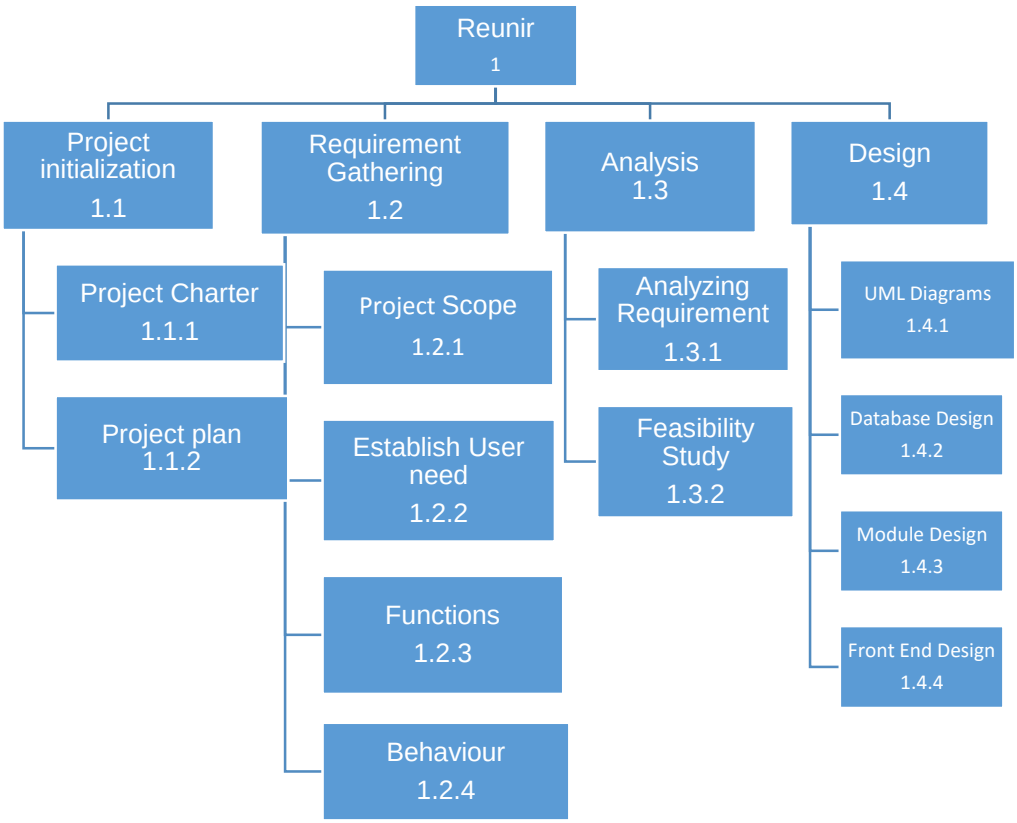
Platform	• PHP • Angular 2 • IONIC
Frontend	• Sublime OR • Visual Studio Code
Backend	• My SQL • Node.js
Tools	• JQuery • Google docs API • Sketch or Evernote • Angular 2

Hardware Requirement:

Processor	HardDisk	RAM
• Pantium micro processor and above.	• 40 GB or above.	• 512 mb RAM or above.

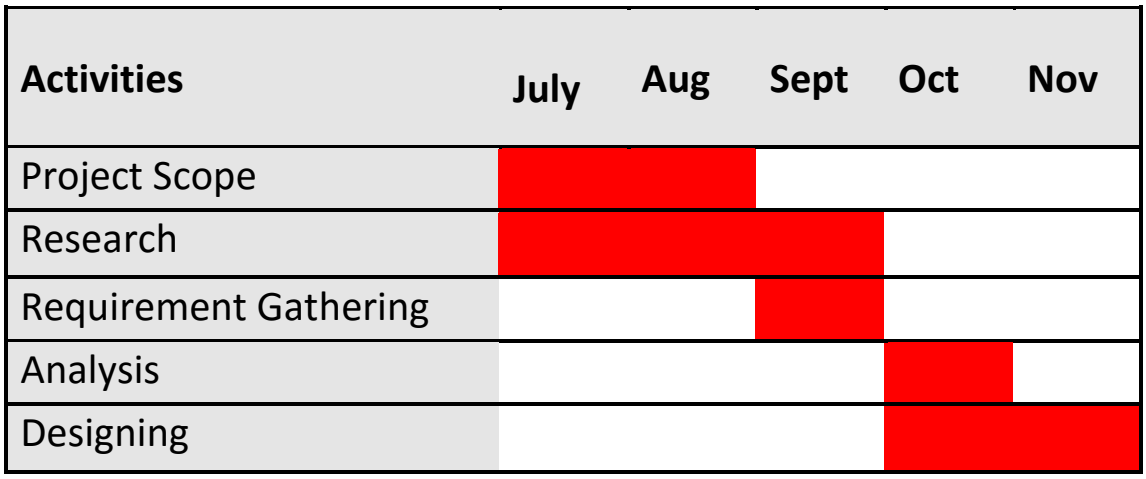
3.3 Project Planning

3.3.1 Project breakdown structure



(fig 3.1 – Project Breakdown Structure)

3.3.2 Gantt Chart



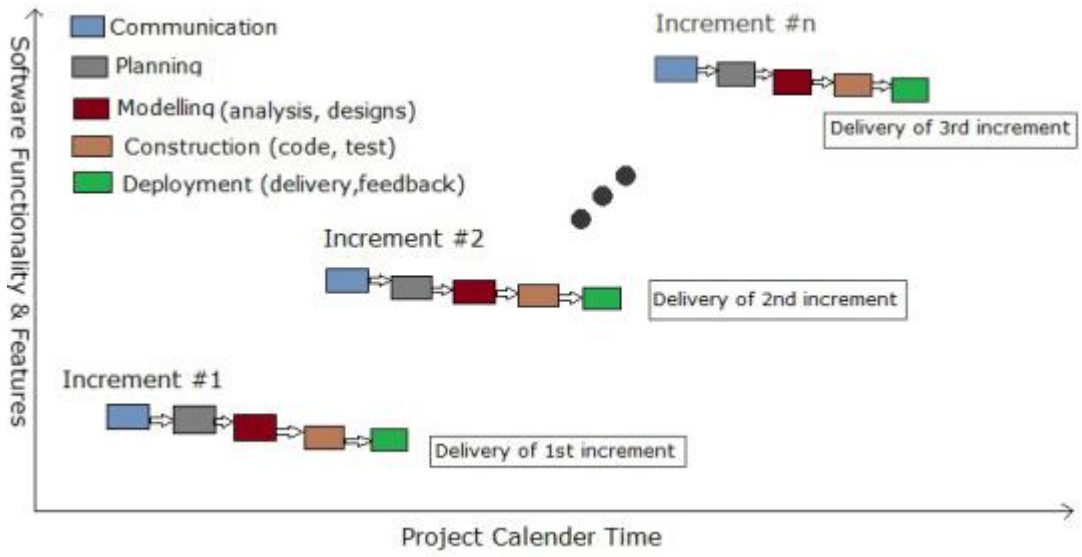
(fig 3.2 – Gantt Chart)

3.4 Process Model

We would be following the *Incremental Model* because the nature of this system as the requirements are not concrete. Many features can be added after the development of the system that serves the main purpose. The hardware we use is a little costly for prototyping so we go iteration by iteration and develop the final product.

Incremental Model

- This model is more flexible – less costly to change scope and requirements.
- It is easier to test and debug during a smaller iteration.
- In this model customer can respond to each built.
- Lowers initial delivery cost.
- Easier to manage risk because risky pieces are identified and handled during it'd iteration.



(fig 3.3 – Incremental model)

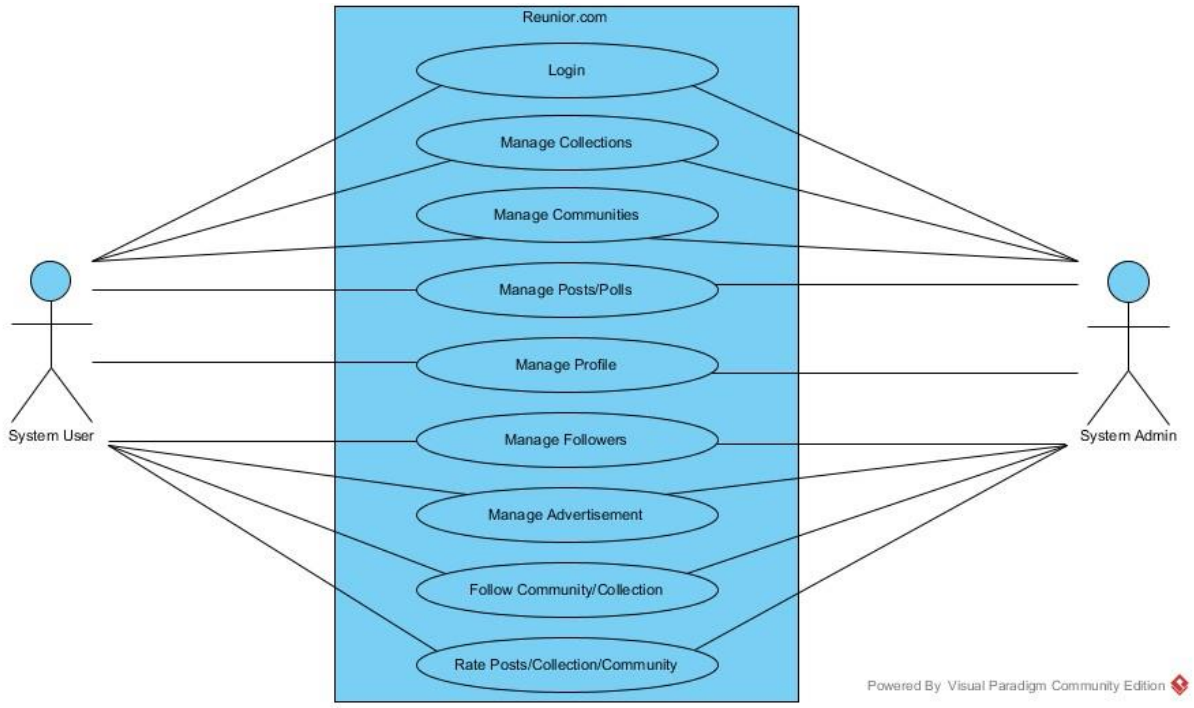
Why it is Suitable for our system?

1. Requirement for the Complete System are clear.
2. There are chances that some details can be evolved with time.
3. There is need to get the project in market quickly.
4. New technology is being used.

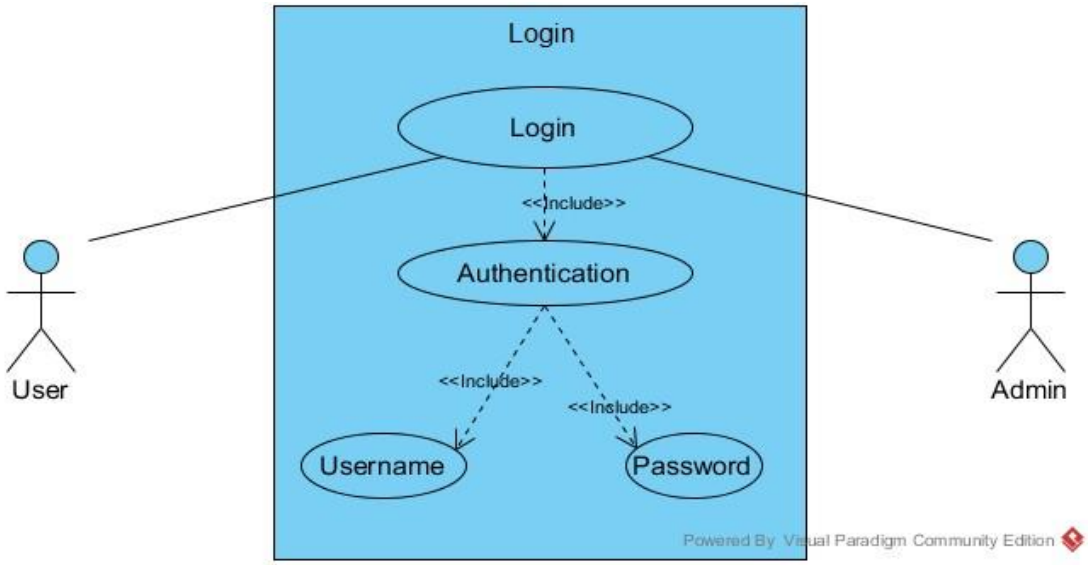
CHAPTER 4:
ANALYSIS & DESIGN

4.1 UML Design

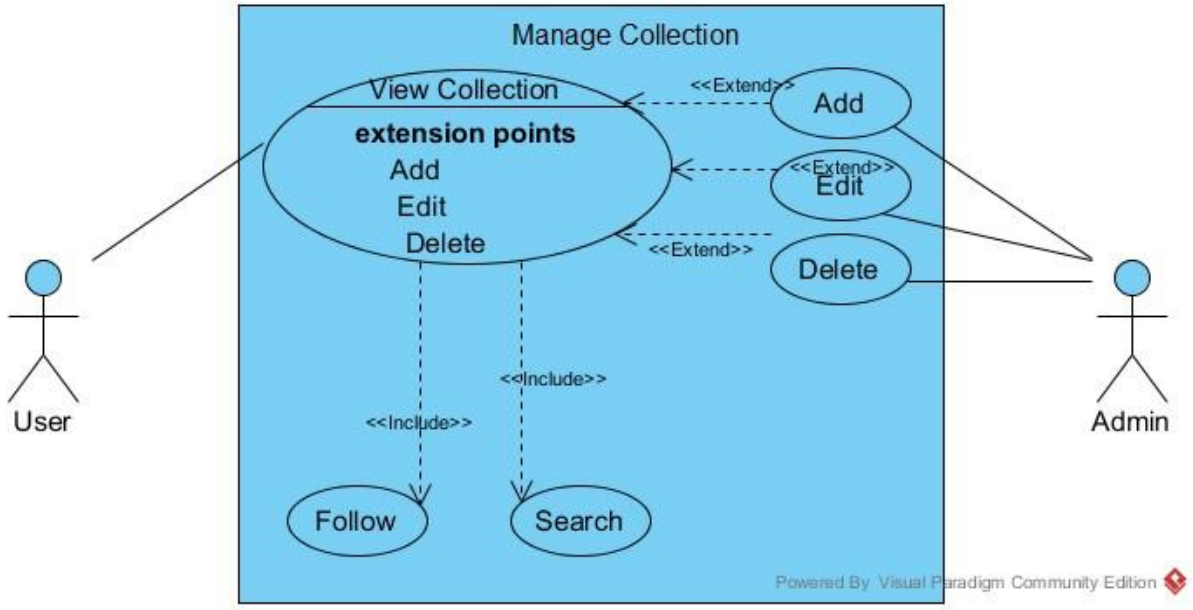
4.1.1 Use case



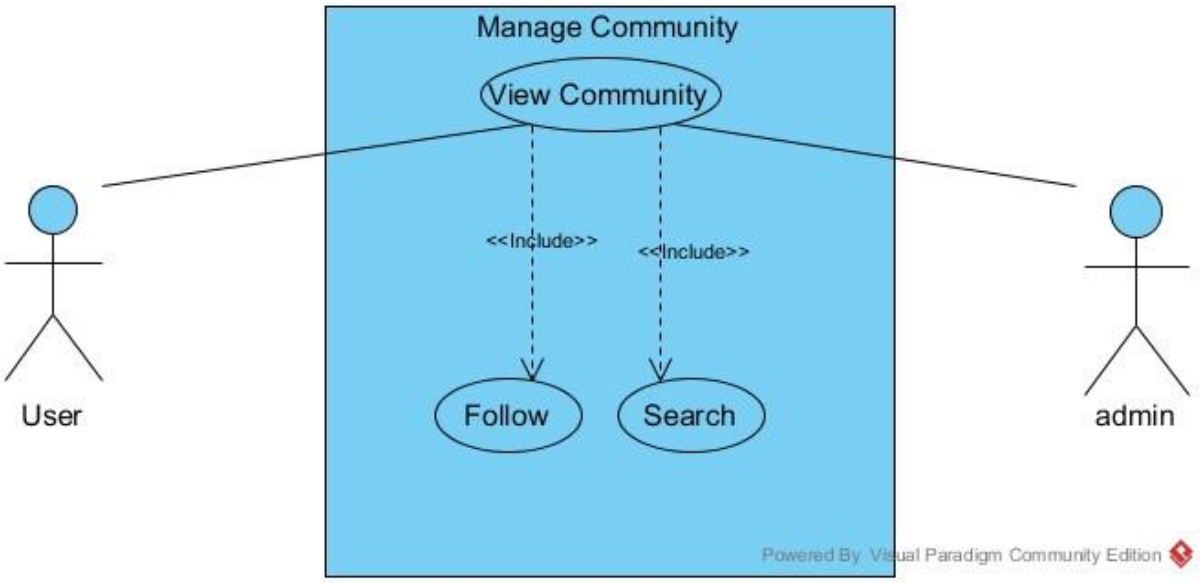
(fig 4.1 – Use Case of System)



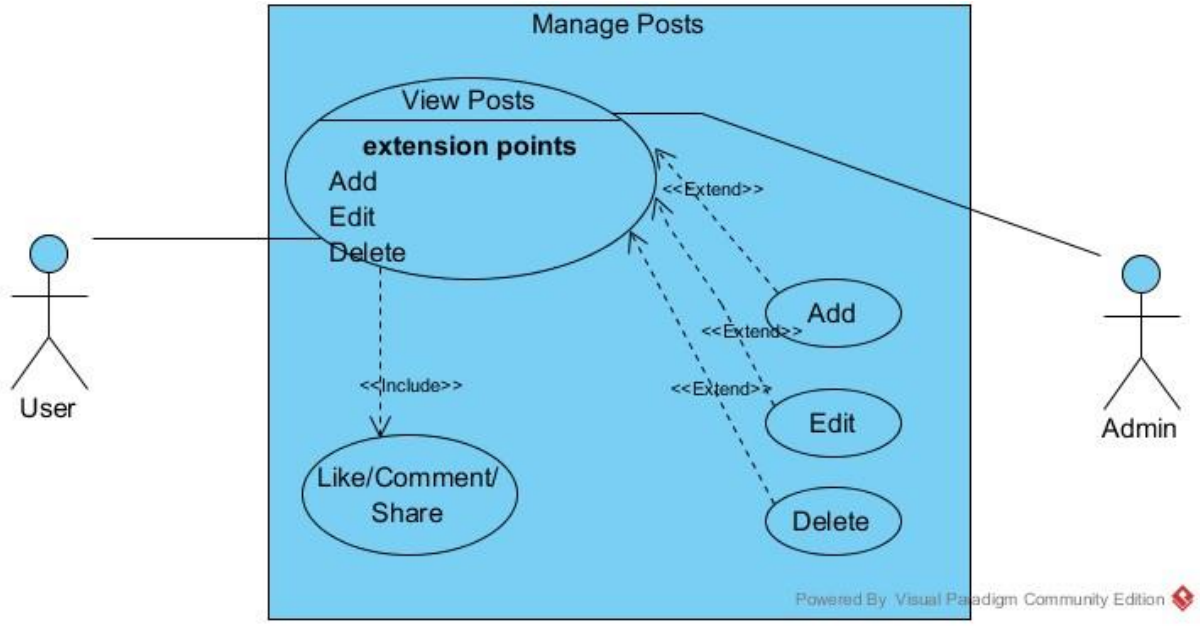
(fig 4.1.1 – Use Case of Login System)



(fig 4.1.2 – Use Case of Collection Management)

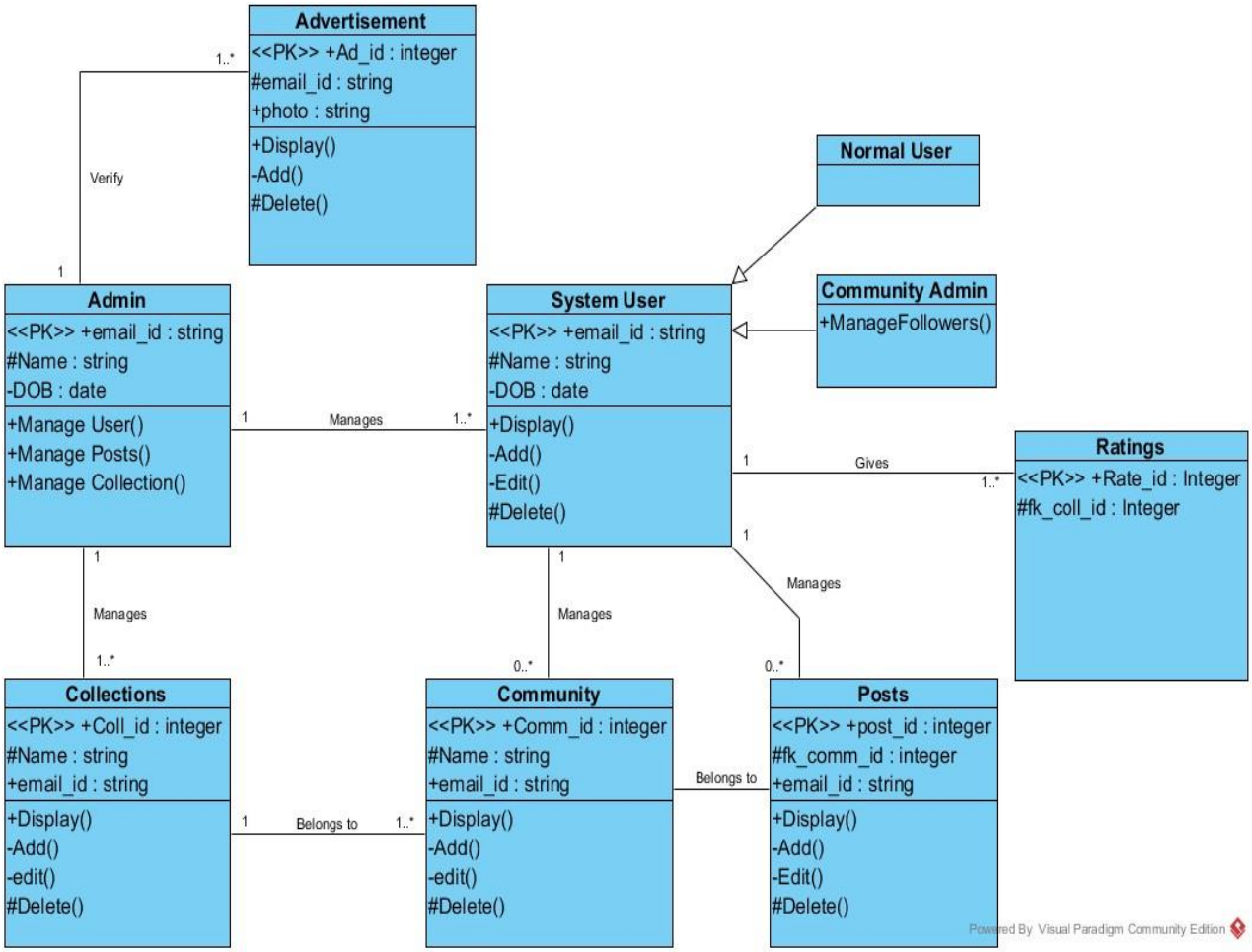


(fig 4.1.3 – Use Case of Community Management)



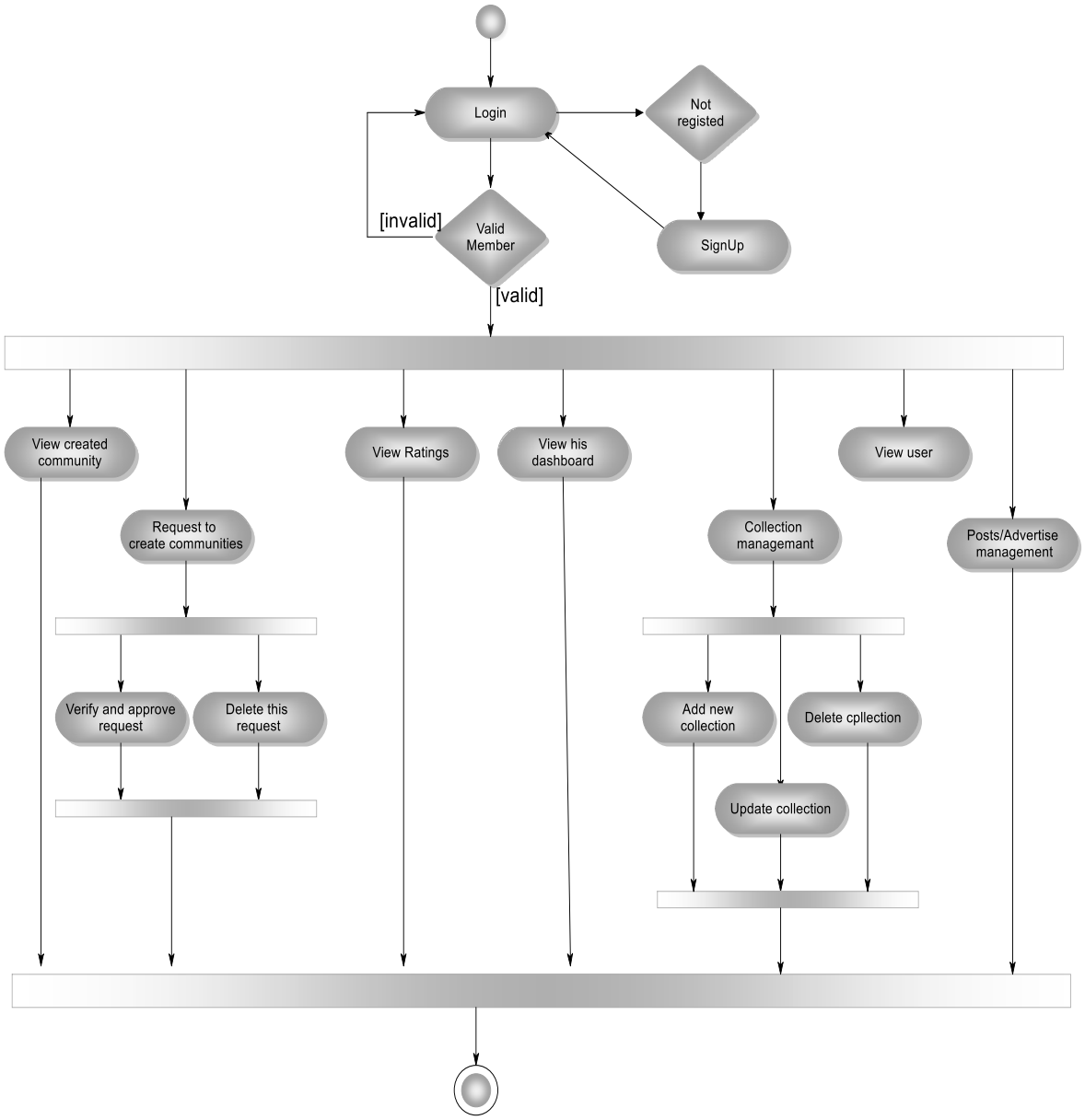
(fig 4.1.4 – Use Case of Posts Management)

4.1.2 Class Diagram

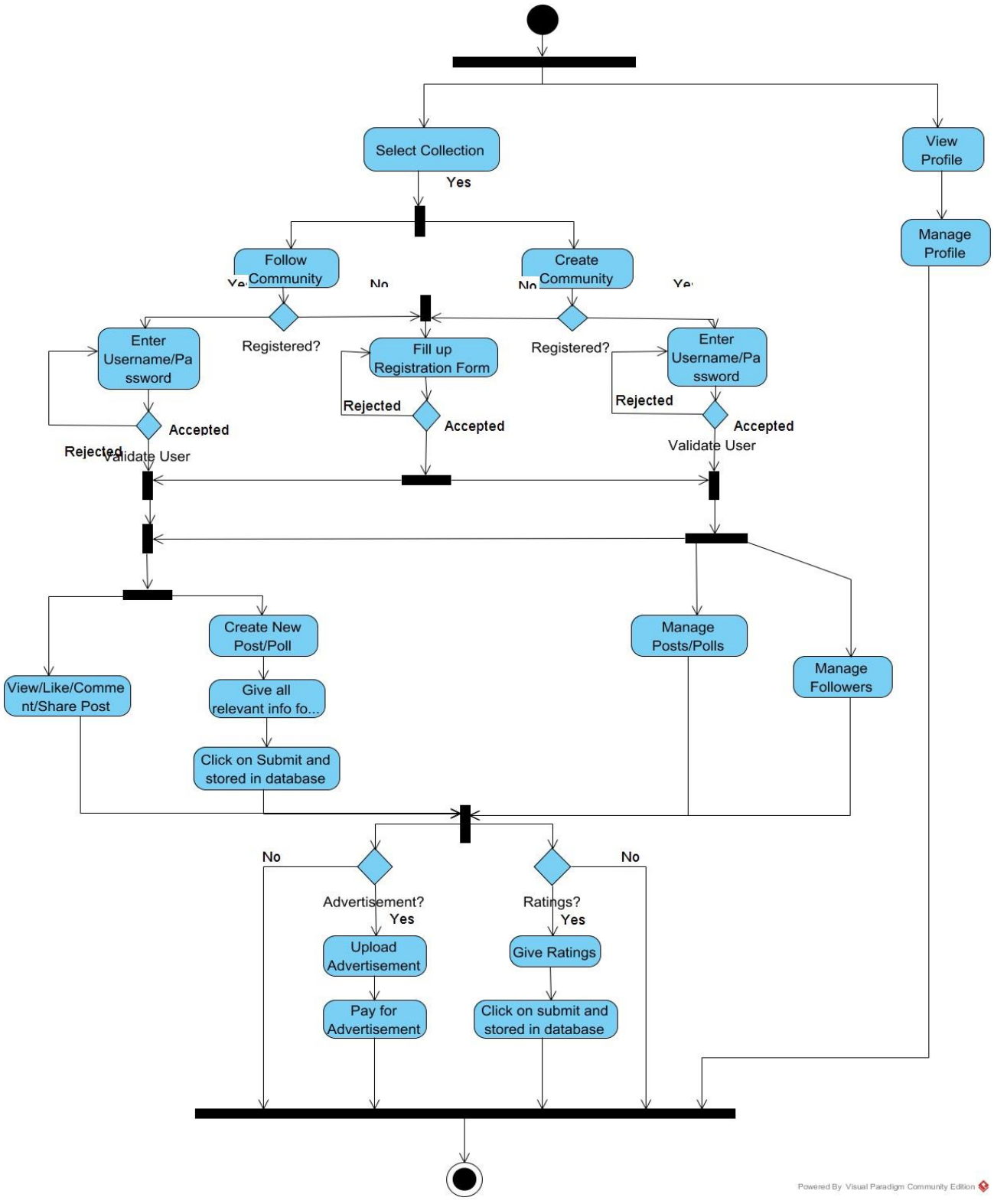


(fig 4.2 – Class Diagram)

4.1.3 Activity Diagram

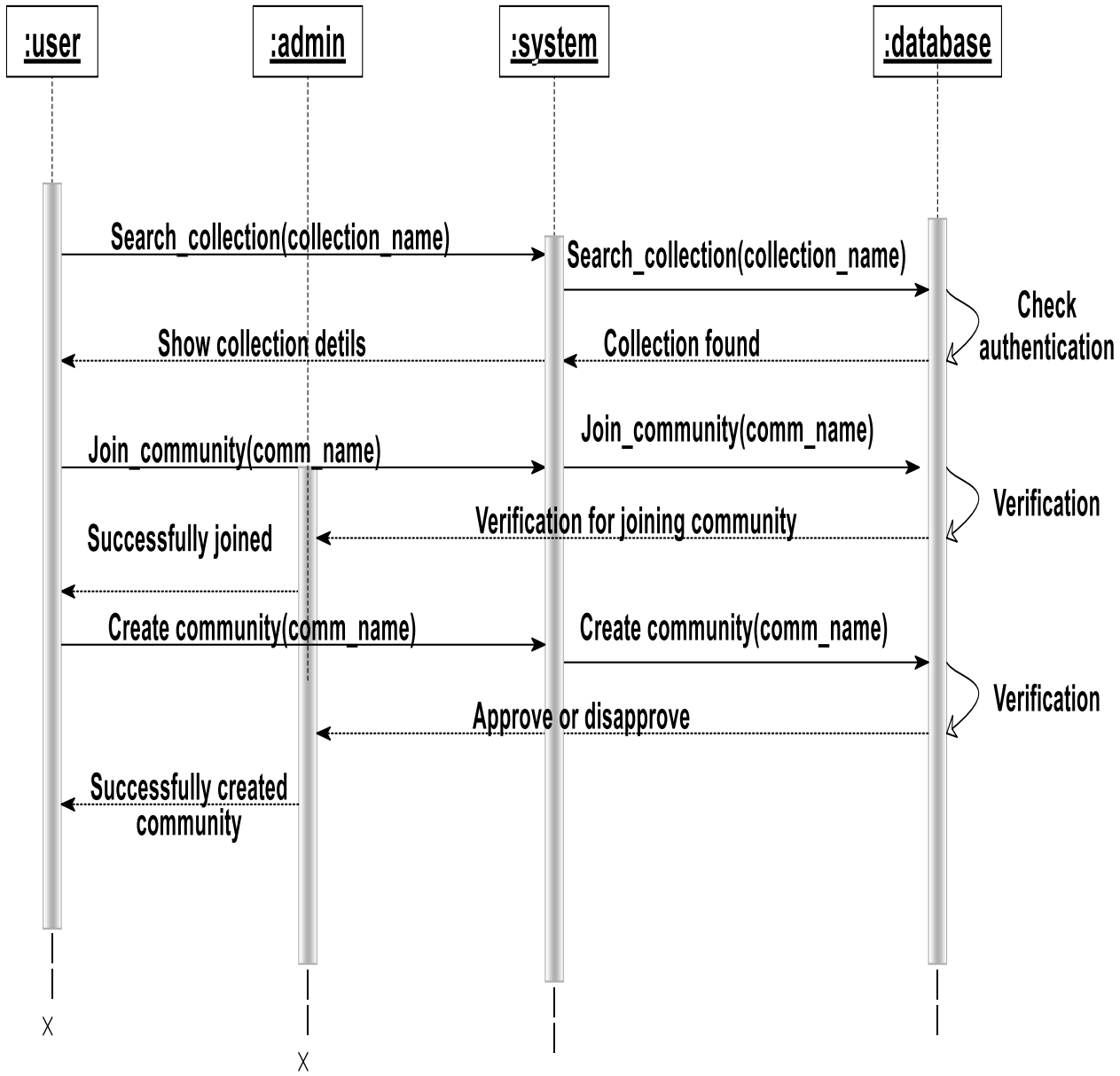


(fig 4.3 – Activity Diagram For Admin)

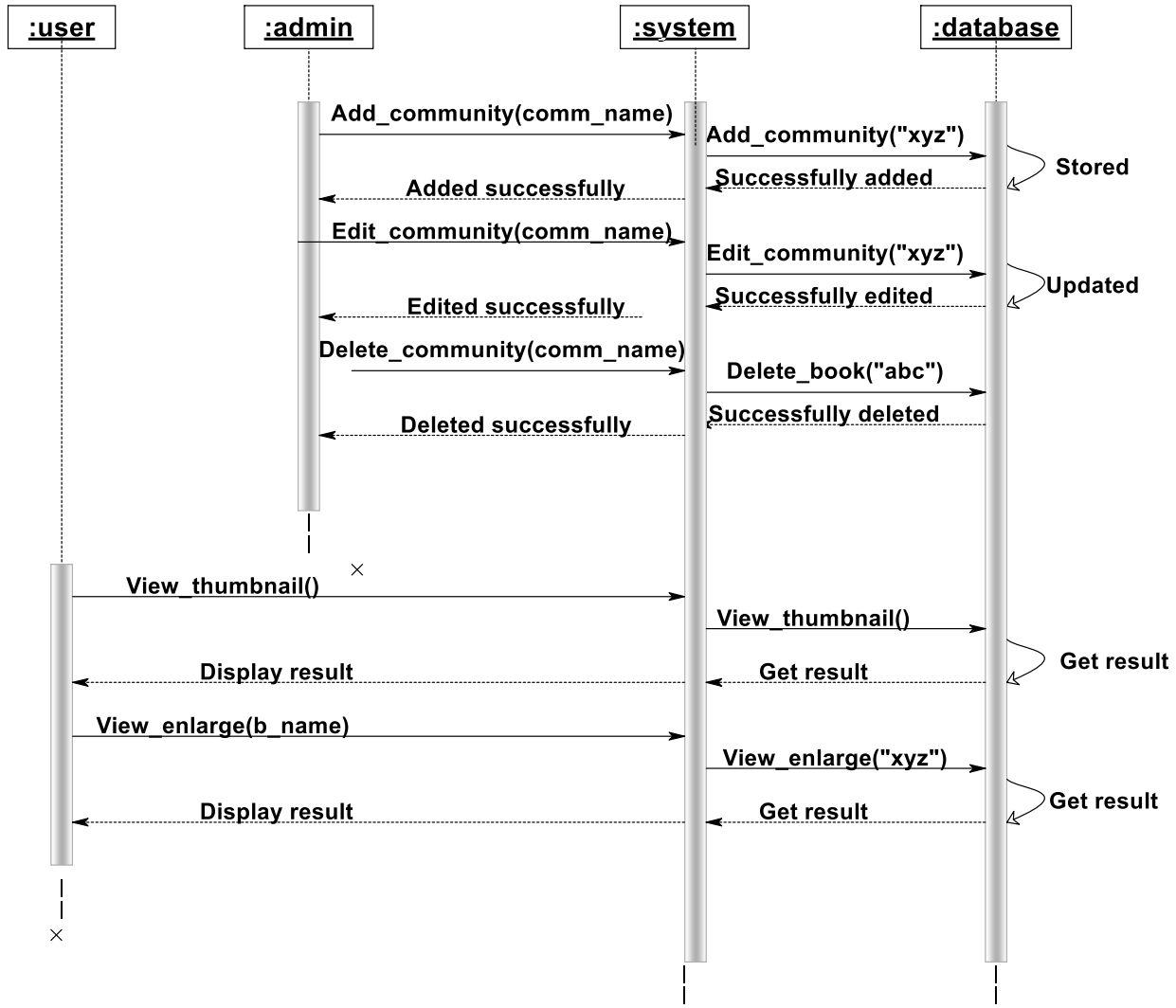


(fig 4.4 – Activity Diagram for User)

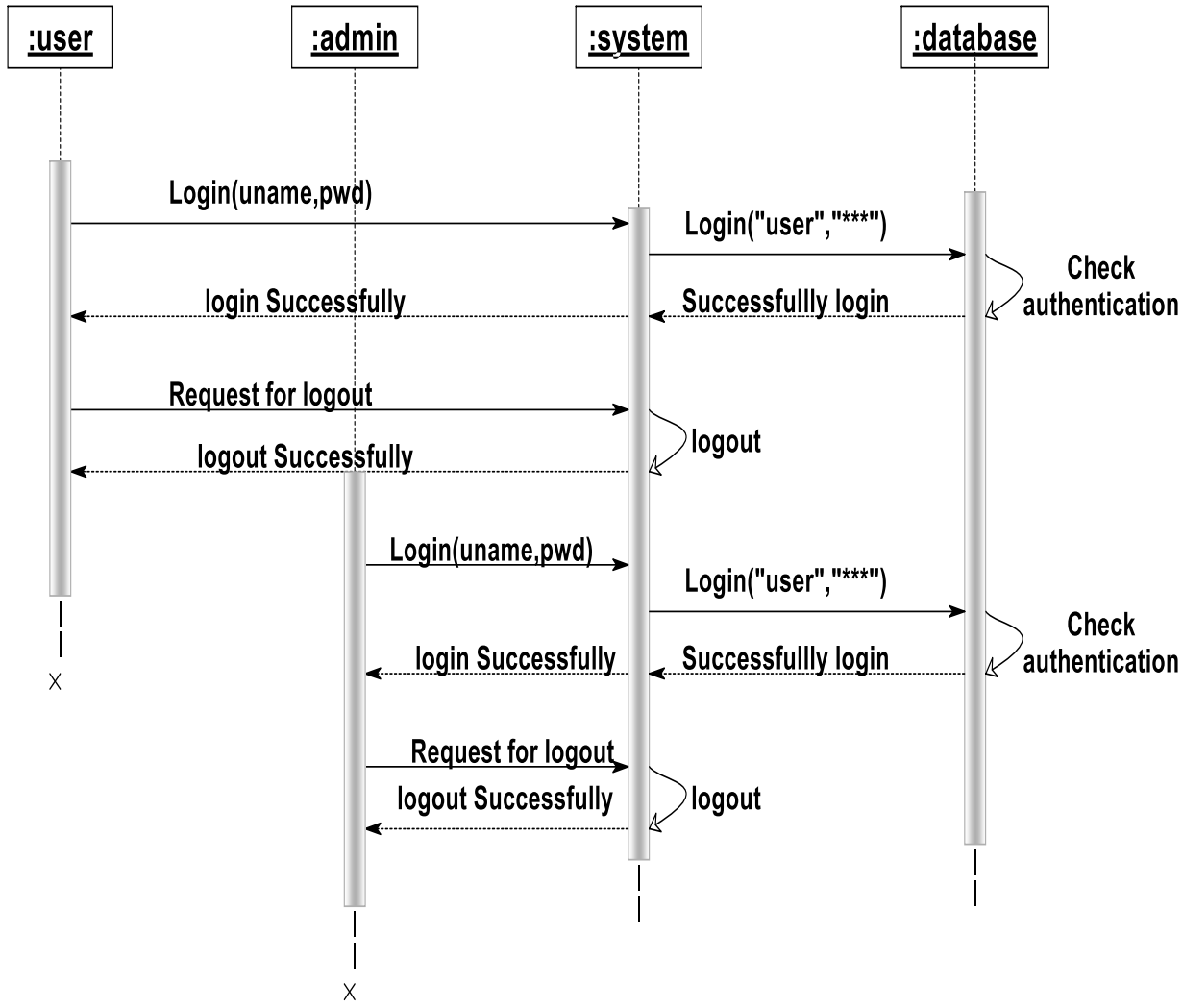
4.1.4 Sequence Diagram



(fig 4.5 – Sequance Diagram)

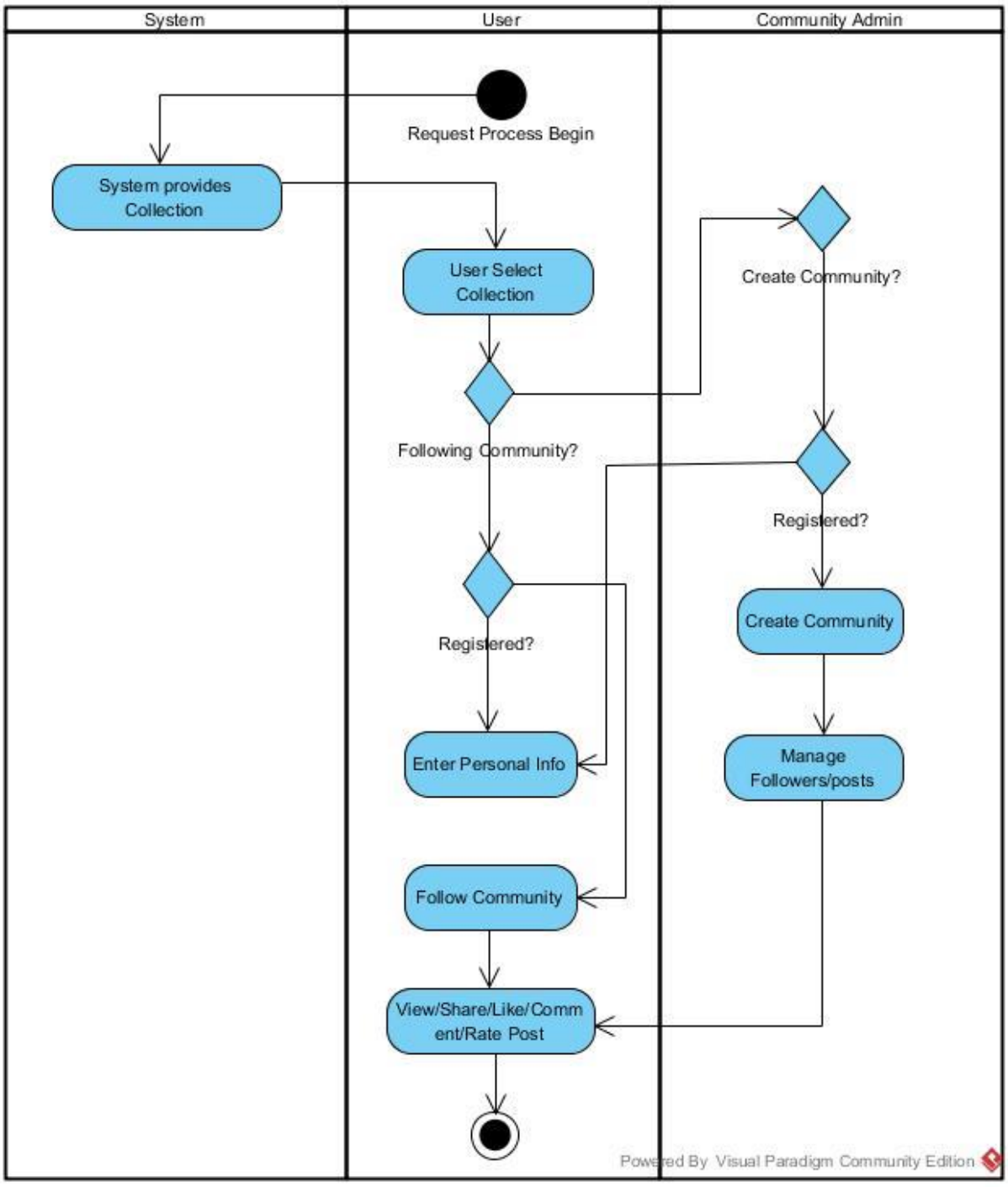


(fig 4.6 – Sequance Diagram)



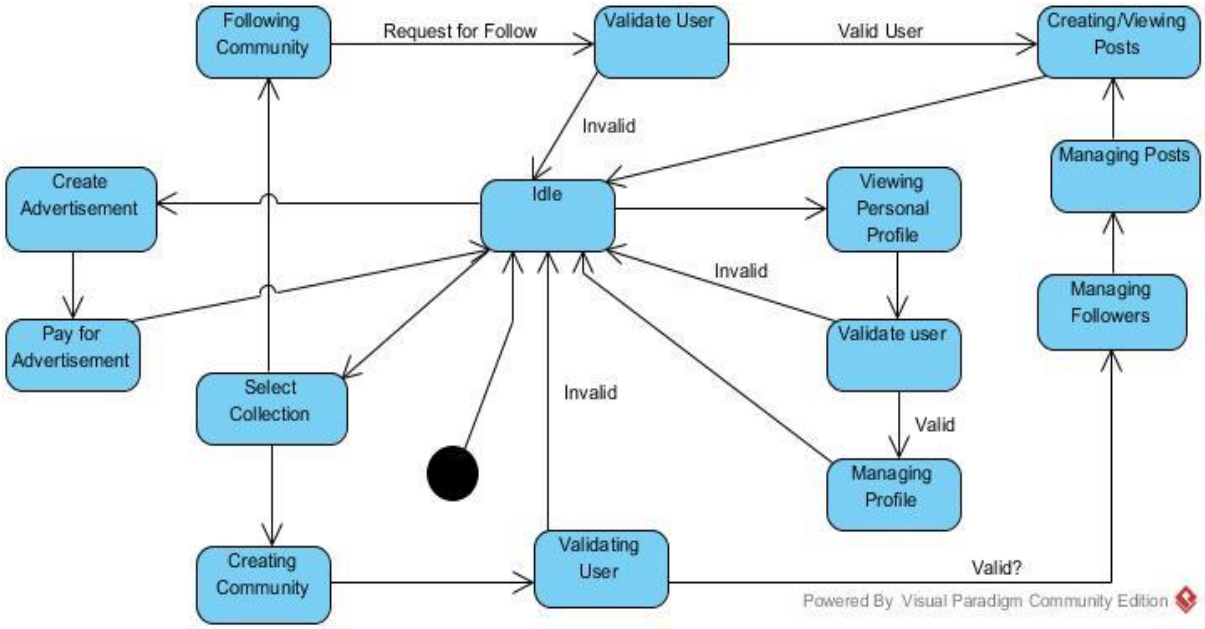
(fig 4.7 – Sequance Diagram)

4.1.5 Swim lane Diagram



(fig 4.7 – Swimlane Diagram)

4.1.6 State Diagram

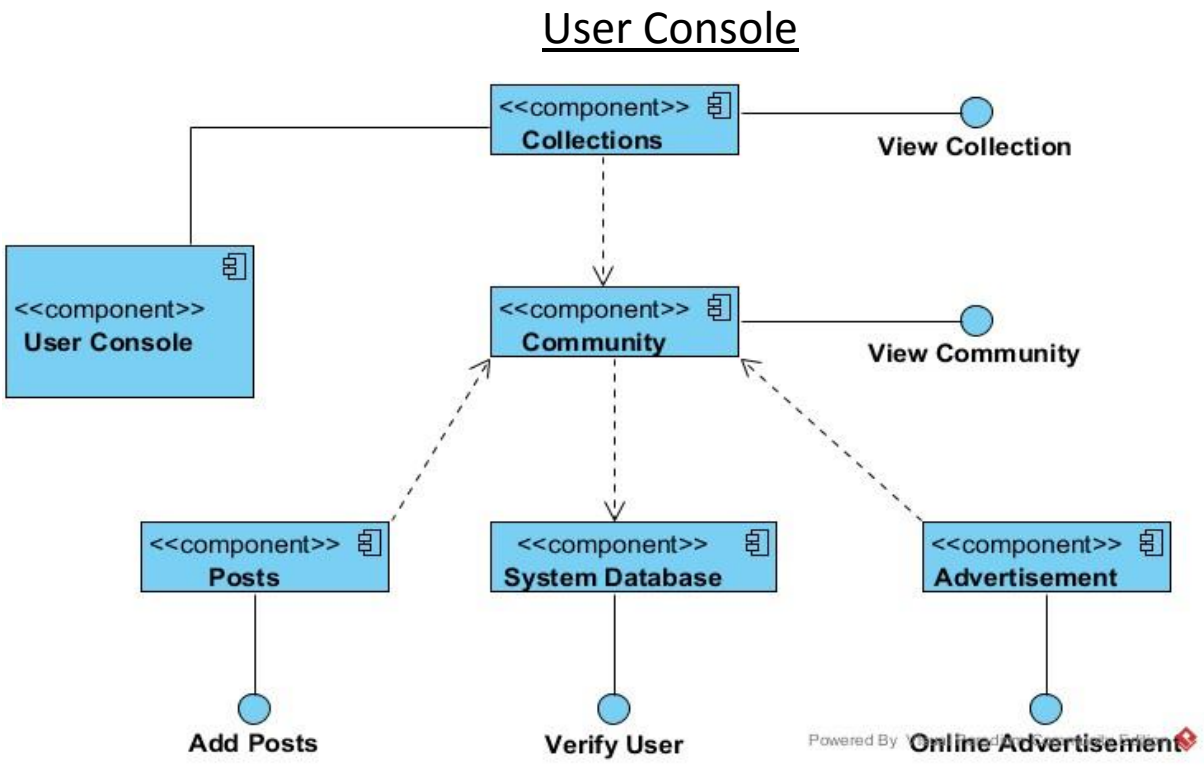


(fig 4.8 – State Diagram)

4.1.7 Collaboration Diagram

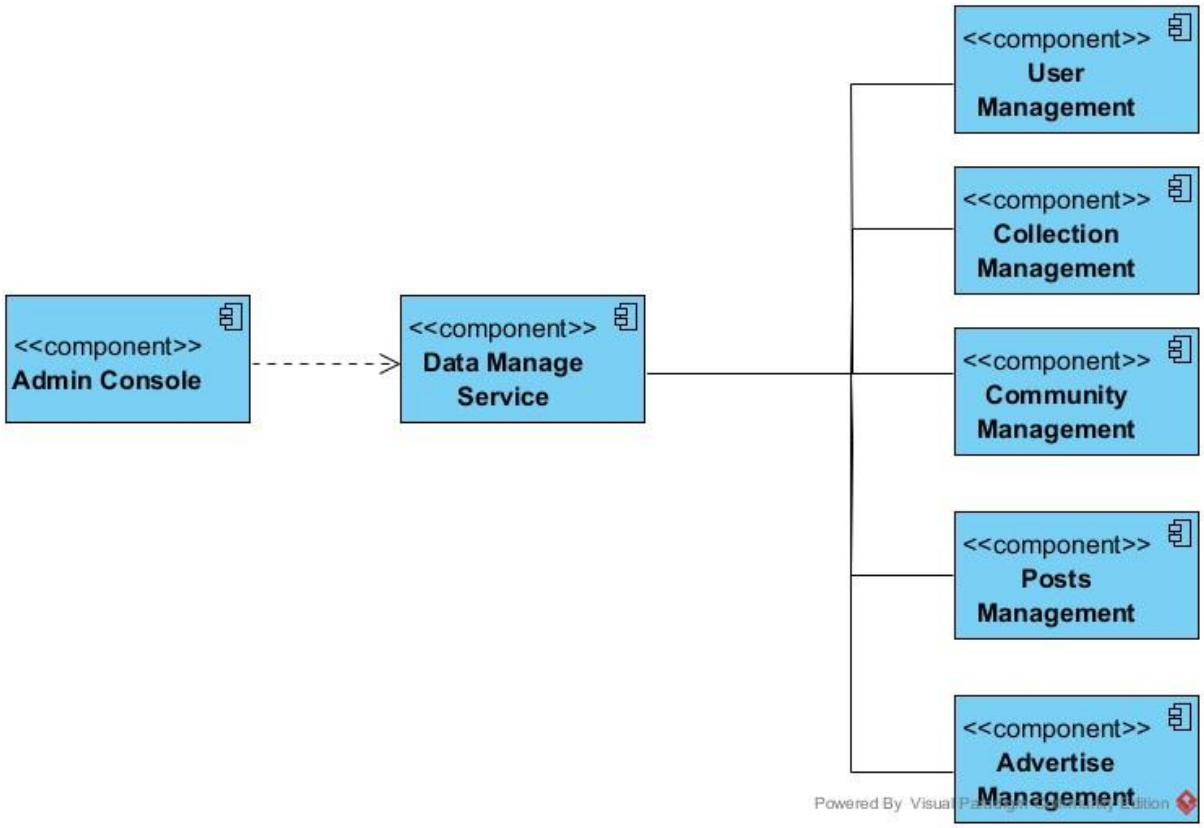
4.1.8 Deployment Diagram

4.1.9 Component Diagram



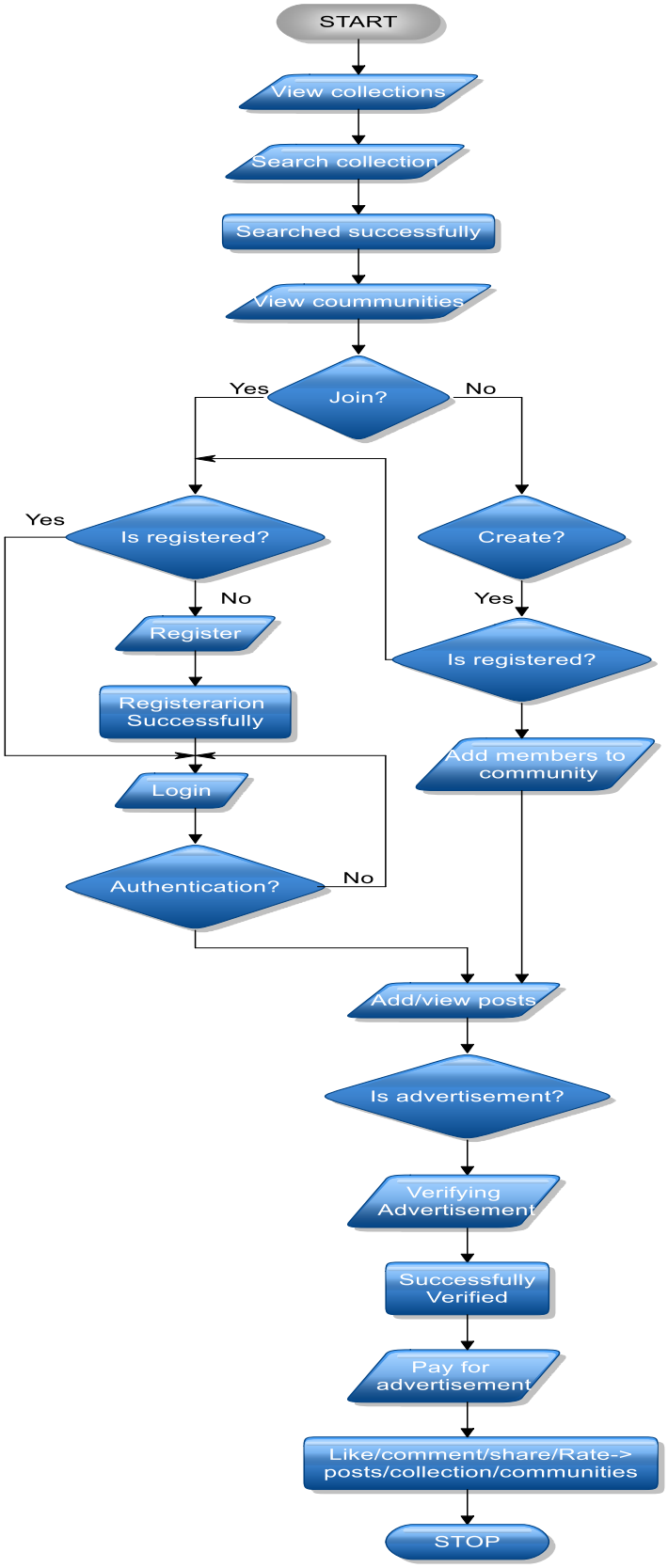
(fig 4.9 – Component Diagram for User)

Admin Console



(fig 4.10 – Component Diagram for Admin)

4.2 System Flow Diagram



(fig 4.11 – System Flow Diagram)

4.3 Data Dictionary

Users

Field	Data-Type	Constrains	Remark	Description
User_id	Varchar(50)	Primary Key	-	User's email id.
User_name	Varchar(50)	Not Null	-	Display Name
User_photo	Varchar(500)	-	-	Display Picture
Gender	Varchar(6)	-	-	User's gender
Occupation	Varchar(50)	-	-	Useful to know User's Specialty
Cover_photo	Varchar(500)	-	-	Cover photo in profile.
Password	Varchar(20)	Not Null	-	Password for Login
Type	Varchar(6)	Not Null	-	Distinguish normal user and Admin.

Communities

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Community id.
Com_name	Varchar(50)	Not Null	-	Display Name
Cover_photo	Varchar(500)	-	-	Cover photo in Community.
Fk_user_id	Varchar(50)	Foreign Key	-	User who had created this community.
Fk_col_id	integer	Foreign Key	-	Under Which Collection.
Date	Date	Not Null	-	Date created.
Description	Varchar(max)	-	-	Describe the Community.

Collections

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Collection id.

Col_name	Varchar(50)	Not Null	-	Display Name
Cover_photo	Varchar(500)	-	-	Cover photo in Collection.
Date	Date	Not Null	-	Date created.
Description	Varchar(max)	-	-	Describe the Collection.

Posts

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Post id.
Title	Varchar(50)	Not Null	-	Caption.
Post_photo	Varchar(500)	-	-	Photo in Post.
Post_link	Varchar(500)	-	-	Link in post.
Fk_user_id	Varchar(50)	Foreign Key	-	User who had created this Post.
Fk_com_id	Integer	Foreign Key	-	Under Which Community.
Date	Date	Not Null	-	Date created.
Description	Varchar(max)	-	-	Describe the Post.

Comments

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Comment id.
Fk_post_id	Integer	Foreign Key	-	Under which Post.
Fk_user_id	Varchar(50)	Foreign Key	-	Who Commented?
Date	Date	Not Null	-	Date created.
Description	Varchar(max)	-	-	Actual Content of Comment.

Comments level2

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Comment id.
Fk_com_id	Integer	Foreign Key	-	Under which Comment.

Fk_user_id	Varchar(50)	Foreign Key	-	Who Commented?
Date	Date	Not Null	-	Date created.
Description	Varchar(max)	-	-	Actual Content of Comment.

Likes

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Like id.
Fk_post_id	Integer	Foreign Key	-	Under which Post.
Fk_user_id	Varchar(50)	Foreign Key	-	Who Liked?

Ratings

Field	Data-Type	Constrains	Remark	Description
ID	integer	Primary Key	Auto-Increment	Rate id.
Fk_com_id	Integer	Foreign Key	-	On which Community?
Fk_col_id	Integer	Foreign key	-	On which Collection?
Fk_user_id	Varchar(50)	Foreign Key	-	Who Rated?
Rate_percent	Integer	Not Null	-	How Much?

Followers

Field	Data-Type	Constrains	Remark	Description
User_id	Varchar(50)	Foreign Key	-	By Which User?
Fk_com_id	Integer	Foreign Key	-	Which Community?
Fk_col_id	Integer	Foreign Key	-	Which Collection?
Fk_user_id	Varchar(50)	Foreign Key	-	Whom the User Follows?

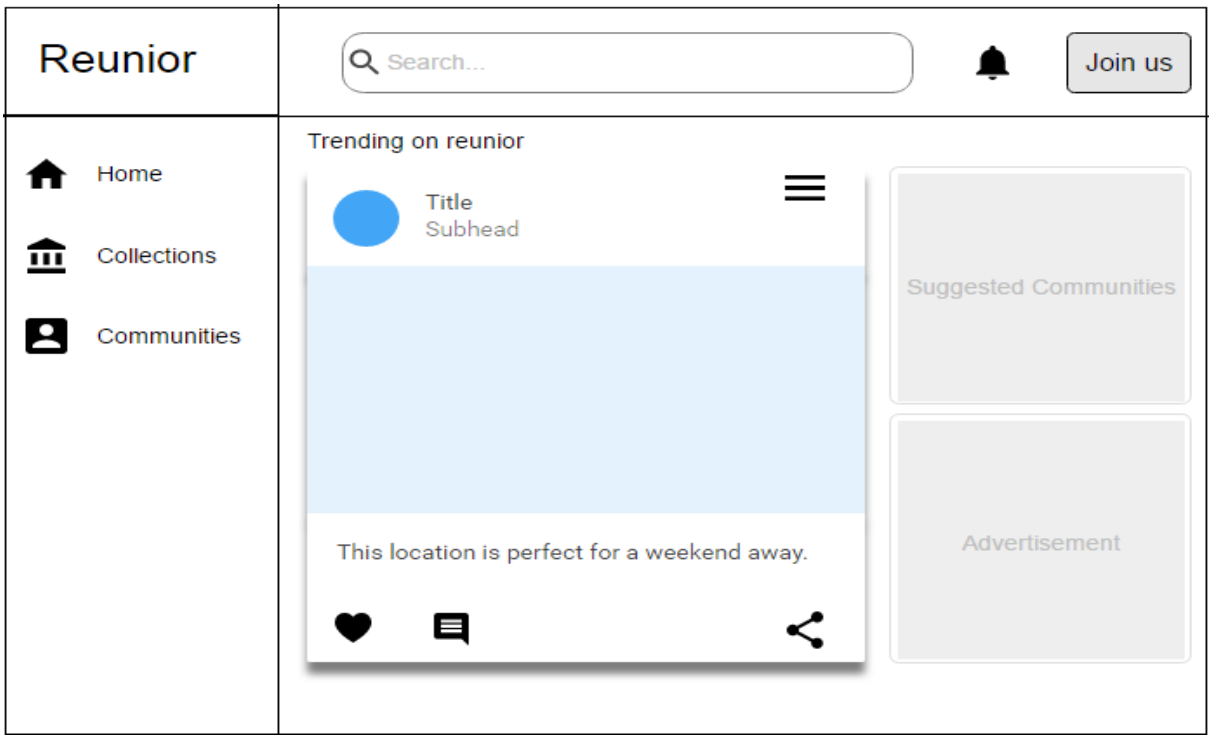
Polls

Field	Data-Type	Constrains	Remark	Description

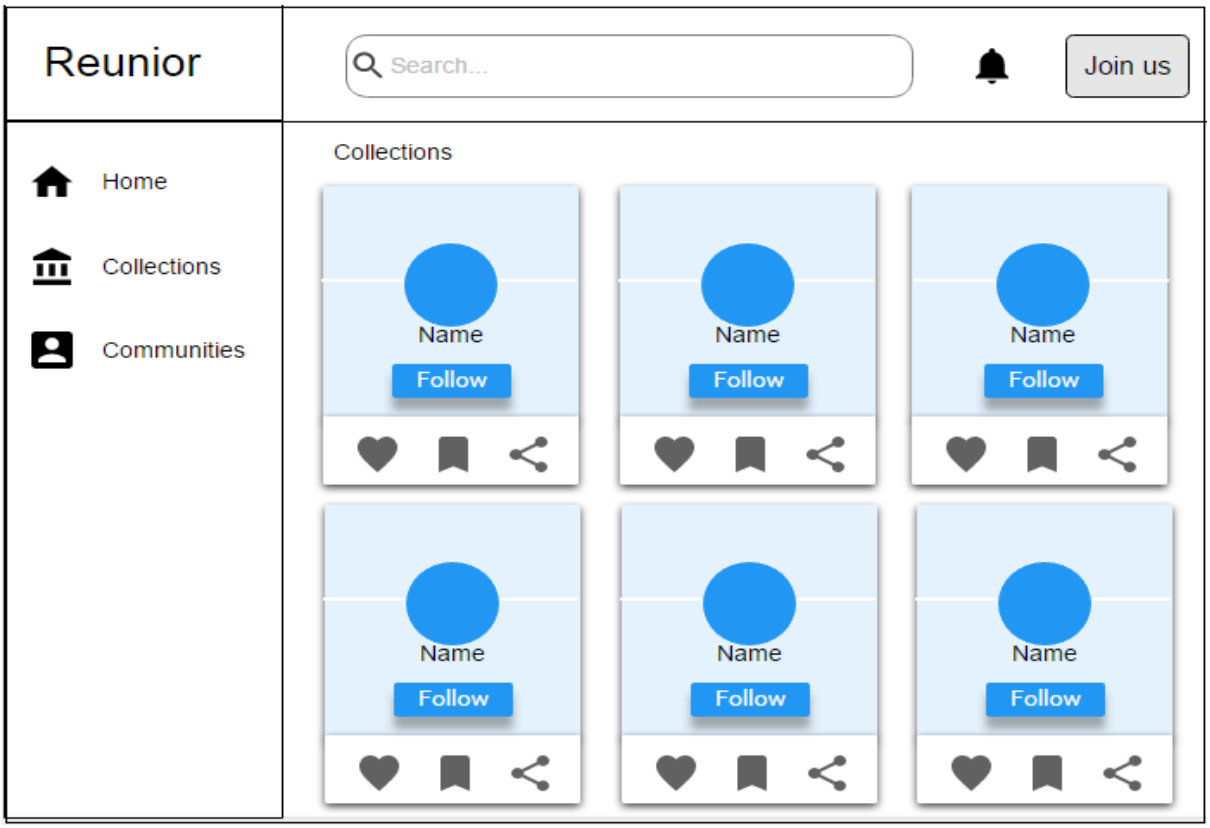
ID	integer	Primary Key	Auto-Increment	Poll id.
Title	Varchar(100)	Not Null	-	Tag line of Poll.
Opinion1	Varchar(100)	Not Null	-	First opinion of poll.
Opinion2	Varchar(100)	Not Null	-	Second opinion of Poll.
Opinion3	Varchar(100)	Not Null	-	Third opinion of Poll.
Opinion4	Varchar(100)	-	-	Fourth opinion of Poll.
Opinion5	Varchar(100)	-	-	Fifth opinion of Poll.
Fk_user_id	Varchar(50)	Foreign Key	-	Who have created?

4.4 User Interface (Wireframes)

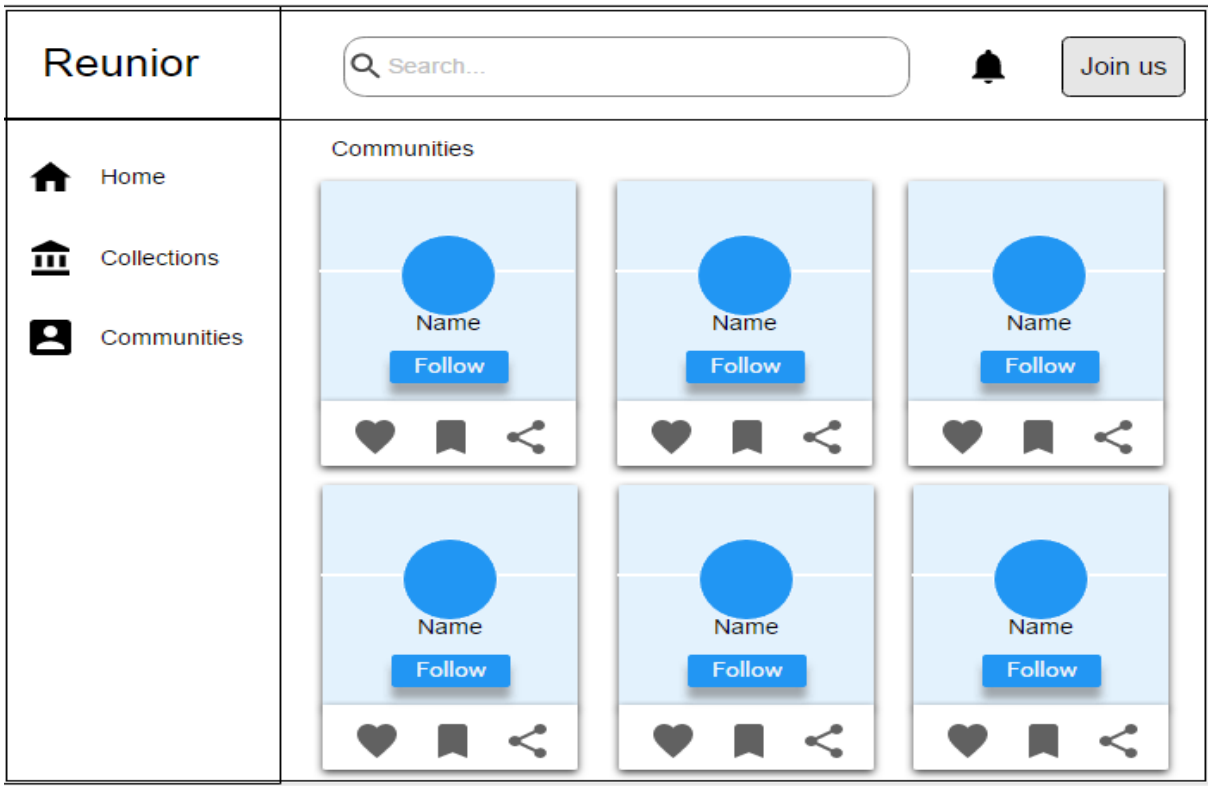
Startup Page



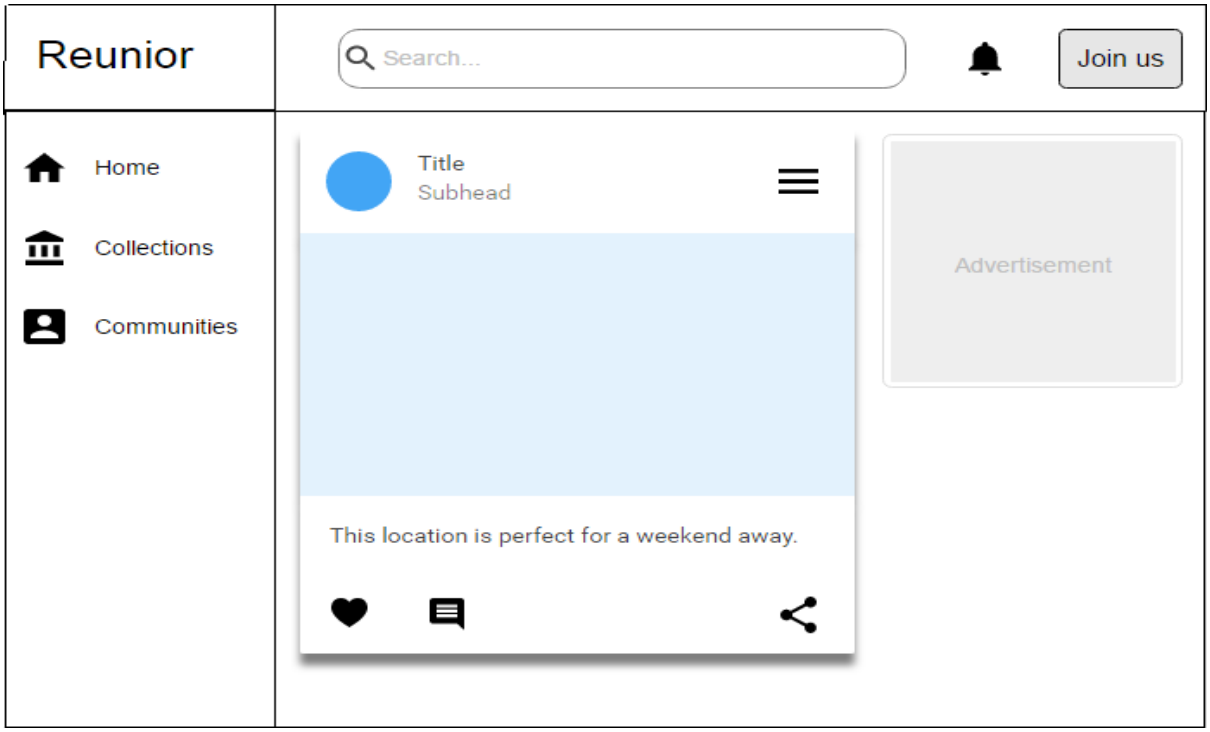
Collections



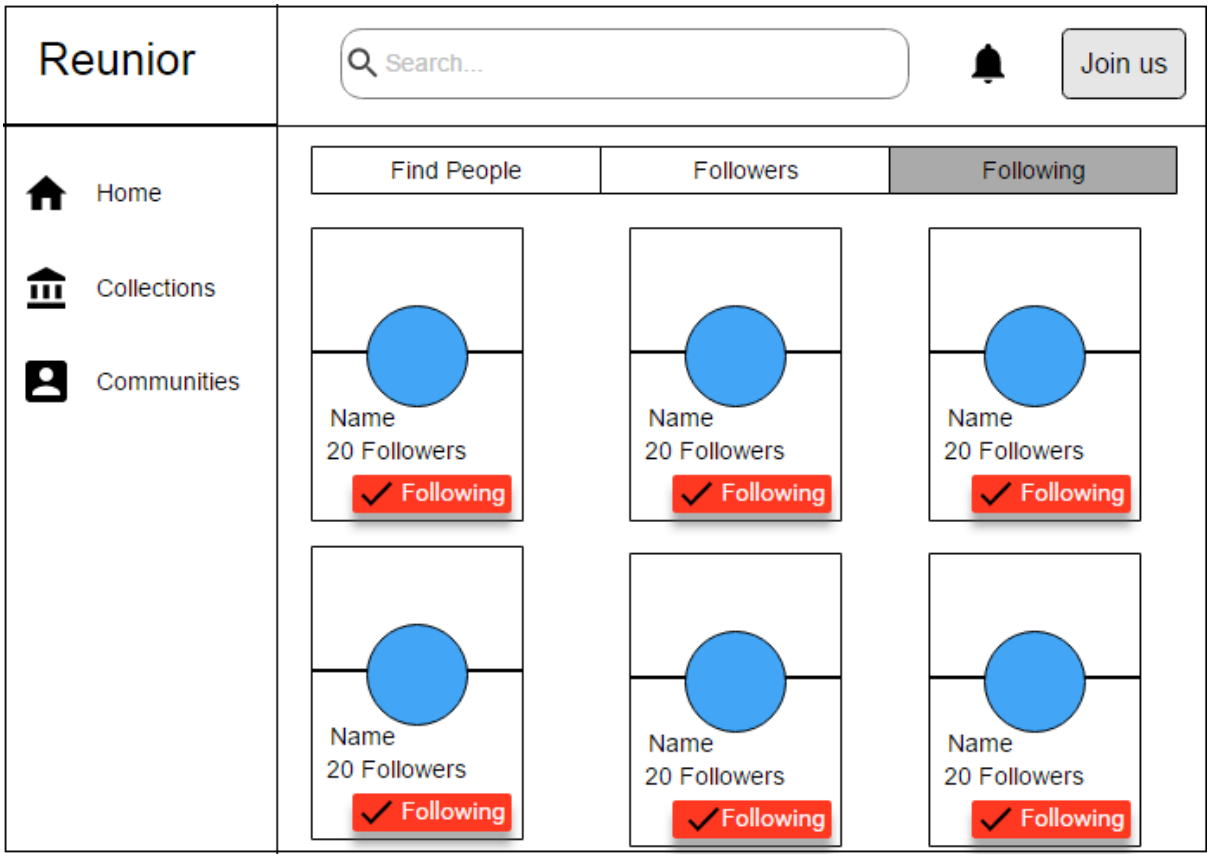
Communities



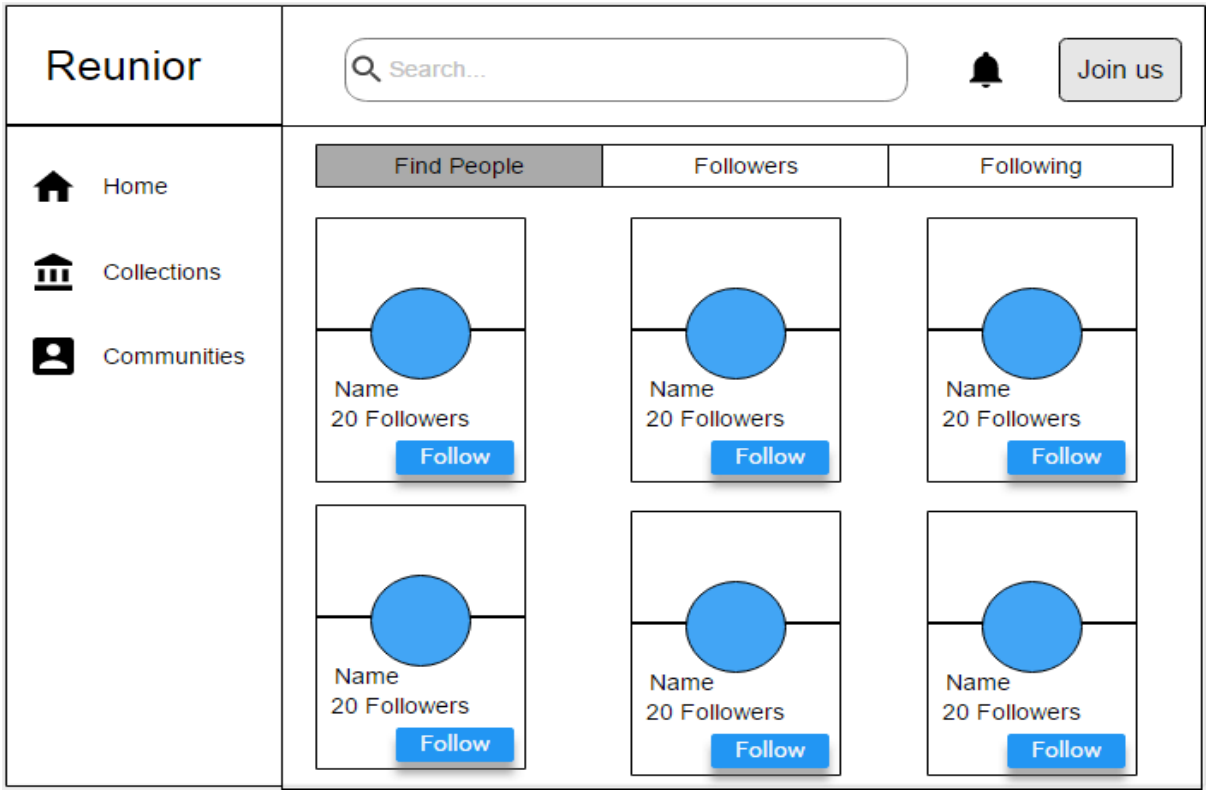
When Clicked on Community



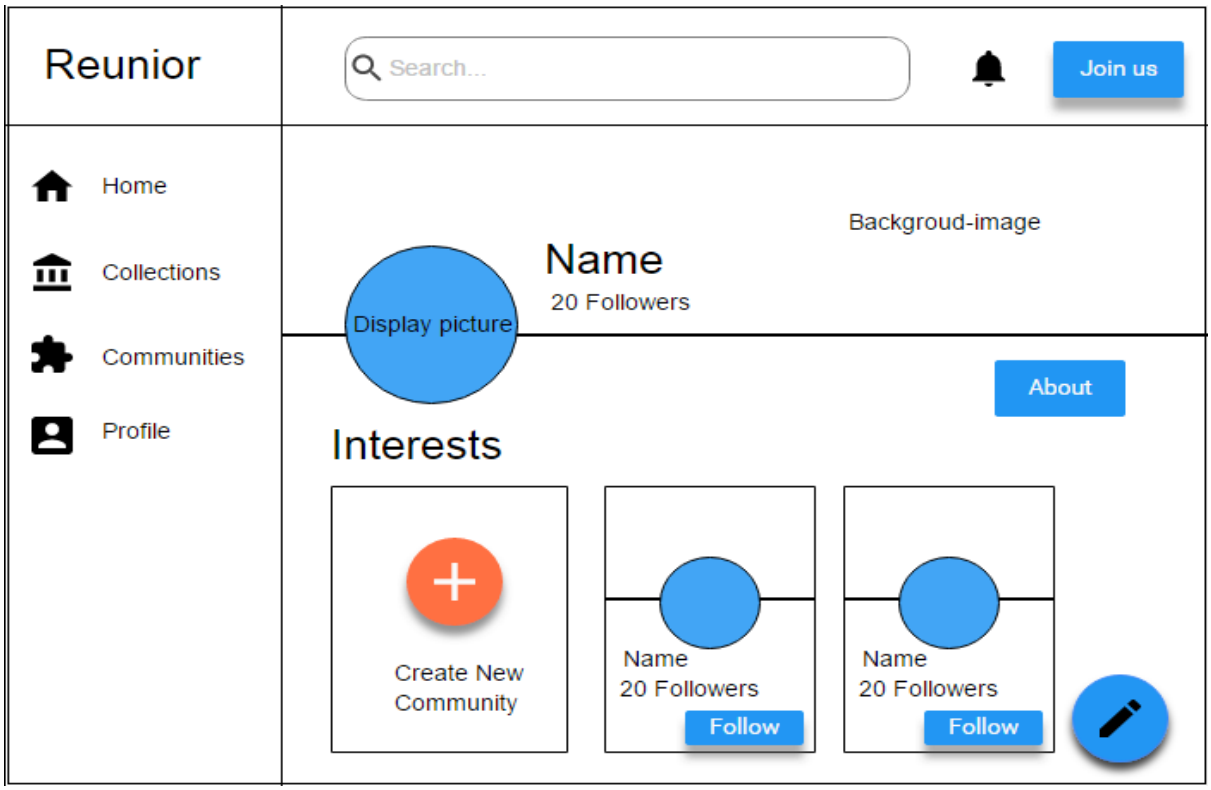
People you may know



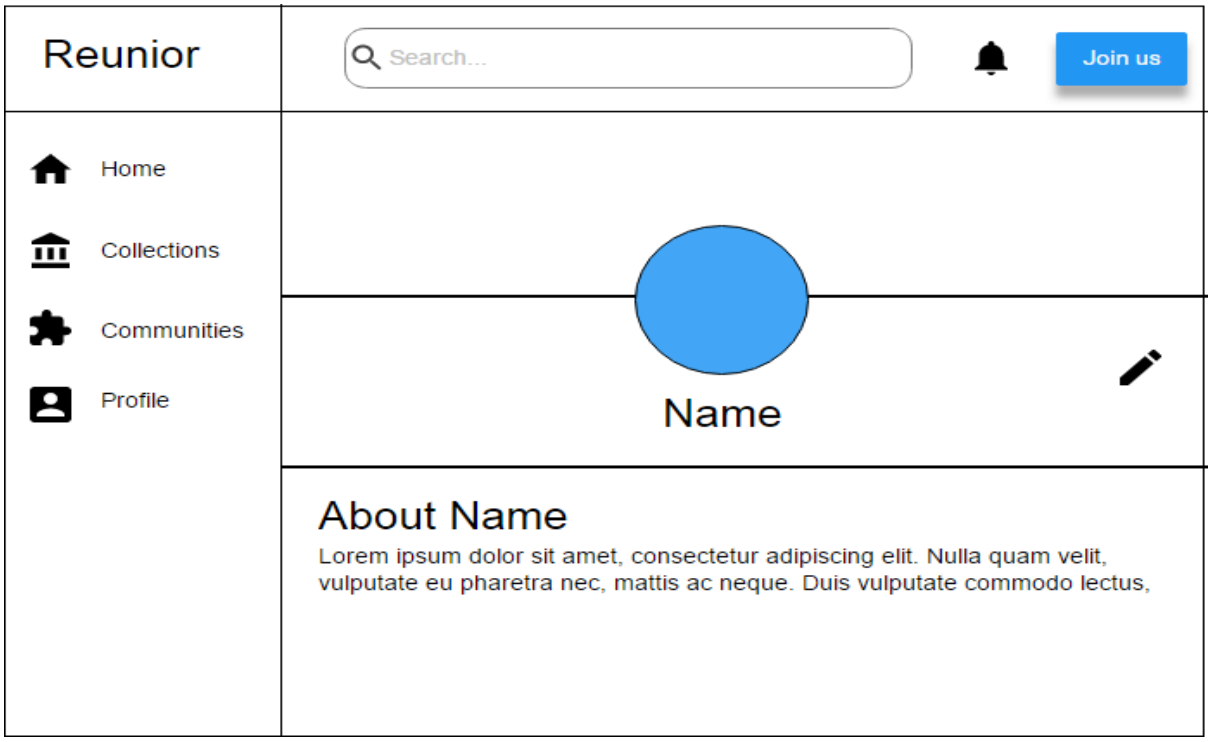
Following/Followers



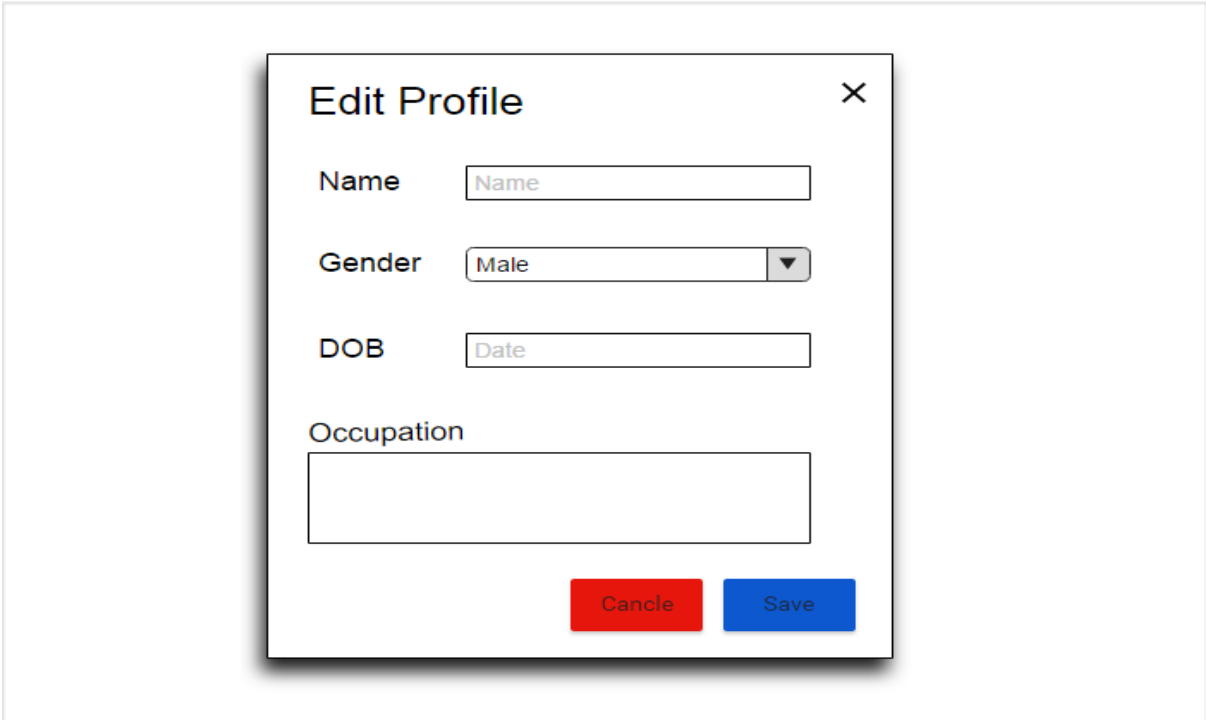
User Profile



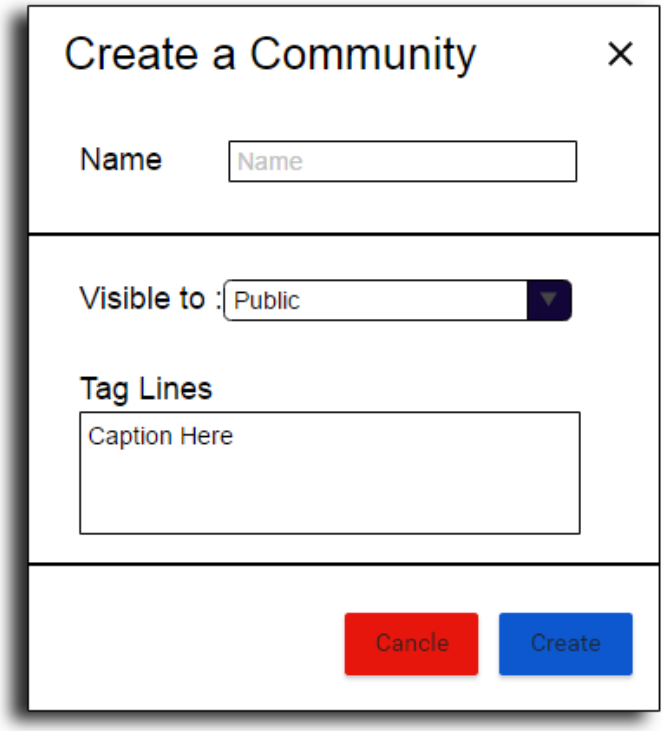
Clicked on About button



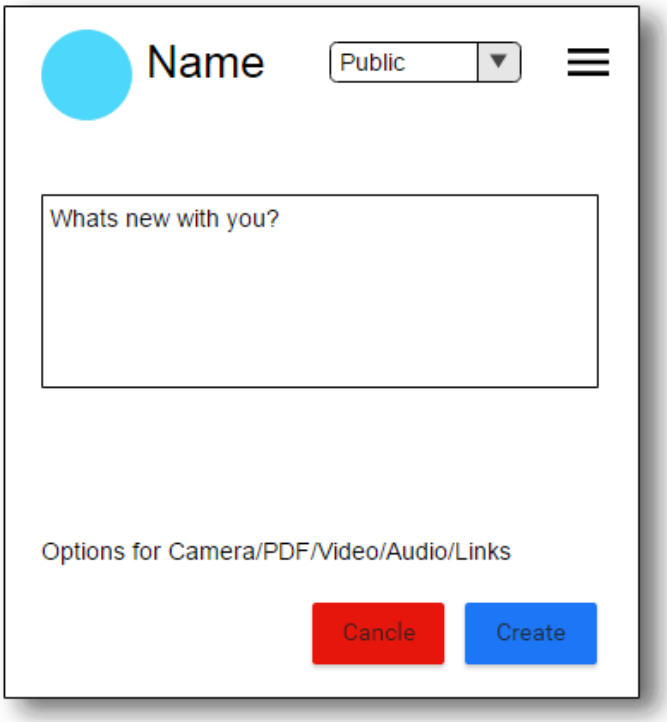
Model Pop-up for Edit Profile



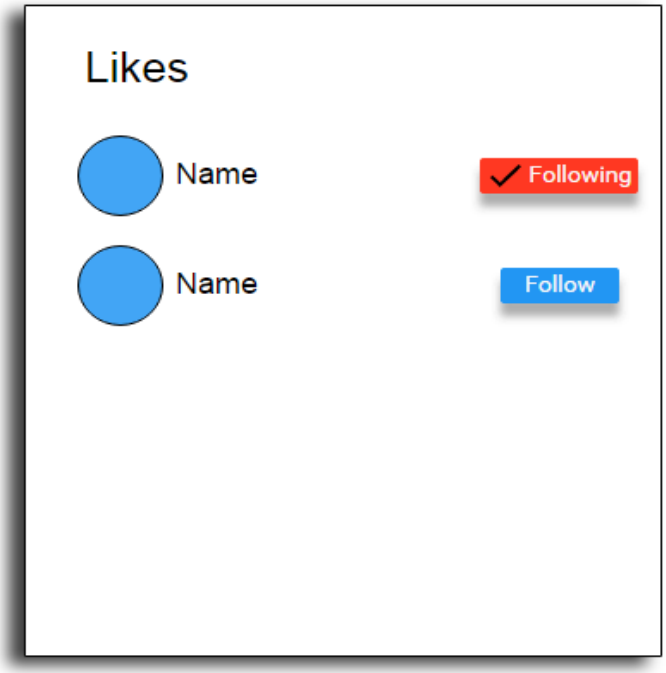
Model Pop-up for Creating Community



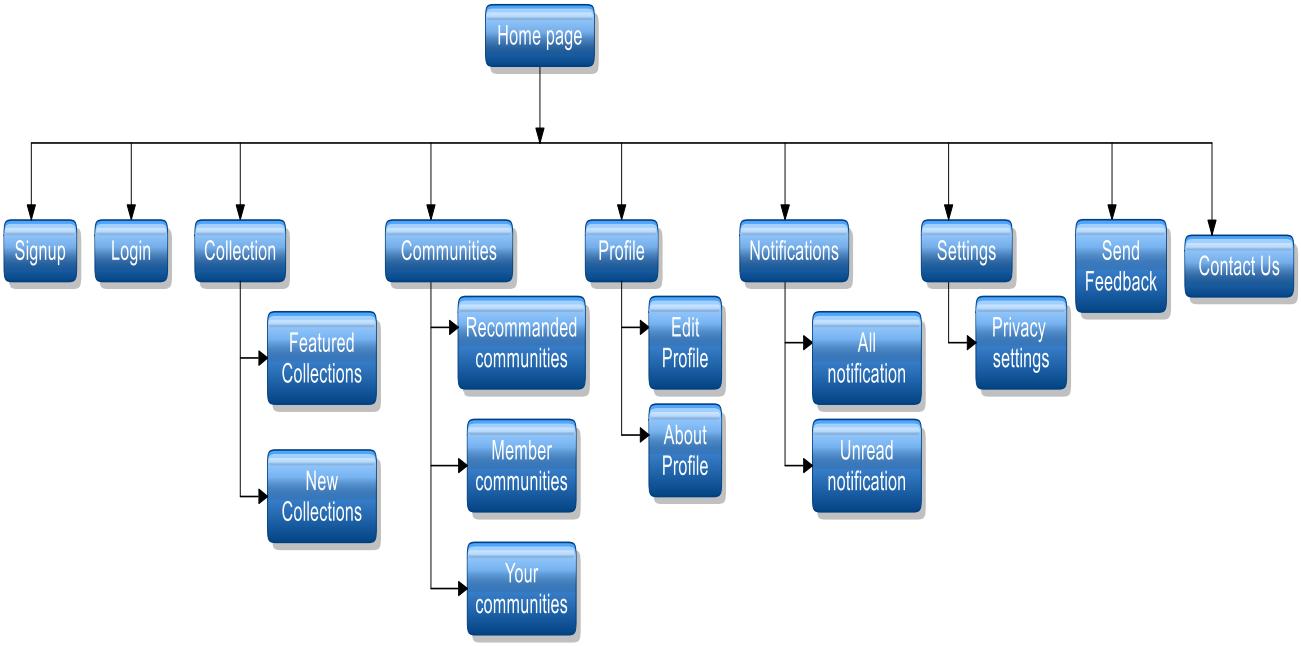
Model Pop-up for creating new Post/Poll



Model Pop-up for Likes



4.5 System Navigation



(fig 4.12 – System Navigation)

CHAPTER 5:

Summury

[5.1]Assumption:

- One should remember his ID & Password while login to the system..
- He has a primary knowledge of operating computer.
- He is able to run the system properly.
- He/she is having knowledge about what is collection/community.
- If user want to add advertisement for his/her organization/product then some amount of revenue will be generated.

[5.2]Limitations:

- If user does not have knowledge about what is collection/community then he might get confuse between them.
- If user upload/share his very important document then there is no provision for security.
- User can add members who are registered user for the system in his Community.
- If the user might not able to deal with English language then user might not able to use the system efficiently.
- Collections will be added only by system admin..

[5.3]Conclusion:

Main concern for developing this system was to aware normal people like us about the new concepts like collection/community. MNC like TCS, Accenture are using this kind of system for better communication between their employees. But most of us are not aware about this. It is useful in each every field whether it is IT field or NON-IT field. Students like us can have our collection and communities so that we can also share our new ideas/videos/images with each other so fast and so easily. Even NON-IT people like housewives can also use this system. They can have their own community and they can share new recipes with each other.

We know we might have made some mistakes knowingly or unknowingly. But all the suggestions regarding to this system are always welcome.

[5.4]Future Scope:

- There are chances that system can cooperate with payment gateways to generate revenue.
- User should be given chance to create their own collection too.
- User should be given chance to add members other than registered user of the system.
- System can be made for the users from different countries.

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