

24 SOCIAL NETWORKING PLATFORM

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Abstract: The Social media has connected many of the users in the world together. By the end of 2015, we already had billions of users connected. And some predict that by 2020, the number of Social media users will reach or even exceed 50 billion. Connecting application is an integration of social networking and E-commerce. It majorly focuses on the social network growth and their development where the users in the world can show their talent in the form of art, dance, singing, photography, etc. to the relevant customer population by the means of our application and online transactional procedure. 24 Platform is built on React.js, Firebase database using VS Code, and Node.js and npm for the structural and design part of the main application. The content from users they have follow will be visible in the follow tab and categories they have followed will be visible in the feed tab. Companies are increasingly using online communities to create value for the firm and their customers. Ensuring that brand activity is relevant to a social network's core audience is crucial for advertisers wanting to tap into niche communities It is a concept derived from the drawbacks of different application with the motive to combine their respective function. This Application will serve them as a good place to share good work and a place where their work will be appreciated by the people.

Keywords: Social Media, Social Network, Internet, connectivity, Android app, Firebase.

I. INTRODUCTION

Today, It's an era of digital world and everything is connected through social media. The Social media has made the information more accessible than ever to each and every person in world. Social media provides the platform to connect the users from all over the world to connect with each other over social media via internet.

This software Requirement Specification (SRS) documents key specification, functional & non-functional requirements of social media application. Social media application tend to share some conventional features. The Social media application allow users to create their profile that contain personal information about the user. These application allows others users to add new people, interact with other users that seek access to these things mostly to increase their personal social network application growing in last few years.

The purpose of these application will help people too share similar interest, there backgrounds and activities. Once the user account has been created, they will have full list of users with whom they can there share picture, videos, ideas and thoughts. In addition, user profiles often have a section dedicated to comments from friends and other users. To protect user privacy, social application usually have controls that allow users to choose who can view their profile, contact them, add them to their list of contacts, and so on. The main thing of this application is that user can interact with each other by using instant messaging video and voice communication.

Cloud Computing has revolutionized the way we think of Social Media Applications. Using the fundamentals of Cloud Computing, we are creating 24 The Social Media App. Limiting user to create only a post a single media in 24 Hours, that means one user can post only one media in

24 hours is the key to Project. Elimination of unnecessary features, will make the social media experience more clean and elegant. It will better for user and app management too! It provides user friendly authentication.

Nowadays, Social media which have almost become part of our daily lives and social media seems to be one of the best available application for the one who wants to grow their business and wants to reach maximum crowd as possible. Social media application is one of the best for free exposure. It's better to take advantage of Social media to connect with the artist and recognized person.

The basic idea of this project came from other famous applications such as YouTube, twitter, Facebook, Instagram and LinkedIn which bring the users but lack a medium or a platform on which users can discuss on a particular topic and also gain popularity and build business through it. The aim is to combine the use of all the major apps currently being used and enhance the ease for the user to make it more user friendly after observing the current giant social media. Like, we have seen about some apps getting banned due to over use so people are looking for something unique that allows them to communicate with large group of people with the same interest, now social networking has become platform to sell adds. In social networking the user can just share one post of his/her business or interest and this interest can be seen by many users connected together. And the plus point is that this includes no charges on adds. Nearness of your business on mainstream long range interpersonal communication recommends to individuals that your organization and business is on the bleeding edge or if nothing else it can stay aware of the changing circumstances and the prerequisites. Utilizing long range interpersonal communication can be utilized to advance your business, this has many focal points additionally requires some devotion, diligent work, congruity on your part.

II. LITERATURE REVIEW

On “Social media-based three-screen TV service” a paper published by D. Zaharia, Dr. Mokoto Tajiri in 2011. In this it has two features. Firstly, it employs social media to generate semantic metadata of the media stream that reflect the interest of the public. The metadata is extracted by our proposed bursty feature extraction algorithm, and it provides immediate but rich summaries of live TV contents. Secondly, utilizing them, three-screen TV service was proposed to provide a new interactive TV watching environment. In the environment, metadata make the system available on interest-based information providing and suitable intelligent interface.

A paper on “Current and Future Trends in Social Media” published by Prof. Ken Adams, Mathew McConaughy in 2011. Although many changes have occurred since the fledgling steps of social networking and what it has evolved into today, improvement is a never-ending cycle. Thus, in this paper, additional methods will be explored to advance social networking overall.

A paper on “Meetyou — Social networking on Android” published by Alexandra-Mihaela Siriteanu, Adrian Iftene in 2013. This paper specify to present a system that defines the social nature of a human. The role of this application is to create a social network in which the users are being alerted when their friends are around. This gives them the possibility to set up a meeting or to avoid one. The users have the possibility to check in some locations and allow their friends to follow their activity.

A paper on “Sentiment analysis for the news data based on the social media” published by Firoj Fattulal Shahare in 2017. Now social Data are increases very fast, in every area social data play an important role in every angle, social media big data mining area welcomed by researchers from both government, academic and industry the quality emotion wordbook. With the word emotions in hand, we are able to reason each sentence sentiments. The proposed method uses Naïve Bayes and Levenshtein algorithm to determine the emotion into different categories from given social media news data. This method provides the excellent performance for real time news data on social media and also provides the better result in terms of accuracy.

A paper “Impact of Social Media on Society in a Large and Specific to Teenagers” published by Duaa Ali Al-Sabti, Ajay Vikram Singh, S.K. Jha in 2017. Social media platforms have become integral part of teens’ daily life. 22% of teenagers are enrolled in social networking programs about 10 times a day. The remaining category, which makes up more than half of teenagers register more than once a day.

III. WORKING OF PROPOSED SYSTEM

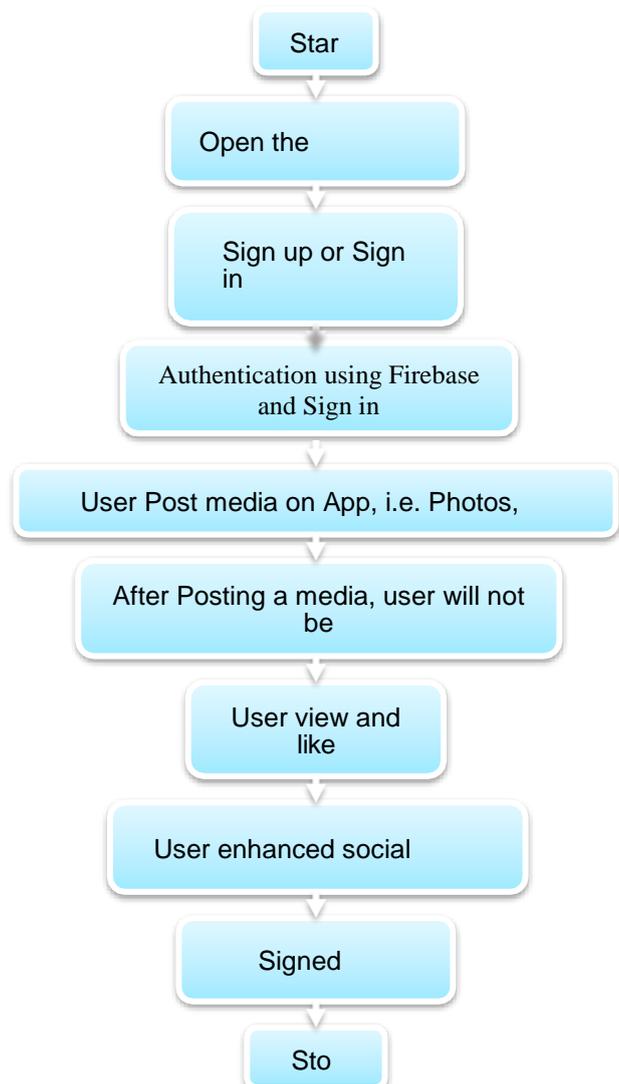
In this, the Login page is created with the Help of React.js, and HTML 5. Login page works efficiently on the basis of, 1. Login Header (LoginHeader.js). Login header helps, in making the web page, in block’s format. Also it feature’s the Beta Logo of our 24 Social media Platform. The Inspiration for the Login Header has been taken from the earlier versions of Facebook. For the initial Phase of this

Project. 2. Firebase. We have used Firebase for the backend purpose, which is easy to get started for the initial Phase. It provides all the features to manage the user’s, also providing to various domains through which the user’s shall be registered in the database. Custom Domain is also available, when the project will be deployed to the cloud. Firebase has its own convenience, as it automatically authenticates the user. For the JavaScript Convenience sake, Firebase is built in JavaScript, hence all the frameworks for JS are quite supportive. 3. App.js. App.js, Start’s the project on the localhost:3000/. It includes React, features and packages and imports them when, App is all set to run at Port:3000.

IV. PROPOSED SYSTEM

As per the workflow, user starts from signing in the app from login page. User enters data for login credentials and that data is stored on firebase provided by Google cloud. After that credentials are authenticate in firebase authenticator. If it matches the credentials user successfully logged into the application, and then it shows home page of the 24 social media app. The user can post media like photos and videos.

Importantly it implements the feature due to which only one post per day is allowed. That means user cannot be able to



post another media for the next 24 hours. Parallely, the application also implements some features like commenting on a post, liking a post, and further more adding social network connections for enhancement. User is also provided the feature to log out of the application. Thus, the workflow of the 24 social media app terminates.

V. METHODOLOGY

SDLC stands for System Development Life Cycle or Software Development Life Cycle (Folletth 2002). It is used to describe functional systems development activity, to gain control of the complexities of systems development, and to ensure the needs of customers and users are the basis for technical activity (U.S. House of Representatives 1999, 4.). The SDLC has made a great impact on developing information systems as a general approach.

Stages of the SDLC may vary from different references, for instance, “conventional systems analysis”, “traditional systems analysis”, “classical life cycle model”, “linear sequential model” and “waterfall model”. However, the most similar point is that they all start from the feasibility study stage and end at the review stage.

Each stage of the SDLC requires documentation, reporting, and approval. This assures that a project will not lose control by changing the direction or becoming a financial black hole. (Folletth 2002).

VI. SOFTWARE INTERFACE

A. JavaScript:

- Though JavaScript does not have the interface type, it is often times needed. For reasons relating to JavaScript's dynamic nature and use of Prototypical-Inheritance, it is difficult to ensure consistent interfaces across classes -- however, it is possible to do so; and frequently emulated.
- Interfaces are capable of describing the wide range of shapes that JavaScript objects can take. In addition to describing an object with properties, interfaces are also capable of describing function types. To describe a function type with an interface, we give the interface a call signature.

B. Android Studio:

- Interfaces are a collection of constants, methods (abstract, static, and default), and nested types. All the methods of the interface need to be defined in the class. The interface is like a Class. The interface keyword is used to declare an interface.
- The user interface (UI) for an Android app is built as a hierarchy of layouts and widgets. The layouts are View Group objects, containers that control how their child views are positioned on the screen. Widgets are

View objects, UI components such as buttons and text boxes.

C. VS Codes:

- Microsoft Visual Studio is popular IDE tool powered by the Microsoft Corporation. This dynamic tool has been developed into numerous editions and versions demonstrating various advantageous features.
- The tool is used to develop a computer programs for Mobile applications, Web applications, Web services, Websites.
- Here we have used Visual Studio Professional 2015 edition to develop web application using different programming and mark-up languages including HTML, CSS, JavaScript, C++, and ASP.net.
- Also it configures all the database from SQL server to cloud like Microsoft Azure.

VII. ADVANTAGES AND DISADVANTAGES

Advantages:

- The system offers unique, robust, flexible software platform to simplify and enhance social network.
- Save the storage space.
- Save the computational time.
- Low cost

Disadvantages:

- Less data generation
- Security issues while dealing with cloud

VIII. SYSTEM PROTOTYPE

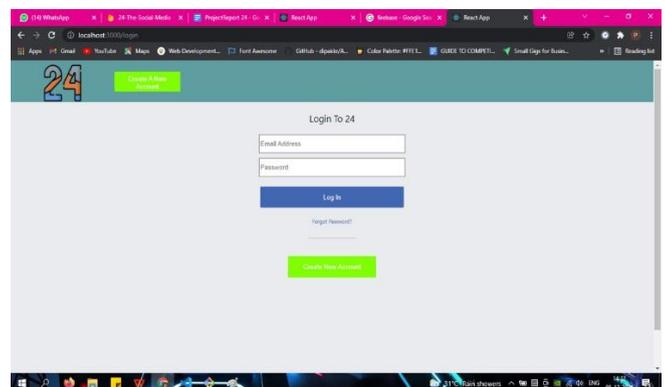


Figure: 24 Social Media Application

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