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WEB APPLICATION TO PROVIDE VIRTUAL PLATFORM TO PEOPLE (SOCIAL LIFE)

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ABSTRACT

This project report is meant to act as a manual for the social networking website that was created. I have made an effort to adhere to the guidelines and restrictions provided by the software. To ensure the success of this website, engineers have been consulted at every stage. Users must create a profile of themselves in order to publish stuff that showcases their talents and receive feedback. They will be ranked based on how many people liked the content. (Polling). Users will be ranked according on how many people have liked all of the posts they have published.These rankings will be completed using a MySQL query and a data set that has been stored in a MySQL database. The admin team will physically verify any reported videos after using this website's reporting function to identify any abusive content. A website is successful when it satisfies the needs of its users, It can and does improve things when it works flawlessly over an extended length of time, when it's simple to tweak, and when it's even simpler to use. However, horrible things may and do happen when software fails—when its users are unsatisfied, when it is error-prone, when it is challenging to change, and much more challenging to operate.

We all want to build websites that improve things while avoiding the negative effects of our mistakes. We need discipline when designing and developing software if we want to succeed. Even as they create systems to support the most cutting-edge technology of the day, many people and businesses continue to create software carelessly. As a result, we generate software that is of lower quality, and unfortunate events take place.

This project report is meant to act as a manual for the social networking website that was created. In order to create a good website, I have attempted to adhere as closely as possible to the guidelines and rules provided by the software experts.

Documenting the important ideas and methods employed for the project's successful development is the main focus of this report.

I sincerely hope that the readers of this report will gain a true understanding of the nature of the project. I also hope that this website fulfils all of the needs and demands of the users for whom it is intended.

1 INTRODUCTION

In order to create a network among people living throughout the world, users of the online social network service INSTRAGRAM can use it. Everyone has easy access to and sharing of all the information.Users of this system can register many types of profiles, such as social, personal, general, and professional. Send a message, upload pictures so the user can keep their own album, and many other things.

Social networking is the primary form of communication in the twenty-first century. Social networking is the assembling of people into certain groups, such as neighbourhood subdivisions or small rural communities. Even if it is feasible to socialise in person, particularly at work, at colleges, and in high schools, it is more common online. This is due to the fact that, in contrast to the majority of high schools, colleges, and workplaces, the internet is home to millions of people who are seeking romantic relationships.

The mapping and measurement of relationships and flows between individuals, teams, companies, computers, URLs, and other related information/knowledge entities is known as social network analysis. The nodes in the network are the individuals and organizations, while the links depict the connections or flows between the nodes. Social networks offer a mathematical and visual understanding of interpersonal relationships.

Using social networks The website project itself is a massive undertaking that includes numerous features including updating profiles, organising friends lists, and other other applications to improve the overall appearance and feel of the website. However, I am primarily focusing on two key features or modules in this project (PROFILE MANAGEMENT & FRIENDS ORGANIZATION).

The PROFILE MANAGEMENT module keeps track of a user's profile information, including name, preferences, hobbies, and status.The FRIENDS ORGANIZATION module manages requests, processes them, and sends them on to the other user.Two essential components of social networking websites are profiles and friend lists. The third is a facility for public commenting (called "Review," "Comments," and "The Wall"). People can comment on their Friends' profiles using this function. Anyone with access to that profile can see these remarks, which are publicly displayed.

In order to let its users create networks between one and many people and manage everyone's profiles, INSTRAGRAM was created. They can also save time and effort by sharing knowledge, opinions, and other things with their group friends without having to spend a lot of time talking to one another. People can interact with each other on INSTRAGRAM even though they are geographically apart from one another.

An online social network service called INSTRAGRAM is made to make new friends and keep old ones alive. The service's major objective is to add activity and stimulation to your social life and the social lives of your friends. Reaching out to people you have never met before can help you maintain existing relationships and forge new ones. How you interact with these people is totally up to you. You may even observe how a lifelong member is connecting to you through your friend's network before getting to know them.

This can undoubtedly aid in your search for a hiking companion.However, it's also intended to aid in your search for a soul mate. You must fill out the personal area of your profile if you're looking for love online:

Because it is an online-only resource, this one may be continuously expanded upon and updated. This paper starts out by describing the various apps that make up the sample application. It then goes on to describe the modular design of the Friendworld.co.in application and gives a detailed explanation of a few of the modules.

2. LITERATURE SURVEY AND RELATED WORK

People who share interests and hobbies can interact online thanks to social networking platforms, which span political, economic, and geographical boundaries.Online communities that promote a gift economy and reciprocal altruism are developed through email and instant messaging.

Information is ideal for a gift economy since it is a non-competitive item that can be given away for nearly nothing.
Scholarly study is becoming more and more interested in Facebook and other social networking sites.
Researchers from a wide range of disciplines have started to look into the effects of social networking sites, particularly how they may relate to concerns about identity, privacy, social capital, youth culture, and education.

A number of websites are starting to leverage the social networking model's potential for philanthropy. Such models offer a way to link interested people with otherwise dispersed industries and small businesses without the ability to reach a wider audience.People can now converse online differently thanks to social networks. These communities of hypertexts enable the exchange of knowledge and ideas, a traditional practise adapted for the digital age.

3 Implementation Study

The prerequisites for each INSTRAGRAM module are distinct from one another. The specifics of each module are described in this section.

Module 1: The fundamentals of C# and ASP.Net are covered in Module 1. After that, a thorough analysis of the current system is conducted. Problems are outlined and the proposed system's goals are created following a thorough analysis of the current system.

Module 2: The creation of fundamental C# classes is covered in Module 2. Classes were written for sending emails, supporting Captcha, and the SHA512 hashing algorithm. Since the majority of these are vulnerable to captcha readers, using controls to provide Captcha is discouraged.

Module 3: The topics covered in Module 3 include user registration, email verification, profile editing, profile image uploading, password reset, password forgotten issues, and user log maintenance. Captcha support and email verification are used for user registration and the verification of legitimate users. For security reasons, passwords are kept as SHA512 hash values in hexadecimal format. The registration table contains information on registration. The user log table keeps track of login and logout times as well as session IDs, IP addresses, and locations.

Module 4: Open chat, sending, accepting, and declining friend requests, finding friends, and deleting existing friends are all covered in this module. Using the registered user's first or last name will allow you to search for friends. Sending friend requests and even blocking certain users is permitted for registered and verified users. The user has the option to add or remove people from his or her friend list as well as accept or reject friend requests. This module offers a further open conversation option. Any user may chat with any other user in an open forum.

Module 5: This module covers private conversation, adding photos to albums, and changing status with the option to add comments.

Module 6: Writing testimonials, account deletion, integrating Flash games, word of the day, thought of the day, jokes, and other relevant topics are covered.

Module 7: The website testing topic is covered in Module 7. Each website component is developed before undergoing unit testing. Different test cases are designed for system testing, and projects are tested in accordance with these cases.

4PROPOSED WORK

The proposed approach tries to fix the flaws in the current setup before gradually reproducing its key elements. Major components of the suggested system include:

Protection against brute-force attacks: By properly supporting captcha during login, brute-force attacks can be avoided. This function will be used by the suggested system.

Support for undetectable Captcha: No existing captcha text readers will be able to read the text in the given captcha support.

Algorithm SHA512: The 128 bit hashing technique currently in use is insufficient to reduce the likelihood of collisions. The proposed method uses the 512 bithashing algorithm to get rid of this.

Testimonials: The current system does not allow for the writing of testimonials for friends. One will be able to express their opinions regarding pals under the proposed system.

Email verification: In order to utilise the website's functions, one must validate their email address.

User Log: The database is permanently kept with the user's location, nation, and IP address as well as the date and time they log in and out of their accounts.

Open Chat: Another goal of the suggested strategy is establishing new acquaintances. The proposed approach promotes this by allowing for open chat.

Reproduction of current key features: The primary elements of current features including uploading photos, updating profiles, searching for friends, and writing comments on statuses will all be replicated in the proposed system.

Games: The website will also incorporate Flash or Silverlight games.

Study notes can be uploaded and downloaded by individuals who have registered with the proposed system. In the event of a copyright violation, the uploader will be held fully accountable.

5 METHODOLOGIES

PHP is a programming language created specifically for the web environment to bridge the gap between Perl and SSI (Server Side Includes). The implementation of web pages with dynamic content is its main use. Recently, PHP has grown in popularity and is now one of the leaders in the Open Source software movement. Its simplicity and C-like syntax are the reasons for its popularity. Currently, PHP is available in two major versions: PHP 4 and PHP 5. However, PHP 4 is deprecated and no longer receives significant bug patches. PHP 6 is presently being developed. Rasmus Lerdorf created PHP in order to show his resume online and gather information from site visitors.

A static website can be made dynamic using PHP. An acronym for "PHP: Hypertext Preprocessor" is "PHP". The term "preprocessor" refers to the fact that PHP modifies data before an HTML page is generated. This makes it possible for programmers to design robust apps that can run websites like Wikipedia or Wikibooks, write blogs, or remotely manage hardware. Of course, a database application like MySQL is required in order to achieve something like this.

A web server's PHP processor module interprets the PHP code to produce the final web page: Instead of contacting an external file to handle data, PHP commands can be directly included into an HTML source document. It

is able to be utilised in independent graphical applications and has grown to incorporate an interface capability. The most common way to use the PHP language is still as an interpreter, which is how it was first developed. There are several compilers available that separate the PHP language and interpreter. Static analysis, faster execution, and enhanced compatibility with code written in other languages are benefits of compilation. The core build of PHP includes libraries that are open source and free. With modules for accessing File Transfer Protocol (FTP) servers, several database servers, embedded SQL libraries including embedded PostgreSQL, MySQL, Microsoft SQL Server and SQLite, LDAP servers, and others, PHP is a system that is essentially Internet-aware. The default PHP build includes many C programmers' favourite functions, like those in the studio family.

The programme offers the following features:
1. MySQL database management
2. Web Interface
3. Import information from SQL and CSV
4. Export data in a variety of formats, including Word, Excel, LaTeX, CSV, SQL, XML, PDF (through the TCPDF library), and ISO/IEC 26300 - Open Document Text and Spreadsheet.
5. Managing numerous servers
6. Using Query-by-Example to create sophisticated queries 7. Creating PDF illustrations of the database layout (QBE)

SQLITE USED AS BACKEND TECHNOLOGY.

Data may be stored and retrieved in software projects with the help of the lightweight and embedded SQL database engine SQLite. For small to medium-sized applications that need a local database solution with little setup and administration, it is a common option. Some of the functions that SQLite can do in software projects are as follows:
Local data storage: Without the need for a separate database server or network connection, SQLite can be used to store application data locally on a user's device or on a server.Access to data while offline: SQLite enables applications to operate without an internet connection and sync data with a remote server when one is available.
Caching: To enhance application performance and save network traffic, SQLite can be used to cache frequently accessed data.

Embedded database: SQLite is a great option for applications that must be self-contained because it can be included into desktop, mobile, and web apps.

Prototyping quickly: SQLite is a wonderful option for prototyping and testing because it is simple to set up and requires little administration.

Data analysis: SQLite is a good option for data analysis and reporting because it supports SQL queries.
Generally speaking, SQLite is a flexible and effective database engine that can perform a variety of tasks in software projects, including local data storage, offline access, caching, quick prototyping, and data analysis.

6 RESULTS AND DISCUSSION SCREENSHOTS

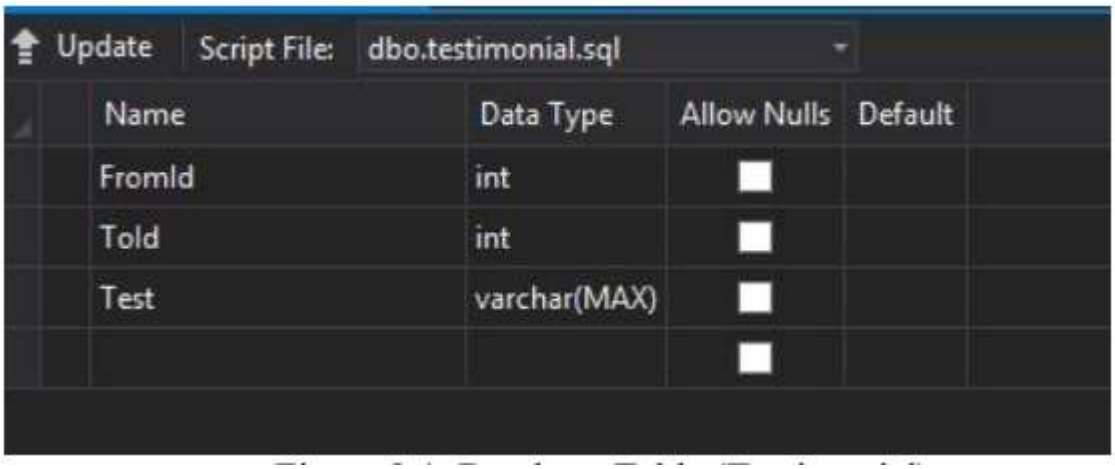

Fig-1: Database Table (Testimonial)

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Update Script File: dbo.StatusComments.sql

Name	Data Type	Allow Nulls	Default
StId	int	☐	
uid	int	☐	
comment	varchar(MAX)	☐	
date	datetime	☐	
		☐	

Fig-2: Database Table (StatusComments)

Name	Data Type	Allow Nulls	Default
Id	int	☐	
uid	int	☐	
status	varchar(MAX)	☐	
time	datetime	☐	
		☐	

Fig-3: Database Table (Status)

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Update | Script File: dbo.registration.sql

Name	Data Type	Allow Nulls	Default
id	int	☐	
email	varchar(50)	☐	
password	varchar(MAX)	☐	
lname	varchar(50)	☐	
fname	varchar(50)	☐	
mobile	numeric(10,0)	☐	
country	varchar(50)	☐	
gender	varchar(50)	☐	
dob	varchar(50)	☐	
act	bit	☐	
		☐	

Fig-4: Database Table (Registration)

Update | Script File: dbo.RecoverPassReq.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
code	int	☐	
		☐	

Fig-5: Database Table (RecoverPassReq)

Update | Script File: dbo.ProfilePic.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
image	varbinary(MAX)	☑	
		☐	

Fig-6: Database Table (ProfilePic)

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Update | Script File: dbo.profile.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
about	varchar(MAX)	☑	
homecity	varchar(50)	☑	
currentcity	varchar(50)	☑	
relstatus	varchar(50)	☑	
interested	int	☑	((3))
workat	varchar(MAX)	☑	
highschool	varchar(MAX)	☑	
graduation	varchar(MAX)	☑	
pg	varchar(MAX)	☑	
religion	varchar(MAX)	☑	
political	varchar(MAX)	☑	
books	varchar(MAX)	☑	
tvshows	varchar(MAX)	☑	
music	varchar(MAX)	☑	
movies	varchar(MAX)	☑	
languages	varchar(MAX)	☑	
games	varchar(MAX)	☑	
		☐	

Fig-7: Database Table (Profile)

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Update | Script File: dbo.pmsgs.sql

Name	Data Type	Allow Nulls	Default
IdSender	int	☐	
IdReceiver	int	☐	
message	varchar(MAX)	☐	
time1	datetime	☐	
		☐	

Fig-8: Database Table (PrivateMessages)

Update | Script File: dbo.OpenChat.sql

Name	Data Type	Allow Nulls	Default
count	int	☐	
id	int	☐	
name	varchar(50)	☐	
time	datetime	☑	
message	varchar(MAX)	☑	
		☐	

Fig-9: Database Table (Open Chat)

Update | Script File: dbo.friendlist.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
FrndId	int	☐	
status	varchar(50)	☐	
datesend	datetime	☐	
dateprocessed	datetime	☑	
datedeleted	datetime	☑	
dateblocked	nchar(10)	☑	
		☐	

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Fig-10: Database Table (FriendList)

Update | Script File: dbo.defaultpic.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
image	varbinary(MAX)	☑	
		☐	

Fig-11: Database Table (Default Pic)

Update | Script File: dbo.VerificationCode.sql

Name	Data Type	Allow Nulls	Default
id	int	☐	
vercode	int	☐	
act	bit	☐	
email	varchar(50)	☐	
		☐	

Fig-12: Database Table (VerificationCode)

Update | Script File: dbo.userlog.sql

Name	Data Type	Allow Nulls	Default
Id	int	☐	
ip	varchar(50)	☐	
sid	varchar(50)	☑	
browser	varchar(50)	☑	
os	varchar(50)	☑	
location	varchar(50)	☑	
country	varchar(50)	☑	
logintime	varchar(50)	☐	
logouttime	varchar(50)	☑	
		☐	

Fig-13: Database Table (userlog)

7. CONCLUSION AND FUTURE WORK

This article described the creation of a new social networking site called SOCIAL LIFE, which is etymologically related to the word "friends." By prioritising the content according to user reactions, SOCIAL LIFE seeks to make the interface clear, easy, and give users convenient access to the top contents.

Give users the chance to report offensive content. provided the MySQL phpMyAdmin database.
The frontend is written in PHP and utilises HTML, CSS, and JavaScript. WAMP, a local server, is used to carry out this project and show the UI.

We built the project with the help of Dr. RAYUDU SRINIVAS, professor, CSE department, NSRIT.

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