

PROJECT ON SOCIAL NETWORK

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DECLARATION

We hereby, declare that the work presented in this Project is the outcome of the investigation performed by us under the supervision of Tarin Kazi, Lecturer, Department of Computer Science, Stamford University Bangladesh. We also declare that no part of this Thesis and thereof has been or is being submitted elsewhere for the award of any degree or Diploma.

Countersigned

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Supervisor Candidates

ABSTRACT

We all know about the social network but there is one social site which represents Bangladesh and their Culture, Education, Sports, Soil, Media, Technology etc. Both educated and uneducated people, teenagers, adults, businessman, pullers, Employee and those people who have primary knowledge about operating a modern device, can use this social site because we care all about you.

Uneducated and rural people can't make a logical sign up. For this we take care of them. They can easily sign up by a guest id and they will count by their device mac address. And image indication will help them for next step to continue as their interest. Frankly it's not about ecommerce. We will try to represent them who can improve and build a strong future of Bangladesh. We can help those people instantly who are affected by flood, storm, fire, terrorist activities. When a victim post about that in this site then we will publish it to nearby people. Most people of this generation are not interested to watch Television. So, we send them the immediate news like Prime Minister Speech for helping the affected people. There will be one group for you who will give you all information according to your query as like "How can you get scholarship from other country for higher study".

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Social Networking - It's the way the 21st century communicates now. Social networking is the grouping of individuals into specific groups, like small rural communities or a neighborhood subdivision. Although social networking is possible in person, especially in the workplace, universities, and high schools, it is most popular online. This is because unlike most high schools, colleges, or workplaces, the internet is filled with millions of individuals who are looking to meet other people [1].

Social network is the mapping and measuring of relationships and flows between people, groups, organizations, computers, URLs, and other connected information/knowledge entities. The nodes in the network are the people and groups while the links show relationships or flows between the nodes. Social network provides both a visual and a mathematical analysis of human relationships.

Social Networking Website project itself is a huge project comprising various features like profile updating, friend's list organization and various other applications to enhance the overall look and feel of the website. However, in this project I am basically working on two essential feature or module (profile management & friend's organization).

Profile management module maintains the profile of a user like name, like, dislikes, hobbies, status etc.

Friend's organization module maintains the friend list, handles request and sends request to the other user. Profiles and Friends lists are two key features on social network sites. The third is a public commenting feature. This feature allows individuals to comment on their Friends' profiles. These comments are displayed prominently and visible for anyone who has access to that profile.

1.2 What is SiDu?

SiDu is a popular free social networking website that allows registered users to create profiles, upload photos and video, send messages and keep in touch with friends, family and colleagues which represents of Bangladesh. The site, which is available in 8 different languages, includes public features such as:

- Marketplace - allows members to post, read and respond to classified ads.
- Groups - allows members who have common interests to find each other and interact.
- Events - allows members to publicize an event, invite guests and track who plans to attend.
- Pages - allows members to create and promote a public page built around a specific topic.

1.3 Background of the study

As of May 2013, almost three quarters (72%) of online U.S. adults use social networking sites, up from 67% in late 2012. When we first started asking about social networking sites in February 2005, just 8% of online adults said they used social networking sites.

Today, social networking site use is a major activity for internet users from a wide range of demographic groups. Younger adults are especially avid adopters, but social networking continues to grow in popularity for older adults as well. Six out of ten internet users ages 50-64 are social networking site users, as are 43% of those ages 65 and older. Although online seniors are less likely than other age groups to use social networking sites, adoption rates for those 65 and older have tripled in the last four years (from 13% in the spring of 2009 to 43% now)[2].

The main types of social networking services are those that contain category places, mean to connect with friends, and a recommendation system linked to trust. Popular methods now combine many of Facebook, Google+, YouTube, LinkedIn, Instagram, Pinterest, Tumblr and Twitter widely used worldwide.

1.4 Scope, Aim and Objective of the study

- This system provides users to register their various types of profile like social, personal, general, professional.
- This system provides users to send a scrap message, images, and data files to their friends. User can maintain the scrap book whatever scraps he has send to users.
- The system provides user to upload the photos so that user can maintain own album.
- This system provides user to join the communities according to their scenario.
- This system provides the user to maintain their friend list and user can update their friend list.
- This system provides user to send invitation to another friend and can add to their friend list for future.
- This system provides rural and uneducated people to use this site through image log in processing for making the country people understandable to the technology.
- This system provides you the most recent breaking news through this site via geo-location.

CHAPTER 2

SOFTWARE DEVELOPMENT LIFE CYCLES

2.1 Software development life cycle (SDLC)

SDLC stands for software development life cycle. The Software Development Life Cycle is a process that ensures good software is built. Each phase in the life cycle has its own process and deliverables that feed into the next phase [3]. There are typically 5 phases starting with the analysis and requirements gathering and ending with the implementation. Let's look in greater detail at each phase:

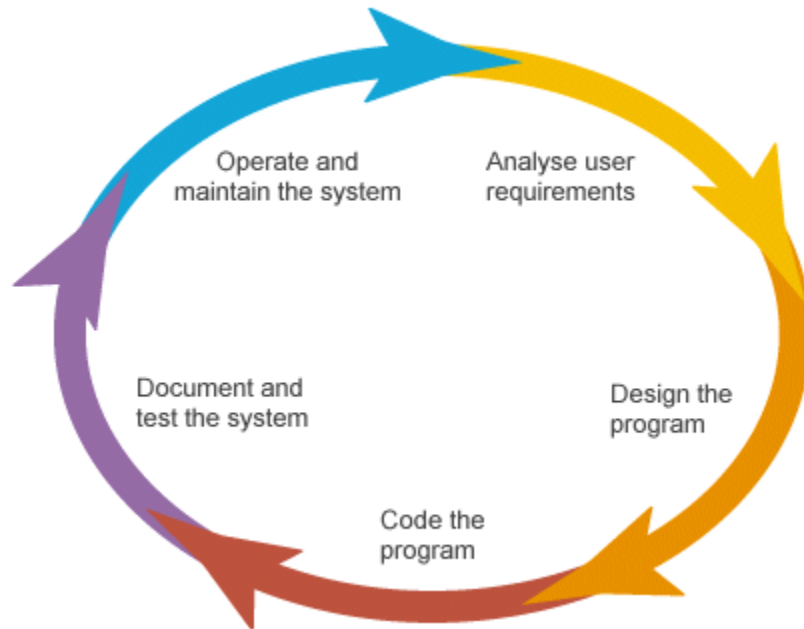


Figure 2.1 Software Development LifeCycles

2.1.1 Requirements Gathering/Analysis

This phase is critical to the success of the project. Expectations (whether of a client or your team) need to be fleshed out in great detail and documented. This is an iterative process with much communication taking place between stakeholders, end users and the project team. The following techniques can be used to gather requirements:

- Identify and capture stakeholder requirements using customer interviews and surveys.
- Build multiple use cases to describe each action that a user will take in the new system.
- Prototypes can be built to show the client what the end product will look like. Tools like Omnigraffle, HotGloo and Balsalmiq are great for this part of the process.

In a corporate setting, this means taking a look at your customers, figuring out what they want, and then designing what a successful outcome would look like in a new bit of software.

2.1.2 Design

Technical design requirements are prepared in this phase by lead development staff that can include architects and lead developers. The Business Requirements are used to define how the application will be written. Technical requirements will detail database tables to be added, new transactions to be defined, security processes and hardware and system requirements. Let's look in more detail at some of the activities involved in this stage:

Risk analysis

- Threats and vulnerabilities which may arise from interactions with other systems.
- External or legacy code needs to be analyzed to determine if there are security vulnerabilities.
- High-risk privacy projects could require review with a legal department. This review should consider what personal data to collect, how to collect it, and permissions/authorizations to make changes. This type of review is especially necessary with corporate projects.

Functional Specifications

- Includes a description of interface requirements such as definition of data entry fields (allow numeric or alpha only, can it be left blank?)
- Important details, like: can date entered be before current date? What time zone will user logins default to?
- Workflow – after clicking approve button, which screen appears next?
- Audit trail for every update on the database. This is where error monitoring and logging tools can be useful.

Non-Functional Specifications

- Extensibility of the system – will current system easily allow new enhancements or features with the next rollout? This is critical for any application that you'll be adding new features and updating often.
- Has the current or future capacity been analyzed for database requirements? Will the current build plan result in capacity issues shortly after you finish building?
- Performance and response time – Has the expected response time been determined?
- Resource Constraints – Are there constraints that need to be taken into consideration in this phase? Common ones include disk space, bandwidth, etc.

2.1.3 Coding

This phase is the actual coding and unit testing of the process by the development team. After each stage, the developer may demonstrate the work accomplished to the Business Analysts and tweaks and enhancements may be required. It's important in this phase for developers to be open-minded and flexible if any changes are introduced. This is normally the longest phase of the SDLC. The finished product here is input to the Testing phase.

2.1.4 Implementation/Deployment

The size of the project will determine the complexity of the deployment. Training may be required for end users, operations and on-call IT staff. Roll-out of the system may be performed in stages starting with one branch then slowly adding all locations or it could be a full blown implementation.

One of two methods can be followed in a SDLC process. Waterfall is the more traditional model and has a well-structured plan and requirements to be followed. This method works well for large projects that may take many months to develop. The Agile Methodology is more flexible in the requirements, design and coding process and is very iterative. This process works best for smaller projects and expectations of continuous improvement to the application. Whether you use one over the other will also depend to a large extent on the corporation and skills of the IT dept.

2.1.5 Testing

Once the application is migrated to a test environment, different types of testing will be performed including integration and system testing. User acceptance testing is the last part of testing and is performed by the end users to ensure the system meets their expectations. At this point, defects may be found and more work may be required in the analysis, design or coding. Once sign-off is obtained by all relevant parties, implementation and deployment can begin.

2.2 SDLC models

The development models are the various processes or methodologies that are being selected for the development of the project depending on the project's aims and goals. There are many development life cycle models that have been developed in order to achieve different required objectives. The models specify the various stages of the process and the order in which they are carried out. There are various Software development models or methodologies. They are as follows [4]:

1. Waterfall model
2. V model
3. Incremental model
4. RAD model
5. Agile model
6. Iterative model
7. Spiral model

2.3 About the project model

Choosing right model for developing of the software product or application is very important. Based on the model the development and testing processes are carried out. We have built this system according to waterfall model. Because waterfall model is the more traditional model that has a well-structured plan and requirements to be followed. This method works well for large projects that may take many months to develop.

2.3.1 Waterfall Model

The **waterfall model** is a sequential design process, used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of conception, initiation, analysis, design, construction, testing, production/implementation and maintenance [5]. It is also referred to as a **linear-sequential life cycle model**. It is very simple to understand and use. In a waterfall model, each phase must be completed fully before the next phase can begin. This type of model is basically used for the project which is small and there are no uncertain requirements. At the end of each phase, a review takes place to determine if the project is on the right path and whether or not to continue or discard the project. In this model the testing starts only after the development is complete. In **waterfall model phases** do not overlap [6].

2.3.2 Waterfall Model design

Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially [7].

Following is a diagrammatic representation of different phases of waterfall model:

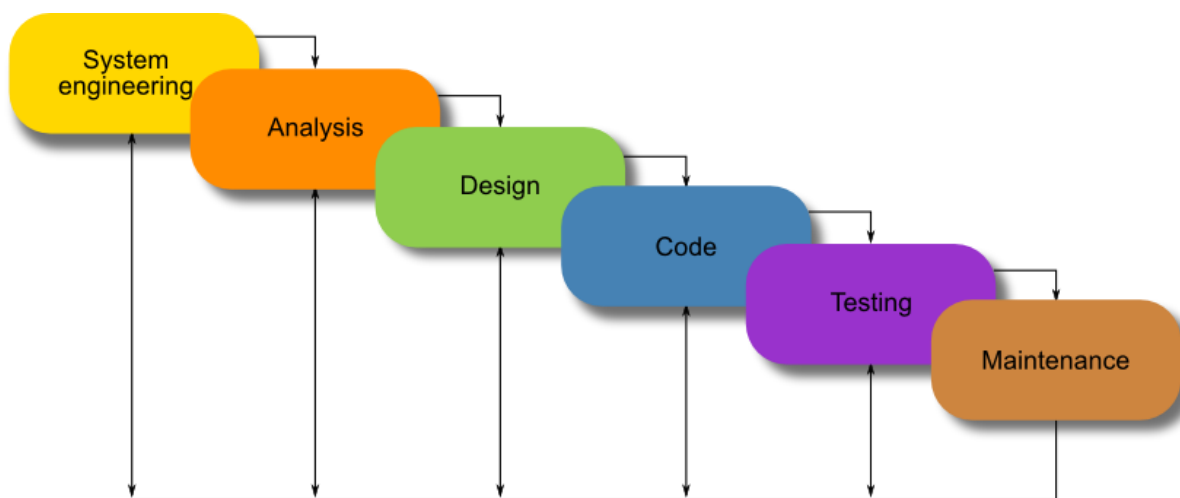


Figure 2.2 Waterfall model

- **Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.
- **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.
- **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.
- **Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- **Deployment of system:** Once the functional and nonfunctional testing is done, the product is deployed in the customer environment or released into the market.
- **Maintenance:** There are some issues which come up in the client environment. To fix those issues patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap.

2.4 Advantage and disadvantage of waterfall Model

Advantages and disadvantages of waterfall models are [6].

Advantages of waterfall model:

- This model is simple and easy to understand and use.
- It is easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process.
- In this model phases are processed and completed one at a time. Phases do not overlap.
- Waterfall model works well for smaller projects where requirements are very well understood.

Disadvantages of waterfall model:

- Once an application is in the testing stage, it is very difficult to go back and change something that was not well-thought out in the concept stage.
- No working software is produced until late during the life cycle.
- High amounts of risk and uncertainty.
- Not a good model for complex and object-oriented projects.
- Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing.

2.5 When to use waterfall model

Below are some conditions when we should use this waterfall model [6]:

- This model is used only when the requirements are very well known, clear and fixed.
- Product definition is stable.
- Technology is understood.
- There are no ambiguous requirements
- Ample resources with required expertise are available freely
- The project is short.

CHAPTER 3

REQUIREMENT ANALYSIS

3.1 Requirement Analysis

Requirements analysis in systems engineering and software engineering, encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product, taking account of the possibly conflicting requirements of the various stakeholders, such as beneficiaries or users.

Requirements analysis is critical to the success of a development project. Requirements must be actionable, measurable, testable, related to identified business needs or opportunities, and defined to a level of detail sufficient for system design. Requirements can be functional and non-functional [8]. When a person wants a website there must be some kind of specifications like how the site will look like, how it will work, what s/he wants to achieve, what is his her targeted audience. That information's must be known before developers build it. When the information is gathered, then we can put the requirement into more concise format and can start the development.

3.2 User requirements

To provide the best service to the users we tried to find out the users requirements which are given below:

Administrator Aspect

- Taking back up of the database.
- Editing/Deleting/Creating the records.
- Changing the password.
- Authenticating users based on username and password
- Checking whether the given response is correct or not.
- Addition and deletion of a new feature.
- Control the all system.

User Aspect:

- Registration into the system
- Login into the system.
- View his/her profile
- View friend list.
- View & sent message.
- Upload photo, document, link, ads etc.
- Change his/her login password& user name or email address.
- View the notification,friend request, ads etc.
- Create group for family,friend or group chatting.

3.3 Computing device requirements

The requirements are,

- Any kind of browser
- Internet connection

3.4 Hardware requirements

Server side hardware:

- Hardware recommended by all the software needed.
- RAM: 256 MB or more
- Hard Drive: 10 GB or more
- Communication hardware to serve client requests

Client side hardware:

- Hardware recommended by respective client's operating system and web browser.
- RAM: 256 MB or more
- Communication hardware to communicate the server.

3.5 Software requirements

Server side software:

- Web server software, Apache Tomcat, WampServer/Xampp Server
- Server side scripting tools: PHP
- Database tools: MySQL DBMS.
- Compatible operating system: Windows

Client side software:

- Web browser supporting JavaScript.

3.6 Functional requirements

The functional requirements are as follows:

- The administrator will be given more powers (enable/disable/update) than other users.
- It will be ensured that the information entered is of the correct format. For example name cannot contain numbers. In case if incorrect form of information is added, the user will be asked to fill the information again.
- The system can be accessed anytime.

3.7 Nonfunctional requirements

Performance Requirements:The proposed system that we are going to develop will be used as the main system for providing help to the organization for the management of whole database of the student studying in the organization. Therefore, it is expected that the database would perform all the requirements that are specified.

Safety Requirements:The database may get crashed at any certain time due to virus or operating system failure. Therefore, it is required to take the database backup.

Security Requirements: We are going to develop a secured database. There are different categories of users such as administrator, students, teachers, librarian who will be able to view either all or some specific information from the database. Depending upon the category of user the access rights are varied. It means if the user is an administrator then he is able to add new data or modify the existing data but all the other users only have the right to view the information from the database.

Usability:

The website should be user friendly and should require least effort to operate.

Portability:

The website is made using HTML5, CSS3, PHP, and JavaScript, JQuery, Ajax, NodeJs, MySQL etc. which are platform independent and can be transported to other servers with minimum effort.

| | |
|----------------------------|---|
| Last Update | 14May2016 |
| Compatible Browsers | IE9, IE10, IE11, Firefox, Safari, Opera, Chrome |
| Files Included | JavaScript JS, JavaScript JSON, HTML, CSS, PHP, SQL |
| Software Version | PHP 5.4, PHP 5.5, PHP 5.6, MySQL 5.x, Other etc. |

CHAPTER 4

SYSTEM MODELS

4.1 Use Case

In software and systems engineering, a **use case** is a list of action or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an *actor*) and a system, to achieve a goal. The actor can be a human, an external system, or time [9]. A use case is a software and system engineering term that describes how a user uses a system to accomplish a particular goal. A use case acts as a software modeling technique that defines the features to be implemented and the resolution of any errors that may be encountered.

4.1.1 Actor description

Actors are external entities that interact with the system. Actor initiates system activities for the purpose of completing some task.

So actors in this project are as follows:-

- **Admin:-Adds new users and manages the whole system.**
- **User:-View all the information.**
- **System:-System is the system which checks users or admin inputs.**

4.1.2 Use cases of SiDu(Social Networking Site)

A use case describes a sequence of interactions between a user and system, without specifying the user interface. Use cases describe the system functions from the perspective of external users and in a manner and terminology they understand.

List of use cases are:

- Admin Login
- Add new friend.
- Search friend list.
- User Registration.
- UserLogin.
- User profile page
- View Blog page
- Add or delete photo
- Wall page

Table 4.1 Admin login use case

| | |
|---|---|
| Use case name | Admin Login |
| Primary Actor (s) | Admin |
| Description | This use case is used when the administrator wants to access the system to enable/disable/update the data of system |
| Preconditions | The administrator must need a user name and password to login into the system. |
| Post conditions | The system state is unchanged by this use case |
| Basic Flow | |
| <ol style="list-style-type: none"> 1. The system prompts the administrator for the Email and password 2. The administrator enters the Email and password 3. The system verifies the password and sets the user's authorization. 4. The administrator is given access to the system to perform his tasks | |
| Alternative Flow | |
| <ol style="list-style-type: none"> 1. The administrator enters invalid Email and password then he/she will not be allowed to enter the system. | |

Table 4.2 User registration use case

| | |
|---|--|
| Use case name | User Registration |
| Primary Actor (s) | User |
| Description | This use case is used for login into the system. |
| Preconditions | Admitted User can registration into the system. |
| Post conditions | Registration Done |
| Basic Flow | |
| <ol style="list-style-type: none"> 1. Give User Email and Password 2. System checks Email in database. 3. User Email and Password store in database. 4. The use case end. | |
| Alternative Flow | |
| <ol style="list-style-type: none"> 5. If enter wrong User Email & password for registration then the system give an alert and use case again start from step 1. | |

Table 4.3 User Login use case

| | |
|---|--|
| Use case name | User Login |
| Primary Actor (s) | User |
| Description | This use case is used for User access in the system. |
| Preconditions | All registered User can login into the system. |
| Post conditions | Access the system |
| Basic Flow | |
| <ol style="list-style-type: none"> 1. Give User Email and Password 2. System checks Email and password in database. 3. User can view his/her personal profile. 4. User can view his/her income tax. 5. User can view his/her payment history. 6. Can change his/her password. 7. The use case end. | |
| Alternative Flow | |
| <ol style="list-style-type: none"> 8. If User enters wrong or unregistered User Email or password for login then the system give an error. | |

Table 4.4 Add new friend use case

| | |
|---|--|
| Use case name | Add New Student |
| Primary Actor (s) | user |
| Description | This use case is used when the user wants to add a new friend. |
| Preconditions | The user must need to log in into the system. |
| Post conditions | New friend is added. |
| Basic Flow | |
| <ol style="list-style-type: none"> 1. User login into the system. 2. Search the friend list or view friend request. 3. Find the friend or get the friend request. 4. Sent the friend request. Or accept the friend request. 5. The use case end. | |
| Alternative Flow | |
| <ol style="list-style-type: none"> 6. If user does not accept the request then delete the request. | |

4.2 Definition of Activity Diagram

Activity diagram is basically a flow chart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. So the control flow is

drawn from one operation to another. This flow can be sequential, branched or concurrent [10].

4.2.1 Activity Diagram for User login/Registration

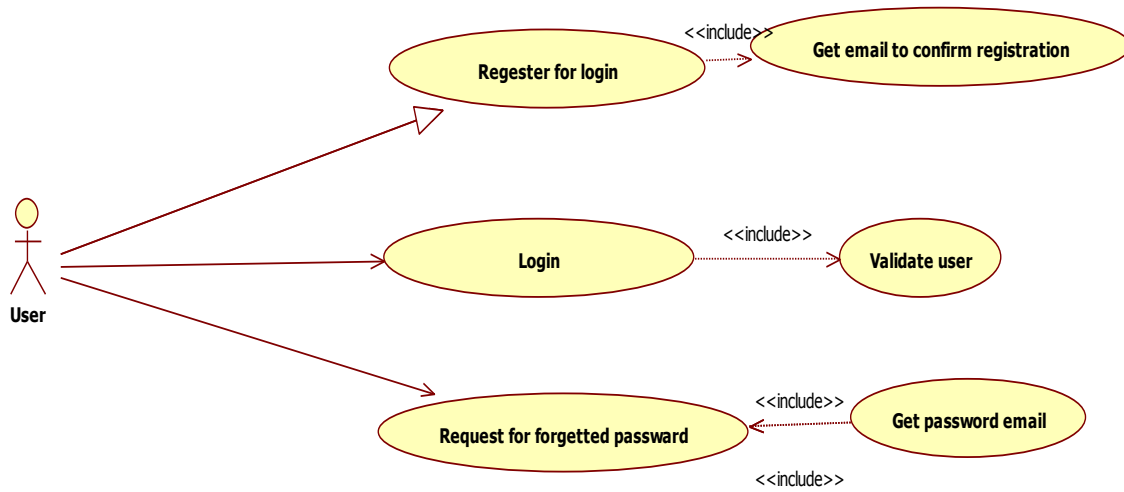


Figure 4.1 Activity Diagram for user login/registration

4.2.2 Activity Diagram for admin login

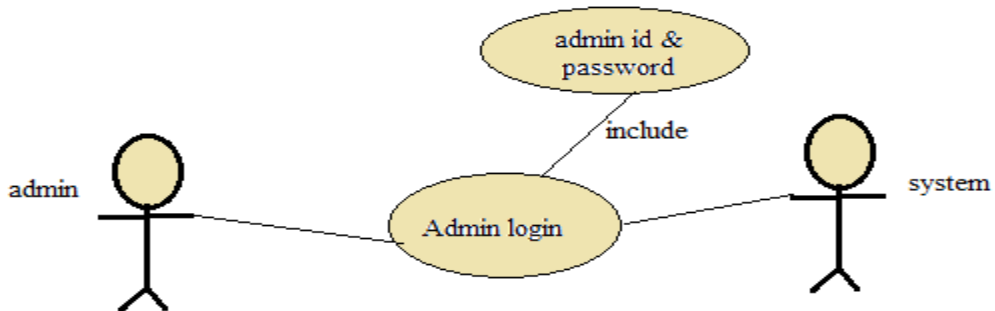


Figure 4.2 Activity Diagram for admin login

4.2.3 Activity Diagram for user home page

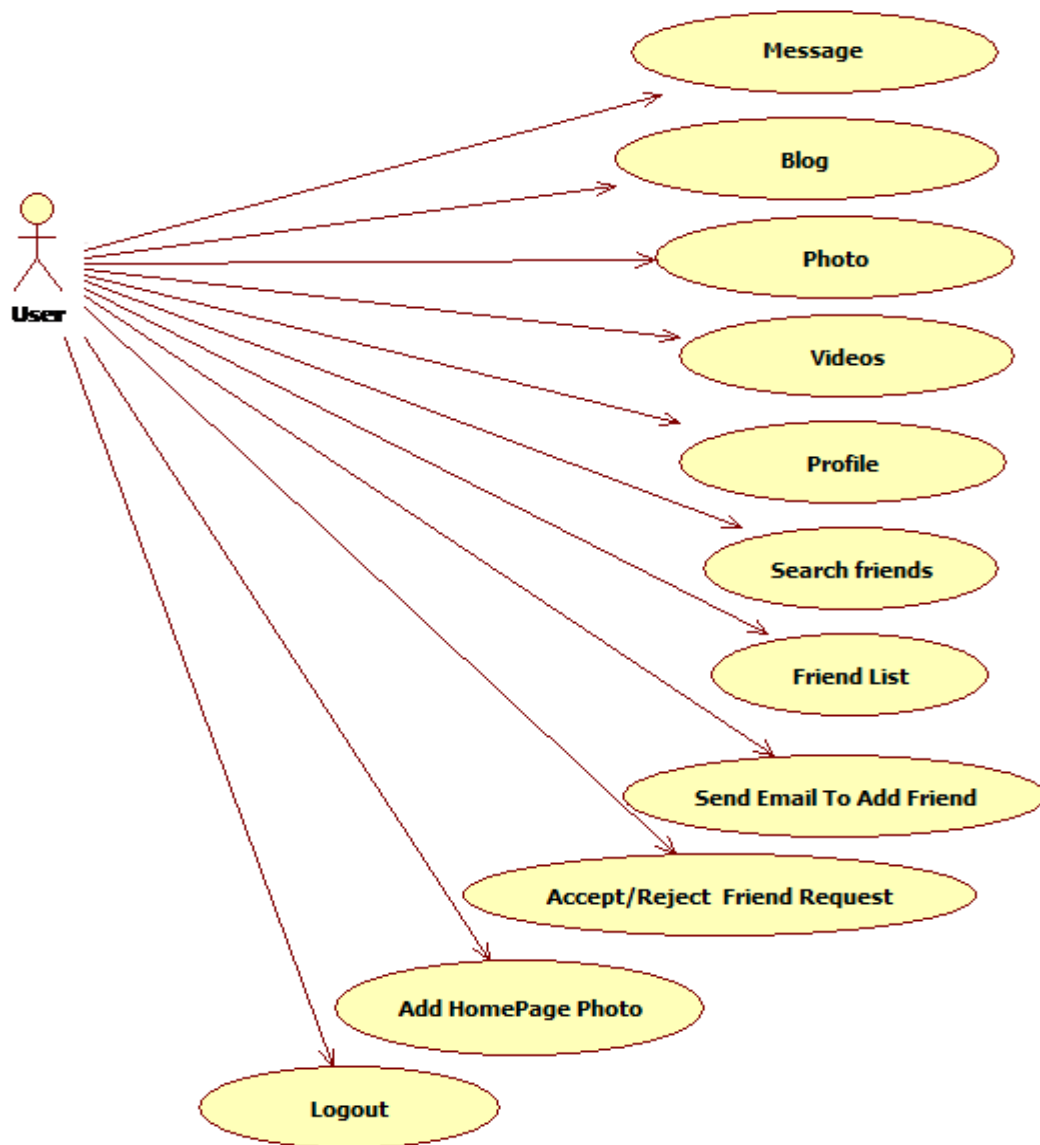


Figure 4.3 Activity Diagram for user home page

4.2.4 Activity Diagram for User wall

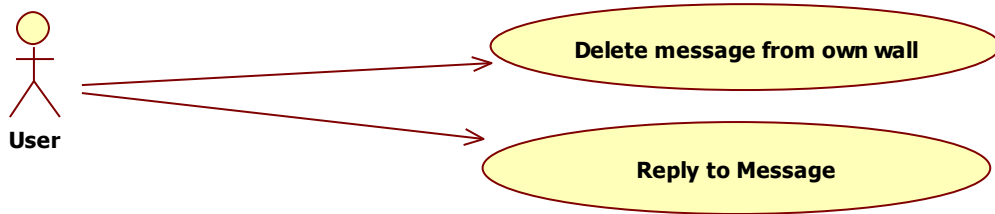


Figure 4.4 Activity Diagram for user wall

4.2.5 Activity Diagram for Blog page

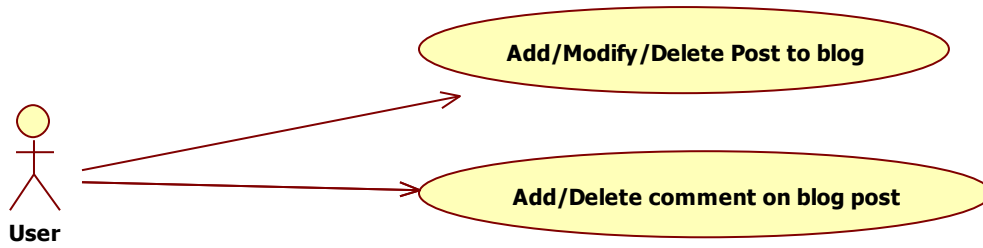


Figure 4.5 Activity Diagram for blog page

4.2.6 Activity Diagram for User Friend list

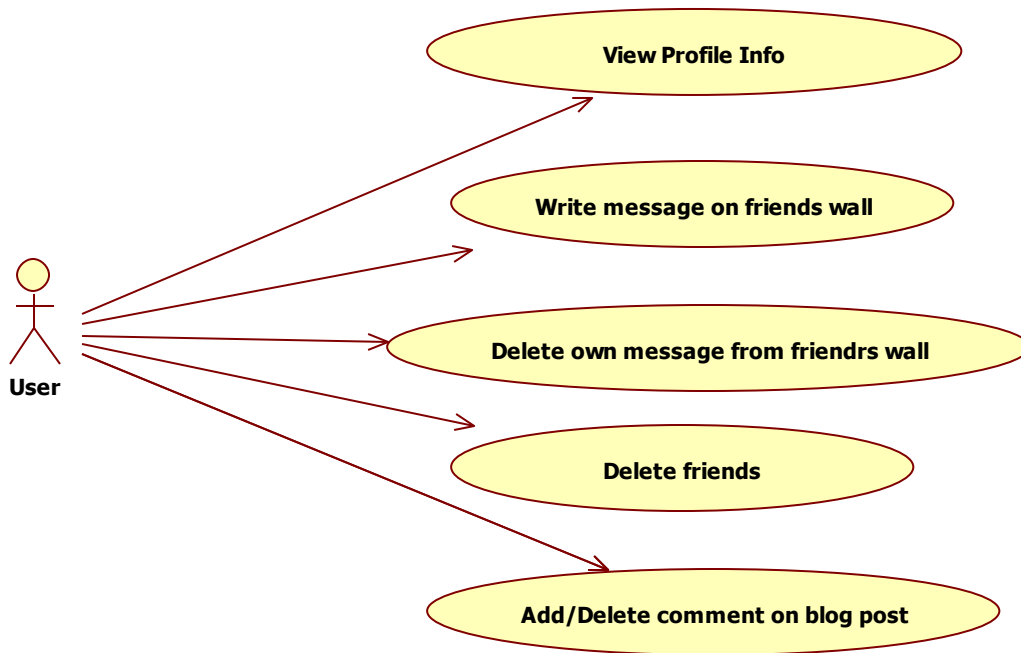


Figure 4.6 Activity Diagram for user friend list

4.2.7 Activity Diagram for User profile page

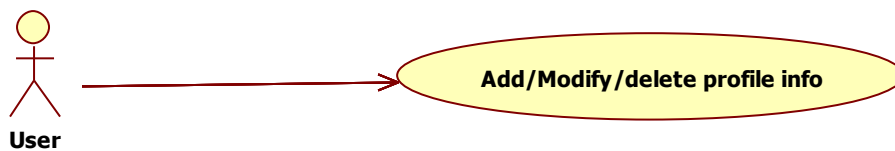


Figure 4.7 Activity Diagram for user profile page

4.2.8 Activity Diagram for Search Friend page

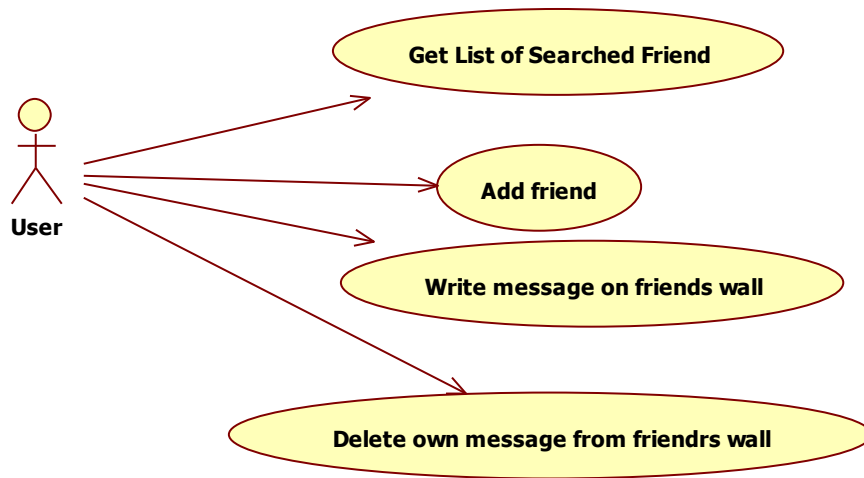


Figure 4.8 Activity Diagram for user search page

4.2.9 Activity Diagram for Photo Album

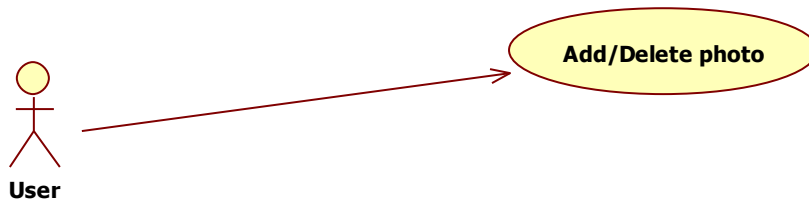


Figure 4.9 Activity Diagram for user photo page

4.3 Entity Relationship Diagram

An entity relationship model, also called an entity-relationship (ER) diagram, is a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems.



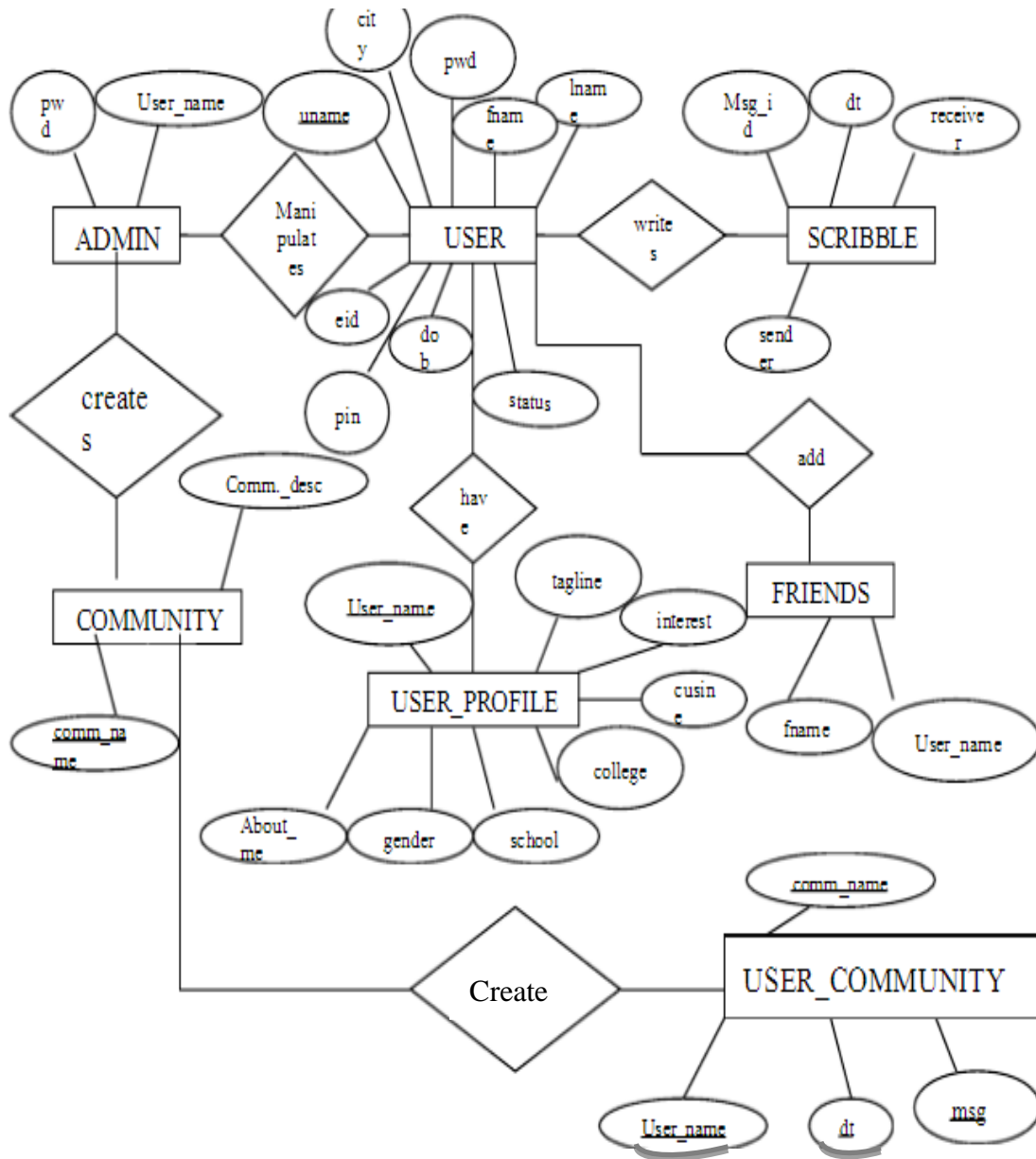


Figure 4.10 Entity Relationship Diagram

CHAPTER 5

USER MANUAL

5.1 Home page

A home page is called index page or main page on a website. A home page usually refers to:

- The main web page of a website, sometimes called the “Front page” (by analogy with newspapers).
- It is also called the start page for appearing upon opening a web browser program. This ‘start page’ can be a website page with various browser functions such as the visual display of websites that are often visited in the web browser.
- The web page or local file that automatically loads when a web browser starts or when the browser’s “home” button is pressed; this is also called a “home page”. The user can specify the URL of the page to be loaded, or alternatively choose e.g. to load the most recent web page browsed.

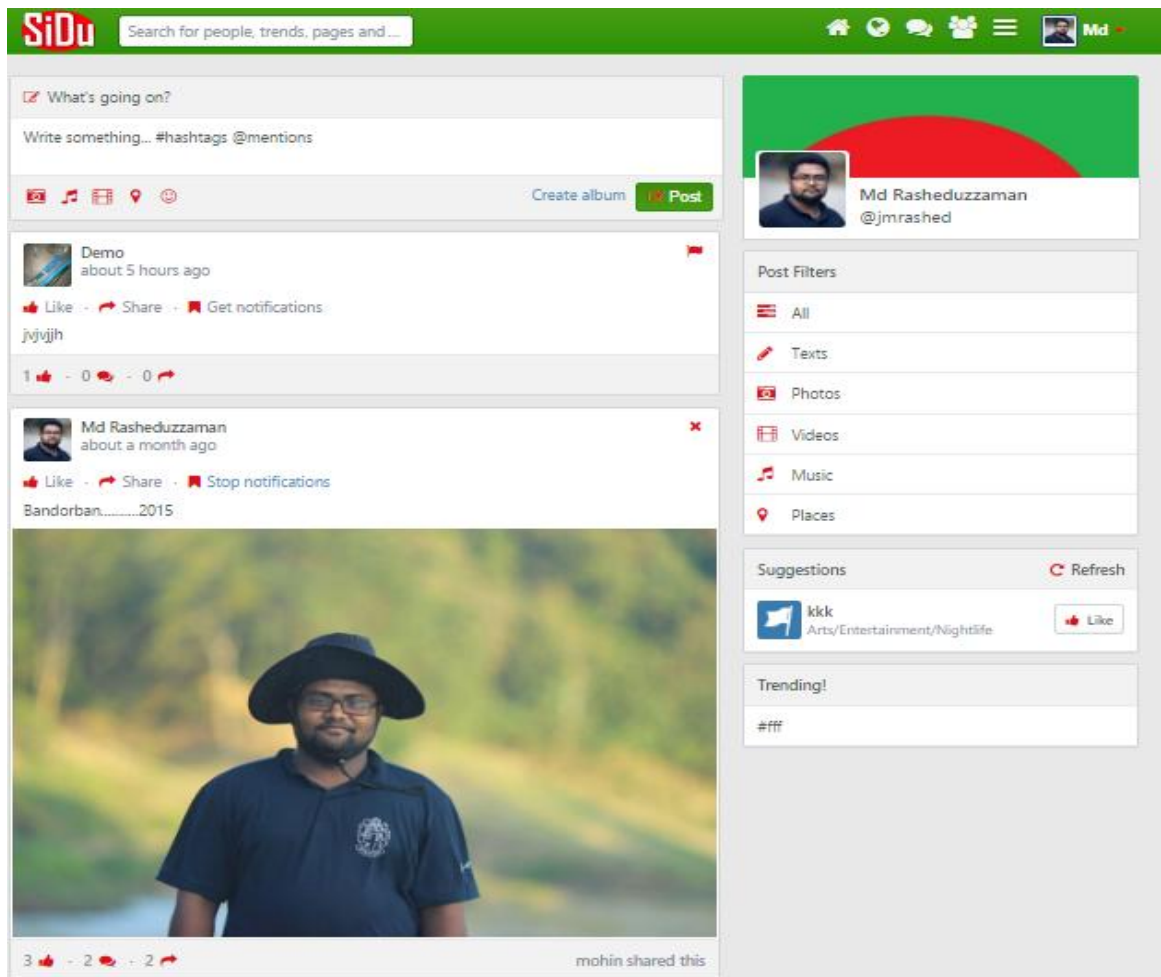
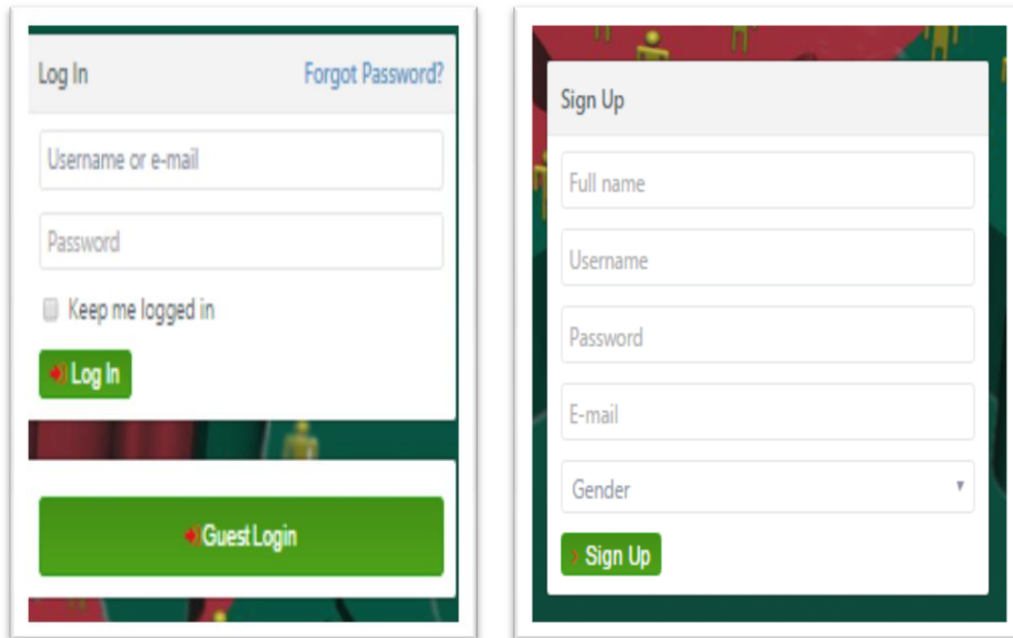


Figure 5.1 Home Page

5.2 Login & Registration page

User can login by using Login page. Uneducated and rural people can't make a logical sign up. So they can use guest login .To login admin/user need a user-Email Id and password.



The image shows two side-by-side screenshots of web forms. The left screenshot is the 'Log In' page, featuring a header with 'Log In' and a link for 'Forgot Password?'. It includes input fields for 'Username or e-mail' and 'Password', a checkbox for 'Keep me logged in', a green 'Log In' button, and a larger green 'Guest Login' button at the bottom. The right screenshot is the 'Sign Up' page, with a header 'Sign Up' and input fields for 'Full name', 'Username', 'Password', 'E-mail', and a 'Gender' dropdown menu. A green 'Sign Up' button is located at the bottom of the form.

Figure 5.2. Login & Registration page

5.3 Search Option page

Without login a user can search a specific parson profile,groups,page& event in this page.



Figure 5.3 Login & Registration page

5.4 Profile page

User can view their profile in this page.

The screenshot shows a user profile page for Md Rasheduzzaman. The profile header features a green and red background with a semi-circle. The user's name, 'Md Rasheduzzaman', is displayed next to a verified profile icon. Below the name, statistics show 2 Posts, 15 Friends, 3 Likes, and 1 Groups. The profile picture is a portrait of a man with glasses and a beard. The left sidebar contains options to 'Change avatar', 'Edit Profile', 'Change cover', and 'Reposition cover'. Below these are 'About' details: Male, born 1 January, 1990, lives in Dhaka, and is from Bangladesh. The 'Post Filters' section lists categories like All, Texts, Photos, Videos, Music, Places, Likes, Shares, and Post by Others. The main content area shows a 'What's going on?' section with a text input field and a 'Post' button. Below are three posts: 1) A post from 19 days ago with the text 'Please invite to your friend for use sidu.tk' and 1 like. 2) A post from about a month ago with a detailed paragraph about 'SiDu' and 2 likes. 3) A post from about a month ago with the text 'This is a test..... I am here' and 1 like.

Figure 5.4 profile page

5.5 Page & Group page

User can create Page & Group in this page

The image shows two side-by-side screenshots of social media creation forms. The left form is titled "Create Group" and includes fields for Name, Username, About, and Privacy (Open, Closed, Secret). The right form is titled "Create Page" and includes fields for Category, Name, Username, and Description.

Figure 5.5 page& group page

5.6 Notification & Friend list page

User can view notifications & Friend list in this page.

The image shows two side-by-side screenshots of social media notification and friend list pages. The left screenshot shows a notifications list with recent activity. The right screenshot shows a list of friends with their names and profile pictures.

Figure 5.6 Notification&Friend list page

5.7 Comment, like for post box page

User can like, comment, share in the post.



Figure5.7 Comment, like page

5.8 Post Box

User can share his/her feelings, happiest moment, picture, voice, video, etc in this post box.

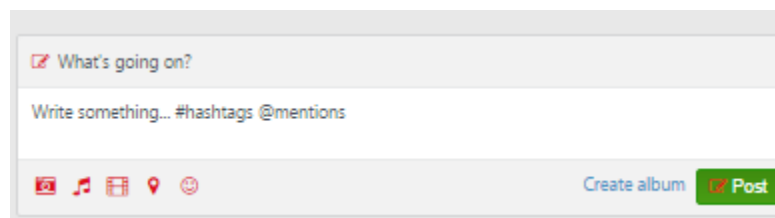
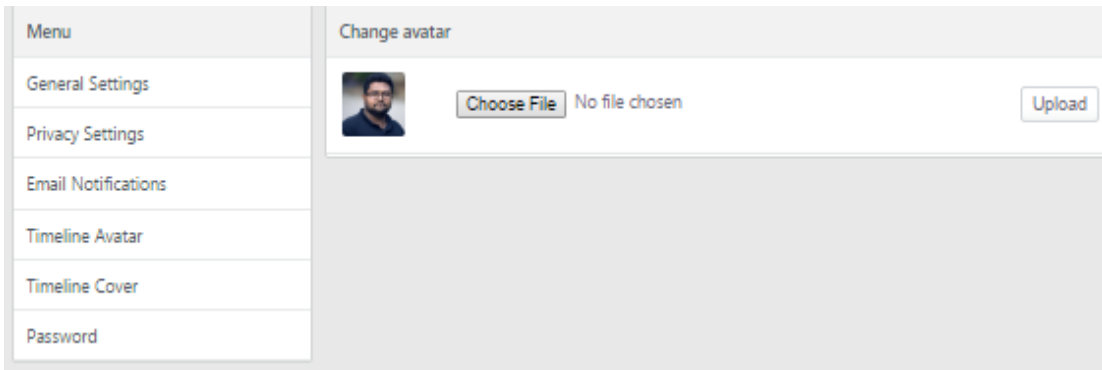


Figure5.8 Post box pages

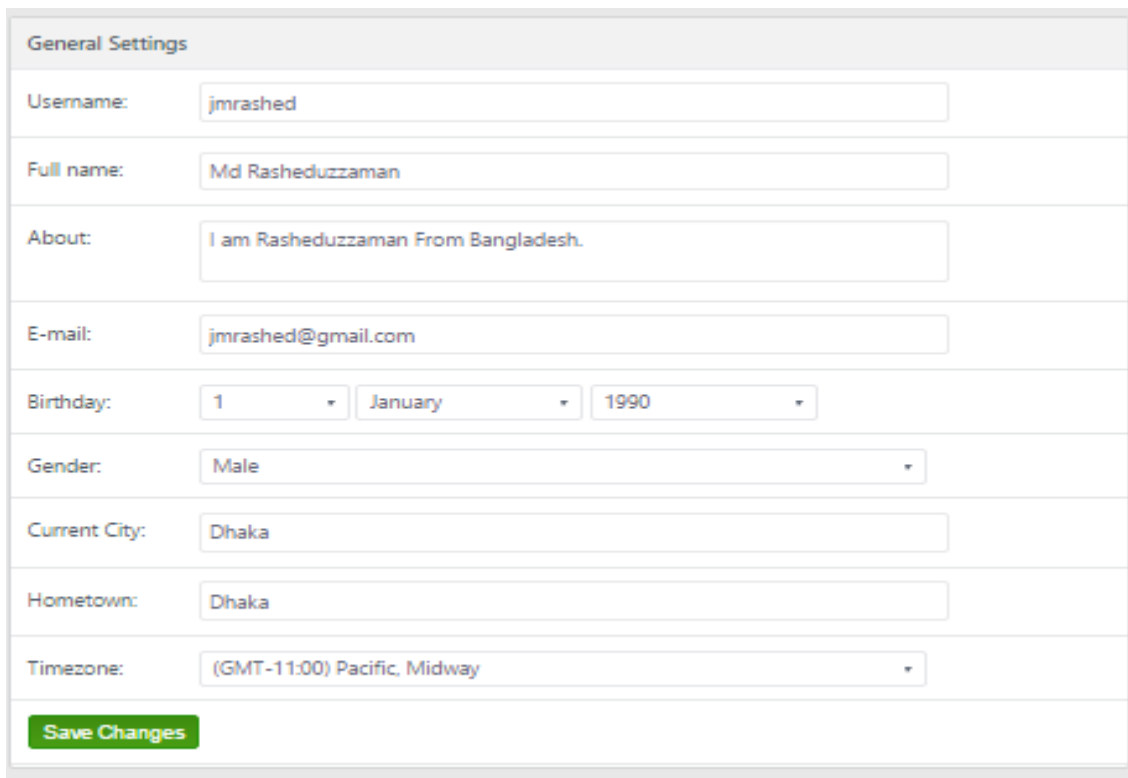
5.9 User Setting Page

General settings, Privacy settings, Email Notification, Timeline Avatar, Timeline Cover, password setting are including in this page.



The screenshot shows a sidebar menu on the left with options: Menu, General Settings, Privacy Settings, Email Notifications, Timeline Avatar, Timeline Cover, and Password. The main content area is titled 'Change avatar' and features a small profile picture of a man. To the right of the picture is a 'Choose File' button, the text 'No file chosen', and an 'Upload' button.

Figure 5.9 Timeline Avatar page



The screenshot displays the 'General Settings' page with the following fields:

- Username:
- Full name:
- About:
- E-mail:
- Birthdate:
- Gender:
- Current City:
- Hometown:
- Timezone:

A green 'Save Changes' button is located at the bottom of the form.

Figure 5.10 General settings page


Privacy Settings

| | |
|--------------------------------|------------|
| Who can message you: | Everyone ▾ |
| Who can comment on your posts: | Everyone ▾ |
| Who can post on your timeline: | Everyone ▾ |
| Who can see your posts: | Everyone ▾ |

Save Changes

Figure 5.11 Privacy settings page

Change cover



No file chosen

Figure 5.12 Timeline cover page

Update password

| | |
|-------------------|----------------------|
| Current password: | <input type="text"/> |
| New password: | <input type="text"/> |

Save Changes

Figure 5.13 Update password page

| Email Notifications | |
|---|-------------------------------------|
| E-mail me when someone sends me a friend request: | <input checked="" type="checkbox"/> |
| E-mail me when someone comments on my posts: | <input checked="" type="checkbox"/> |
| E-mail me when someone likes my post: | <input checked="" type="checkbox"/> |
| E-mail me when someone shares my post: | <input checked="" type="checkbox"/> |
| E-mail me when someone wants to join my group: | <input checked="" type="checkbox"/> |
| E-mail me when someone likes my page: | <input checked="" type="checkbox"/> |
| E-mail me when someone messages me: | <input type="checkbox"/> |
| E-mail me when someone posts on my timeline: | <input checked="" type="checkbox"/> |
| <input type="button" value="Save Changes"/> | |

Figure 5.14 Update password page

5.10 Admin Home & Login Page

This is admin home page & login page .Admin can login in this page



Figure 5.15 Admin Home & Login page

5.11 Admin Setting Page

This is the admin settings page. General Settings, User Settings, Page Settings, Group Settings, Announcements, Themes, Statistics, Manage Users, Logout page are including in this page.

| | |
|--------------------|---|
| Menu | Site Information |
| General Settings | Website Settings |
| User Settings | Name <input type="text" value="Welcome to SiDu"/> Name of your site |
| Page Settings | Title <input type="text" value="Keep in touch with your fans, cu..."/> Site's title |
| Group Settings | E-mail <input type="text" value="jmrashed@SiDu.com"/> Site's email. All emails to your users will be send from this email. |
| Announcements | Email verification <input type="text" value="Off"/> Enable email verification |
| Themes | Chat <input type="text" value="On"/> Enable chat system |
| Statistics | Captcha <input type="text" value="Off"/> Enable captcha on registration |
| Manage Users | Language <input type="text" value="English"/> Default language |
| Manage Pages | Smooth Links <input type="text" value="Off"/> Enable smooth links, e.g. http://sidu.tk//home. Note: Modifications required. Contact me if you need help. |
| Manage Groups | Censored words <input type="text" value="racist,retard"/> Words to be censored, separated by a comma (,) |
| Manage Reports | Registration Fields |
| Manage Ads | Fields <input type="checkbox"/> Birthday <input type="checkbox"/> Current City <input type="checkbox"/> Hometown <input type="checkbox"/> About |
| Manage Admin Login | Connectivity Settings |
| Log Out | Type <input type="text" value="Friends System"/> Note: If you migrate from one system to another, all existing followings, followers, friends, likes, memberships will be deleted to avoid issues. |
| | Character Limits |
| | Story Character Limit <input type="text" value="No limit"/> Maximum number of characters can be used by Users to post a Story. |
| | Comment Character Limit <input type="text" value="No limit"/> Maximum number of characters can be used by Users to post a Comment. |
| | Message Character Limit <input type="text" value="No limit"/> Maximum number of characters can be used by Users to write a Message. |
| | <input type="button" value="Save Changes"/> |

Figure 5.16 Admin Settings page

| User Settings | |
|--|--|
| Changes made will only be applied to users registered from now on. | |
| Comment privacy | <input type="text" value="Everyone"/> <small>Comment privacy by default</small> |
| Confirm follow requests | <input type="text" value="No"/> <small>Confirm follow requests privacy by default</small> |
| Follow privacy | <input type="text" value="Everyone"/> <small>Follow privacy by default</small> |
| Message privacy | <input type="text" value="Everyone"/> <small>Message privacy by default</small> |
| Timeline post privacy | <input type="text" value="Everyone"/> <small>Who can post on user's timeline privacy by default</small> |
| Post privacy | <input type="text" value="Everyone"/> <small>Who can see User's posts by default.</small> |
| <input type="button" value="Save Changes"/> | |

Figure 5.17 Admin User Settings page

| Page Settings | |
|---|--|
| Changes made will only be applied to pages created from now on. | |
| Message privacy | <input type="text" value="Everyone"/> <small>Message privacy by default</small> |
| Timeline post privacy | <input type="text" value="Everyone"/> <small>Who can post on page's timeline privacy by default</small> |
| <input type="button" value="Save Changes"/> | |

Figure 5.18 Admin Page Settings page

| Group Settings | |
|--|--|
| Changes made will only be applied to groups created from now on. | |
| Add privacy | <input type="text" value="Members"/> <small>Who can add members to group privacy by default</small> |
| Timeline post privacy | <input type="text" value="Members"/> <small>Who can post on group's timeline privacy by default</small> |
| <input type="button" value="Save Changes"/> | |

Figure 5.19 Admin Group Settings page

New Announcement

Write a new announcement... HTML allowed!

Add

Announcements

This is test - Delete
 Aug 5 2016, 06:53 PM
 6 people read this

Figure 5.20 Announcements page

Themes

Grape
 Version: 1.2
 Author: Engr. Md Rasheduzzaman

Activated

To install a new theme, upload it on the **themes** folder.

Note: Admin panel was designed independently. Theme changes will not reflect any change in admin panel.

Figure 5.21 Themes page

Manage Users

Search

| ID | Name | Email | Options |
|----|---------------------|--------------------------|---------------|
| 36 | syeda hasna Momotaz | rupahasna70@gmail.com | Edit - Delete |
| 34 | sourabh saha | sourabhsaha942@gmail.com | Edit - Delete |
| 33 | Demo | demo@demo.com | Edit - Delete |
| 32 | Snigdha (Joly) | sinighda13@yahoo.com | Edit - Delete |
| 31 | mousumi | mousumi@gmail.com | Edit - Delete |
| 30 | shifat | ss@gmail.com | Edit - Delete |
| 29 | Shakil Rana | shakil7055@gmail.com | Edit - Delete |

Figure 5.22 Admin Manage Users page





| Manage Pages | | | |
|--|--|-------|---|
| Search for pages by name, username or ID | | | Search |
| ID | Name | Likes | Options |
| 35 |  kkk | 1 | Edit - Delete |
| 23 |  Oral View | 2 | Edit - Delete |
| 4 |  Sidhu School and Collage | 2 | Edit - Delete |
| 3 |  Sidhu | 7 | Edit - Delete |
| Show more pages | | | |

Figure 5.23 Admin Manage page

| Manage Groups | | | |
|---|------|---------|---|
| Search for groups by name, username or ID | | | Search |
| ID | Name | Members | Options |
| 14 | Sidu | 11 | Edit - Delete |
| Show more groups | | | |

Figure 5.24 Admin Manage Groups page


| Manage Reports | | | | |
|-----------------------------------|--|---------------------------|-------------|--------|
| ID | Reported By | Post | Status | Action |
| 1 |  Md Rasheduzzaman | Show Post | Marked safe | None |
| Show more reports | | | | |

Figure 5.25 Admin Manage Reports page

| | |
|--------------------|---|
| Menu | Manage Ads |
| General Settings | Copy and paste your HTML Ad Codes here. |
| User Settings | Home Ad Placement <input type="text"/> |
| Page Settings | Advertisement on Home page |
| Group Settings | Message Ad Placement <input type="text"/> |
| Announcements | Advertisement on Messages page |
| Themes | Timeline Ad Placement <input type="text"/> |
| Statistics | Advertisement on Timeline page |
| Manage Users | Search Ad Placement <input type="text"/> |
| Manage Pages | Advertisement on Search page |
| Manage Groups | Hashtag Ad Placement <input type="text"/> |
| Manage Reports | Advertisement on Hashtag page |
| Manage Ads | <input type="button" value="Save Changes"/> |
| Manage Admin Login | |
| Log Out | |

Figure 5.26 Admin Manage Ads Page

| |
|--|
| Manage Admin Login |
| Login credentials for Admin |
| Username <input type="text" value="jmrashed"/> |
| Admin's username. Can contain alphabets A-Z, numbers 0-9 and underscores (_) only. |
| Password <input type="text"/> |
| Admin's password |
| <input type="button" value="Save Changes"/> |

Figure 5.27 Manage Admin login page

CHAPTER 6

CONCLUSION AND FUTURE WORK

6.1 Conclusion

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper system for ONLINE SOCIAL NETWORKING.

While making the system, an eye has been kept on making it as user-friendly. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs. As in case of any system development process where there are a number of short comings, there have been some shortcomings in the development of this system also.

The researcher has made some conclusion on the result of questionnaire in this project of the survey of the convenience and benefit of social networking sites among KolejAsa students in Rawang.

From the section one, the researcher found that the major student's gender (80%) in KolejAsa is female; the major student's race (50%) in KolejAsa is Indian; the major student's age group (66%) in KolejAsa is 17-20; the major student's level of education (48%) is diploma in accountancy; and the major student's marital status (98%) in KolejAsa is single.

In the section two, the researcher found that most of the student (48%) before started to use something new, they will see the manual or search the item information from internet, book or others person. They will try to figure the item before they started to use the item; they will warn on something new and have a heart of vigilance. Most of the student (40%) using social networking sites are within social; their objective is to meets new friend, chatting with others, and others reason. Most of the student (38%) is using 1 social networking site in their common life; they will have at least two or more social network in their common life. Most of the student (50%) is using social networking sites once a day and the reason the most of the student (30%) used social networking sites is because of their friend introduced them to use it.

6.2Future plan

- I want to convert this SiDu social networking site English to Bangla.
- Voice translating for blind and uneducated rural people
- I shall integrate live video show, voice chatting, ranking for famous people
- Detected place using GPRS, when a people share his feeling, photos or create any page, group or events.
- Change design as aspect people personality and make colorful as desire for all classes people

Social media is changing rapidly. We are going from a world of simply tweeting about our cat, per scoping about our lives, to deducing that information to create more impactful and tailored messages. This wave will transform the way we think of social, and hopefully impact the world for the better.

Reference

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APPENDIX A: COMMON USED PHP FUNCTIONS

A-1: Check Session (A user, is login or not)

A-2: Login (If users are valid then login successful, if not then get error message)

A-3: Signup/ registration a new user

A-4: Create a post

A-5: Upload profile/cover photos

A-6: Chat/Message

A-7: