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Social Networking Site

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ABSTRACT: 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 application 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 & FRIENDS ORGANIZATION).

PROFILE MANAGEMENT module maintain the profile of a user like name, like, dislikes, hobbies, status etc. FRIENDS 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 ('Review', 'Comments', 'The Wall'). Tallows.

KEY WORDS: Social, Communication

I. INTRODUCTION

Social Networking - It's the way the 21st century communicates now. Social networking is the grouping of individuals intospecific 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.

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 application 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 & FRIENDS ORGANIZATION). PROFILE MANAGEMENT module maintain the profile of a user like name, like, dislikes, hobbies, status etc. FRIENDS 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 ('Review', 'Comments', 'The Wall'). This feature allows individuals to comment on their Friends'

II. LITERATURE REVIEW

2.1 Wampserver

The Server class acts as a wrapper for all server functions for our social networking site. It essentially act as a link between all of the information such as accounts, account details, pages, notes, etc to our database. The reason behind local copies is that all the necessary information for the object is sent over in one easy-to-use package. Then the update to the database can be done all at once by sending back that single object. There is no need for multiple functions or a function that takes a large number of parameters.

2.2 PHP and Software Design Concepts by A press

PHP is a scripting language designed to fill the gap between SSI (Server Side Includes) and Perl, intended for the web environment. Its principal application is the implementation of web pages having dynamic content. PHP was designed by Rasmus Lerdorf to display his resume online and to collect data from his visitors. PHP allows a static webpage to become dynamic. "PHP" is an acronym that stands for "PHP: Hypertext Preprocessor Set an objective that defines what you want to achieve and key results to know when you've achieved it. Your objective should focus on a goal, not a solution. "Make our website an intuitive and enjoyable experience for visitors," is an objective, but "Hire 5 UX designers," is a solution. Then define measurable key results so you know for sure when you've achieved your goal. "Get increased click-throughs," is vague, but you'll know when you "Increase click-throughs by 30%."

2.3 Head First PHP 2nd Edition

Beighley is a fiction writer stuck in a technical book writer's body. Upon discovering that technical book writing actually paid real money, she learned to accept and enjoy it. After going back to school to get a Masters in Computer Science.

It worked for the acronyms NRL and LANL. Then she discovered Flash, and wrote her first bestseller. A victim of bad timing, she moved to Silicon Valley just before the great crash. Also spent several years working for Yahoo! and writing other books and training courses. Finally giving in to her creative writing bent. That moved to the New York area to get an MFA in Creative Writing. Her Head First-style thesis was delivered to a packed room of professors and fellow students.

Java and databases make a powerful combination. Getting the two sides to work together, however, takes some effort--largely because Java deals in objects while most databases do not. This book describes the standard Java interfaces that make portable object-oriented access to relational databases possible and offers a robust model for writing applications that are easy to maintain. It introduces the JDBC and RMI packages and uses them to develop three-tier applications (applications divided into a user interface, an object-oriented logic component, and an information store). The book begins with a quick overview of SQL for developers who may be asked to handle a database for the first time. It then explains how to issue database queries and updates through SQL and JDBC. It also covers the use of stored procedures and other measures to improve efficiency, where these are available. 14

III. EXISTING SYSTEM

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.

The Web-based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders. Scholar research. Scholars in many fields have begun to investigate the impact of social- networking sites, investigating how such sites may play into issues of identity, privacy, social capital, youth culture, and education.

Several websites are beginning to tap into the power of the social networking model for philanthropy.

Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users. Social networks are providing a different way for individuals to communicate digitally. These communities of 15 hypertexts allow for the sharing of information and ideas, an old concept placed in a digital environment.

Furthermore, the collaborative features inherent in an ATS facilitate communication and collaboration among hiring team members. Integrated communication tools allow recruiters to exchange feedback, share candidate evaluations, and coordinate on hiring decisions in real-time, fostering a culture of transparency and accountability within the recruitment

team. This collaborative ethos not only accelerates decision-making but also ensures that all stakeholders are aligned on hiring priorities and objectives.

IV. PROPOSED SYSTEM

The Web-based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders. Scholar research. Scholars in many fields have begun to investigate the impact of social- networking sites, investigating how such sites may play into issues of identity, privacy, social capital, youth culture, and education. Several websites are beginning to tap into the power of the social networking model for philanthropy. Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users. Social networks are providing a different way for individuals to communicate digitally. These communities of 15 hypertexts allow for the sharing of information and ideas, an old concept placed in a digital environment.

5.1. Server Object

The Server class acts as a wrapper for all server functions for our social networking site. It essentially act as a link between all of the information such as accounts, account details, pages, notes, etc to our database. When any other model object such as a page is pulled from the server, a temporary copy is made. If that temporary copy is changed in any way. The new version must be sent to the server in order to update the permanent copy. The reason behind local copies is that all the necessary information for the object is sent over in one easy-to-use package. Then the update to the database can be done all at once by sending back that single object. There is noneed for multiple functions or a function that takes a large number of parameter.

5.2 Account Object

Each user who wants to use the site must create an account. This is the login information, hold friend information, hold profile information, and hold privacy information with such keep track of, the Account class would be very large and difficult to work with. Therefore to ease the load, the Account class was broken up into three different classes. There is the actual account class which keeps track of login information and friend information. It also holds the other two classes within it. Profile information was outsourced to the Account Details class, and privacy settings were outsourced to the Privacy Settings class. The only time the Account class needs to be updated is when the user changes his/her username and/or password.

5.3. Account Option

When a user accesses the site for the first time, he/she must create an account before using any of the site features. The account creation process is broken into three sections. The first section deals with the login information and is required for the user to fill out. This includes the email, password, and password confirmation. The purpose behind the password confirmation is to ensure that the user didn't accidentally mistype when creating a password. The second section deals with information about who you are such as name, location, and gender. Most of these fields are optional except for your name and gender. It wouldn't be much of a social network if everyone was named anonymous. The final section deals with information about the users likes and dislikes, such as interests and activities. Unlike the other two sections, user clicks create account, a new

5.4. Privacy Option

Privacy is very important feature for some people, and social networking is no exception to this. Our system provides three levels of privacy: open, friends only, and closed. A feature with an open privacy level is public and may be viewed by anyone. By contrast, a feature with a closed privacy level is completely private and can only be viewed by the account owner. A feature with a friends only privacy level is fairly self explanatory. By default, al privacy levels are set to open when a new account is created. To change privacy levels, the user can click on the options tab on the top menu bar. The current features with privacy levels are media share, account wall, user pages, notes, and the overall profile privacy. The implementation of privacy is a fairly straightforward process. When the user makes changes to the privacy level, the Privacy Settings object in the account is updated with the new privacy settings. That working copy is then passed into the update method of the server, and that queries the database to set the record for that privacy settings object to the new values. When a user visits another profile, the profile owner is pulled from the database. A function called can view page() is and is passed the profile owner, the viewer profile and the page type. In the function the privacy settings object is pulled from the viewer profile and the page type determines which privacy setting is pulled from the object. If the setting is open, the function automatically returns true. If the setting is friends only, the function

only returns true if the viewer profile is a friend of the page owner or if the viewer profile and the page owner are the same. Finally, if the setting is closed, the function only returns true if the viewer profile is the page owner. Once the function returns its answer the page will either do one of to things. If the function returns true, the viewer is allowed to view this page, and it 19 .

V. RESULTS

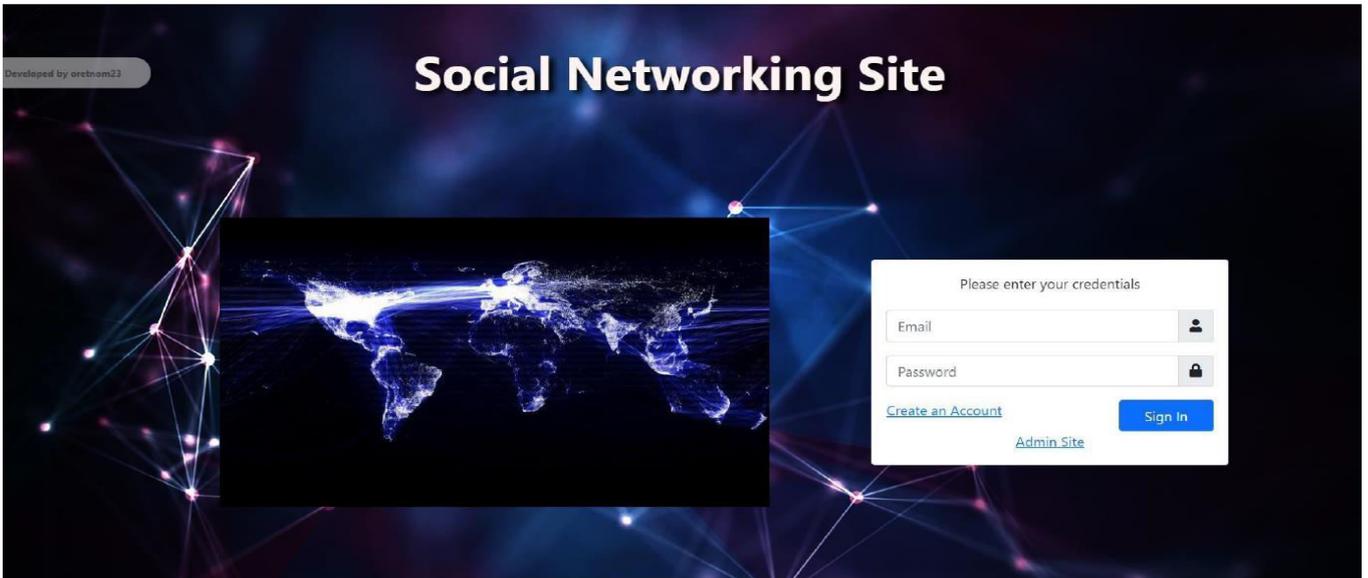


Figure -1

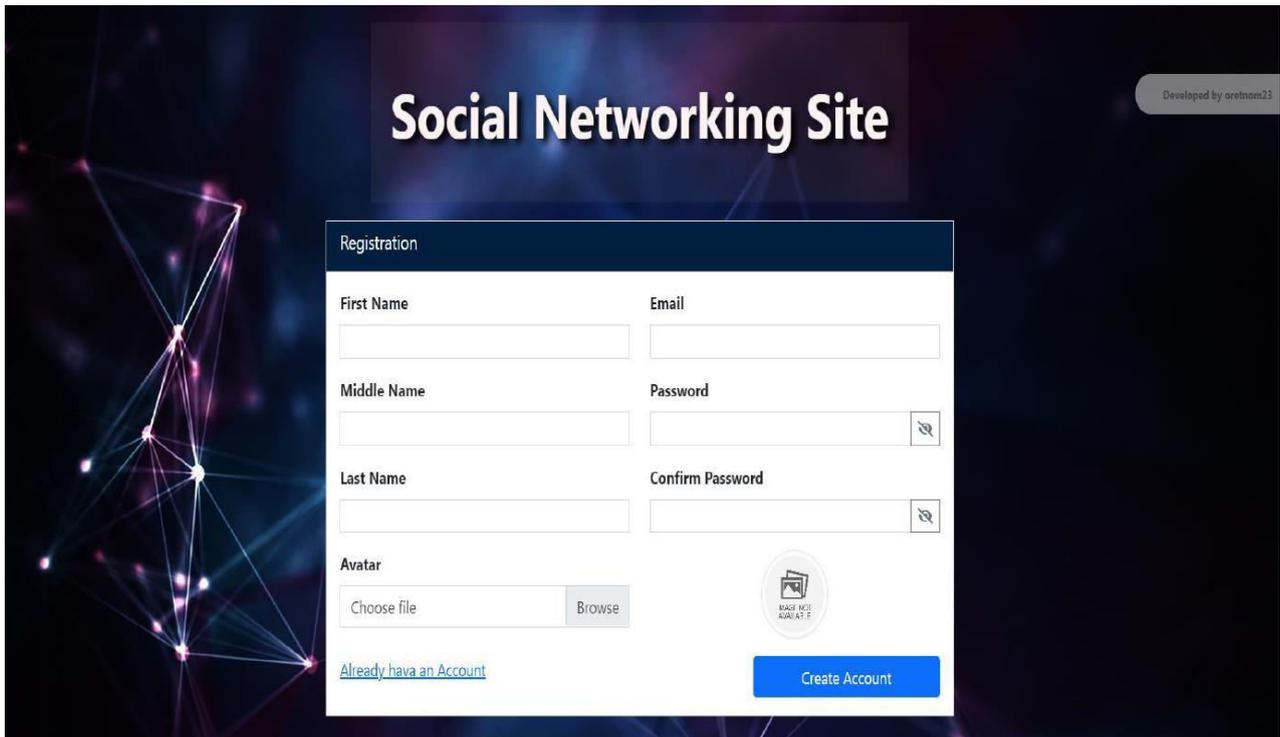


Figure 2

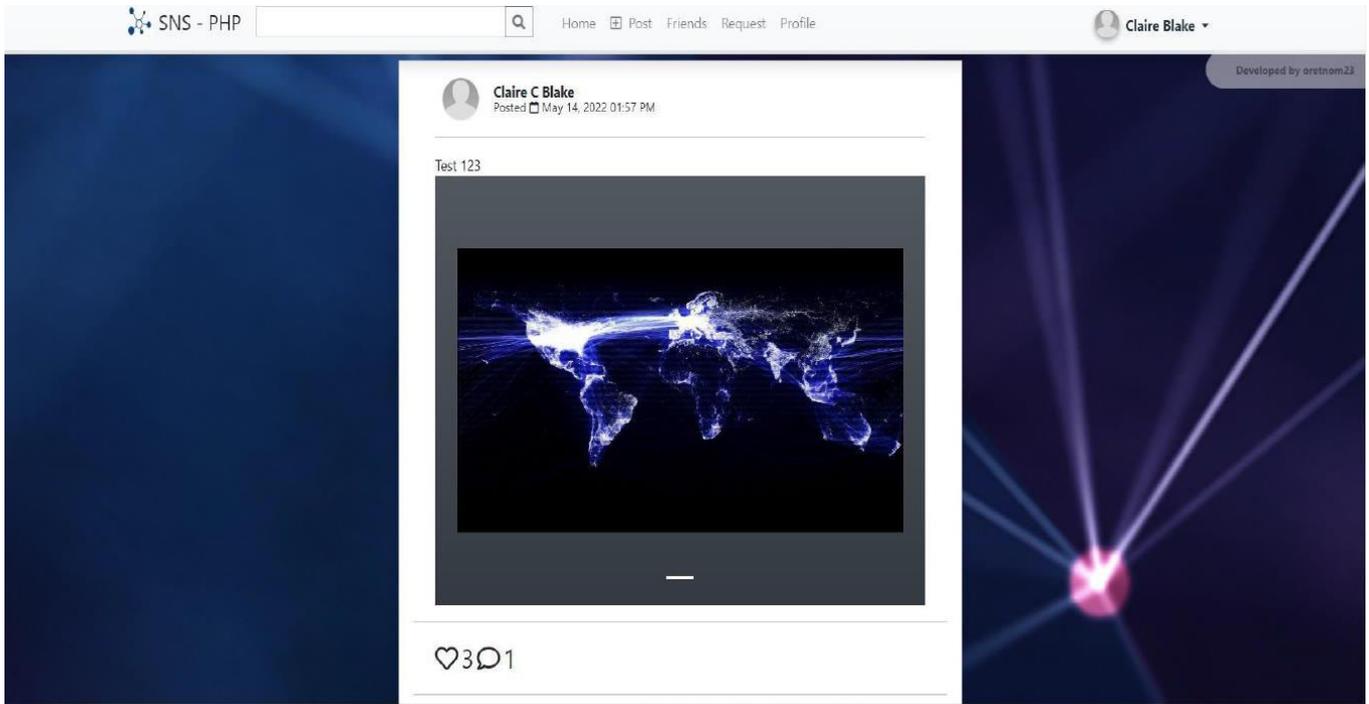


Figure 3

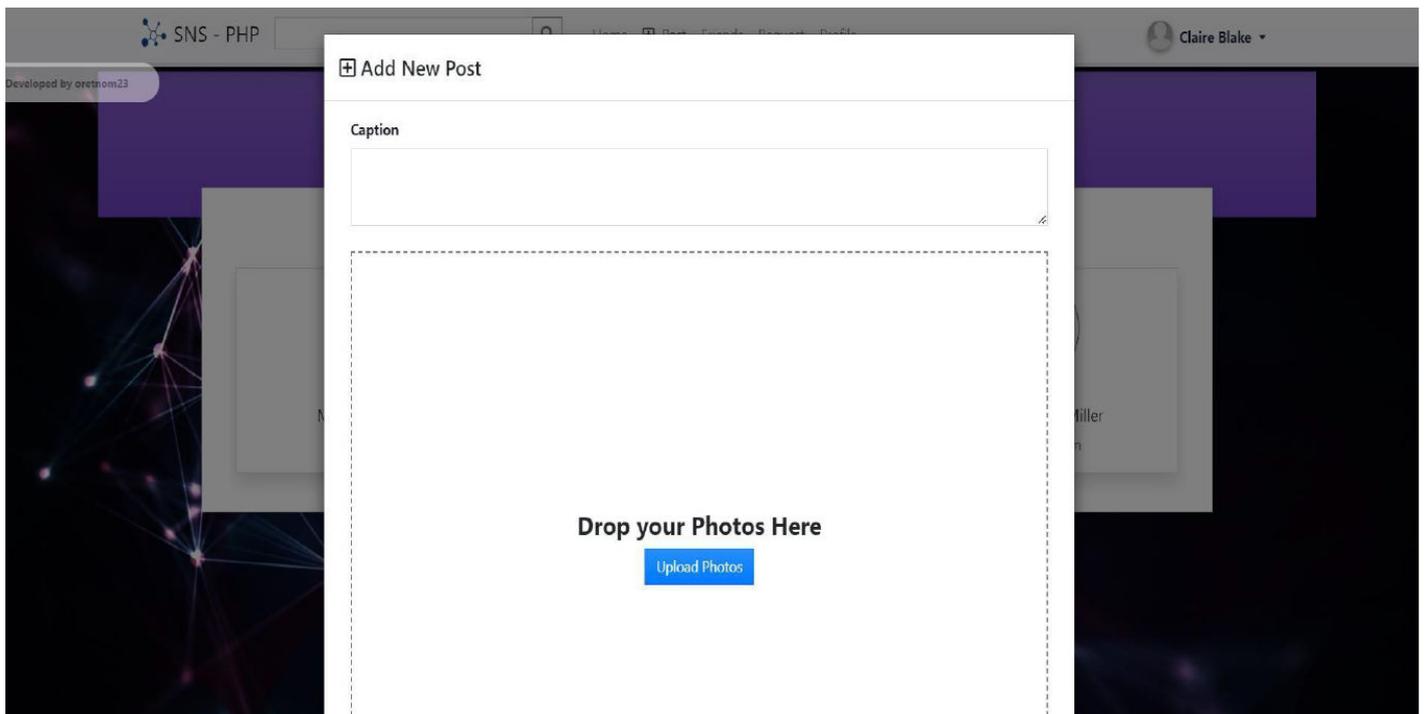


Figure 4

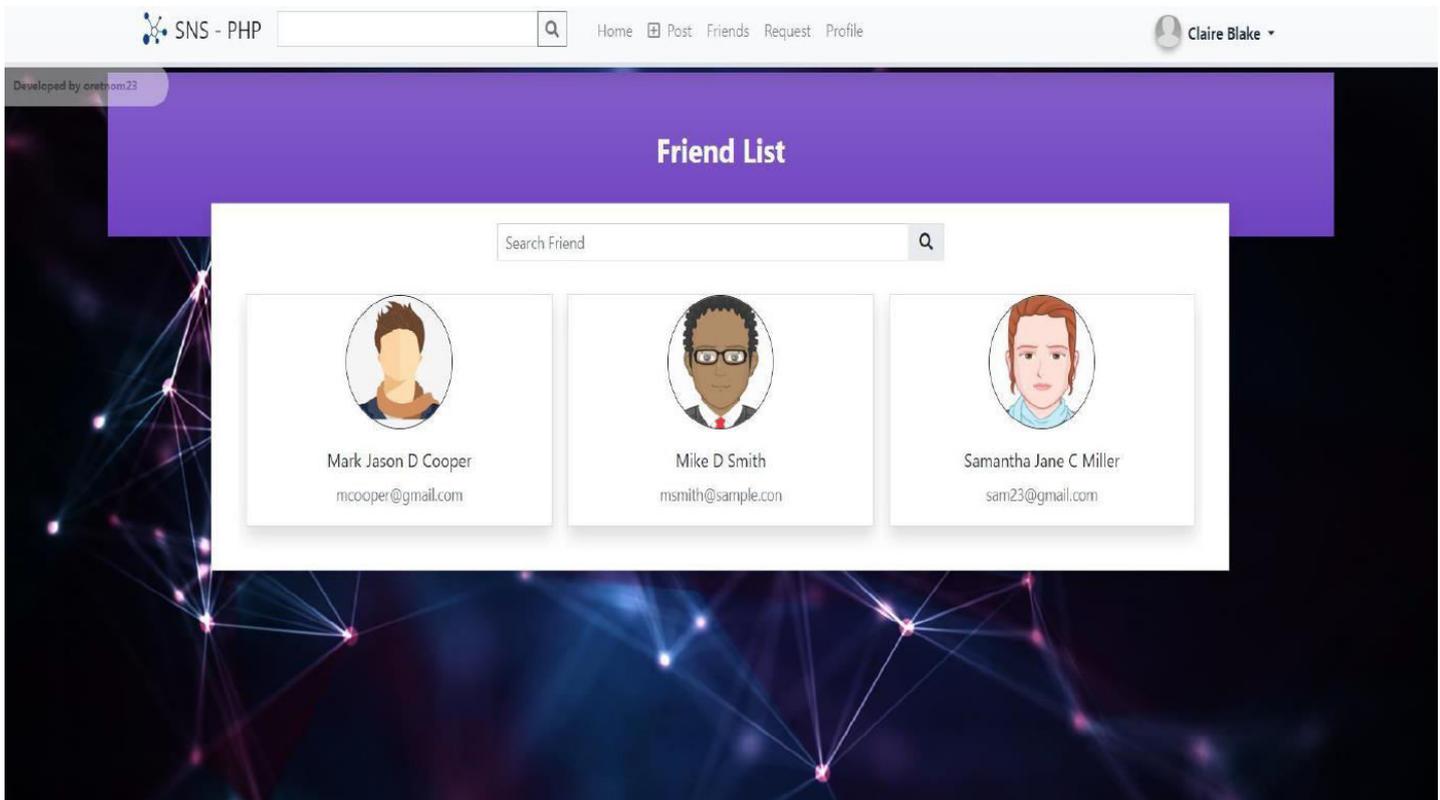


Figure 5

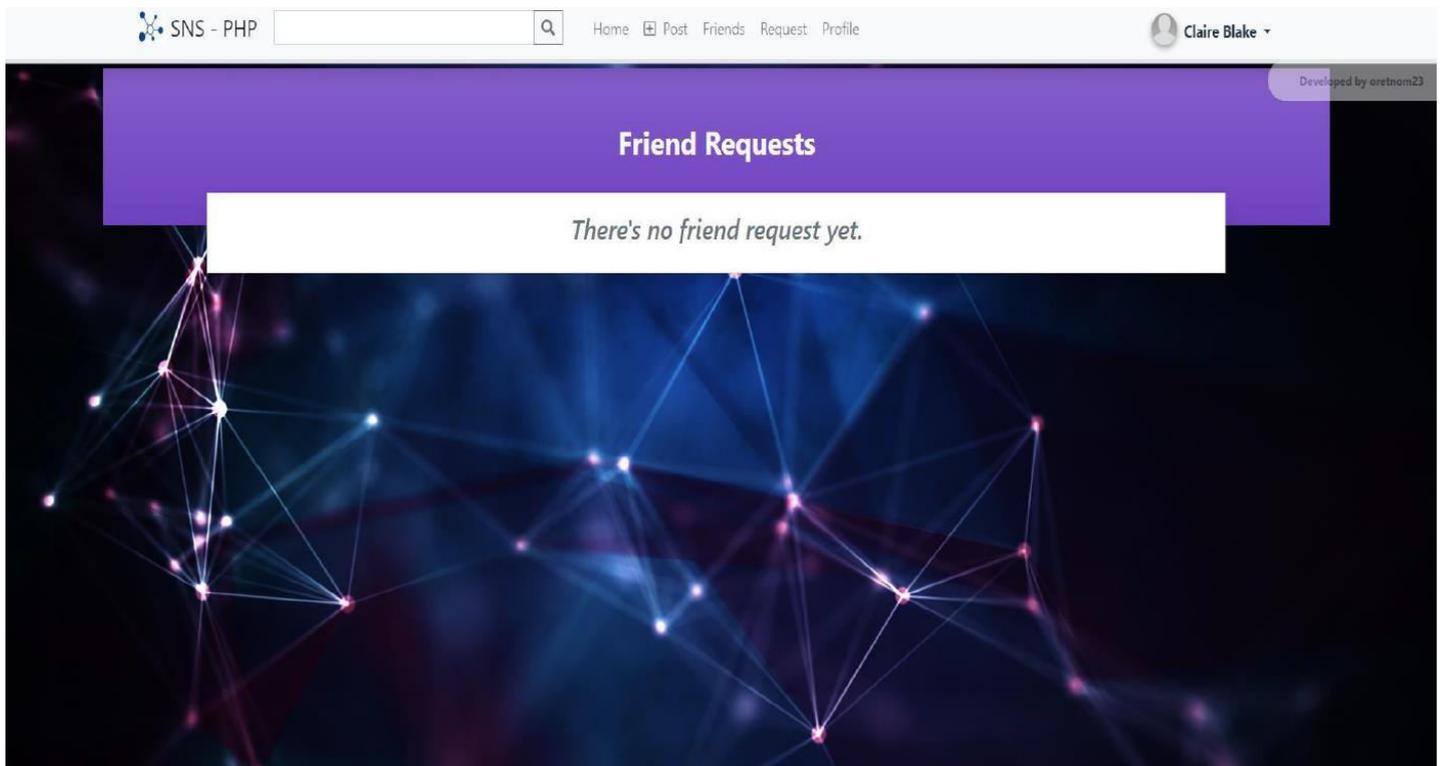


Figure 6

VII. CONCLUSIONS

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 shortcomings, there have been some shortcomings in the development of this system also. There are some of the areas of improvement which couldn't be implemented due to time constraints. One such feature was online chat where members can chat with his friends through this website. I also couldn't implement the scrap book and the selling item page for now but we still have two months of internship

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