Let's Meet

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**Chapter 5: Summary1**

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# [**5.1**] Assumptions

* The users should have internet connection.
* The users should know the English language, as the interface will be provided in English.
* It is assumed that the service is available 24x7.
* One should remember his ID and password.
* He/she is having knowledge about what is community.

# [5.2] Limitations

* If user upload/share his very important document then there is no provision for security.
* If the user might not able to deal with English language then user might not able to use the system efficiently.
* User must be a member of any community to create event.

# [5.3] Conclusion

Main concern for developing this system was to aware normal people like us about the new concepts like community. MNC like TCS 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 communities so that we can also share our new ideas/videos/images with each other so fast and so easily.

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.
* There are chances that user can register in event directly through our system.
* There are chances that users can directly communicate with each other and as well as with speakers through our system.

# Bibliography

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