

ATMIYA UNIVERSITY

RAJKOT



A

Report On

YouSearch

Under subject of

MINI PROJECT

B.TECH, Semester – VII

(IT Engineering)

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Academic Year

(2019-2020)

CANDIDATE'S DECLARATION

I hereby declare that the work presented in this project entitled “**YouSearch**” submitted towards completion of project in **7th Semester** of B. Tech. (IT Engineering) is an authentic record of my original work carried out under the guidance of “**Prof. Piyush Kashyani**” .

I have not submitted the matter embodied in this project for the award of any other degree.

Semester: 7th

Place: Rajkot

Signature:

Hitarth Parmar (190004028)

ATMIYA UNIVERSITY

RAJKOT



CERTIFICATE

Date:

This is to certify that the “**YouSearch**” has been carried out by **Parmar Hitarth D.** under my guidance in fulfillment of the subject Mini Project in COMPUTER ENGINEERING (7th Semester) of Atmiya University, Rajkot during the academic year 2019.

Prof. Piyush kashyani

(Project Guide)

Prof. Darshan N. Jani

(Head of the Department)

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I even thank and appreciate to our colleague in developing the project and people who have willingly helped us out with their abilities.

Parmar Hitarth D. (190004028)

ABSTRACT

Users from all over the world are active on social networking apps, keeping in touch with friends and distant relatives, building up their professional network, searching for their soulmate, and exchanging all sorts of information and experiences.

As social media continues to be a prominent part of our daily lives, it's worth taking a closer look at how its evolution occurred, what kind of impact it's having, and how modern trends in social media app development will influence its ongoing development.

Humans have always been social creatures. As such, we've developed ways of communicating with one another that have evolved from a very basic use of fire for sending signals to the advancements brought to us by the technological revolution and ever-growing reach of the Internet. All of these methods of engaging with one another make up the history of social media application development and are best illustrated by the diagram below.

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Chapter 1

Introduction

1.1 Introduction

1.2 Scope

1.3 Report Layout

1.0 INTRODUCTION

A social networking service is a platform to build social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections. A social network service consists of a representation of each user (often a profile), his/her social links, and a variety of additional services. Most social network services are web-based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Online community services are sometimes considered as a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, pictures, posts, activities, events, and interests with people in their network.

1.1 PROJECT OBJECTIVE AND SCOPE:

- to have attractive and Secure Login page to access
- Make new user account in more user friendly and proper validation of details
- Search People easily on entire network
- Send Friend Request to other users to make friends
- Add friends to your friend box accept request
- creating a public profile having social, professional and personal information
- Ease of editing of profile anytime
- Chat with Online friends
- Upload and Share Images on network
- Add, Search and shares videos
- Send messages to other friends
- Reply directly to incoming user messages

- Post Advertisement of products
- Administration page to keep eye on user operation
- Easily password recovery processing

1.2 SCOPE:

The **YouShare** networking Application is an online community designed to make social life of students more active and stimulating. The social network can help you maintain existing relationships with people and share pictures and messages, and establish new ones by reaching Out to people you've never met before.

This Application also provides the features of payment. This app can be handled by the user as he wants for example adding videos and Photos also.

1.3 Report Layout

I developed the application which name is “**YouShare**”. I tried to make sure the project have completed in time. I have designed workflow follows by above:

In chapter 2, brief discussion on related works that are already implemented. And I made comparison with other. I have figured out the problem of current system and tried to solve. What kind of Challenges I have faced for completing this project also discussed on this chapter.

In chapter 3 named Requirement Specification where I focused about business process modeling, requirement collection and analysis, use case modeling and descriptions, logical data model, design requirements.

On chapter 4 named Design Specification I have tried to show the front-end design, backend design and Interaction design and UX. As well as I listed the component that I used to build the system.

In chapter 5 named Implementation and testing where I discuss about the Implementation of Database, Implementation of Front-end Design, Testing Implementation, Test Result and Reports.

On chapter 6 I have discussed about the present condition and future scope of our project. Also I have tried to cover the whole things what I have done in our project is referred as conclusion.

CHAPTER 2

BACKGROUND

2.1 Introduction

For developing a system I need to cover some initial study. It helps to investigate a system's background information. Also it helps to find the fault of this system so that necessary steps can be taken here to improve the project by adding and updating new features. My main goal of this project to connect peoples. I developed this projects for people who can't meet their family and friends easily. People can easily share their daily life style and scenarios with their friends.

2.2 Related works

There are some related system is available right now but not a large number and no one is totally similar. Many of the system has some limitations. From the study of this similar project i got interested to develop this system. Some of the related systems of my project are mentioned below. I had explored many websites and applications which are related to social app, first my attention caught in Facebook.

2.3 Market Potential and Competitive advantages:

- Ease of access to recent trends/topics
- Faster communication over longer distances
- Big audience
- Equating computer to sociability; second life.
- Simple, user friendly set up and personalization
- cost efficient/free
- Easily accessible

2.4 FEASIBILITY REPORT:

•A detailed investigation and analysis conducted to determine the financial, economic, technical, or other advisability of a proposed project. Part of the systems development life cycle which aims to determine whether it is sensible to develop some system. The most popular model of feasibility study is "TELOS", standing for Technical, Economic, Legal, Operational, and Schedule.

Technical Feasibility: The software required to develop the system as well as to run it are easily accessible and free of cost and hence it is technically feasible.

Economic Feasibility: The system is simple, user friendly set up and personalization, cost efficient/free, easily accessible and hence it is economically feasible.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Requirement Collection and Analysis

Requirement collection and analysis is very crucial part of any project.

Without analysis, collecting data or a good planning, a project will never complete properly. When we are developing on a project, a delivery time of the project has already given. That's why project work must be planned and executed to the deliver time.

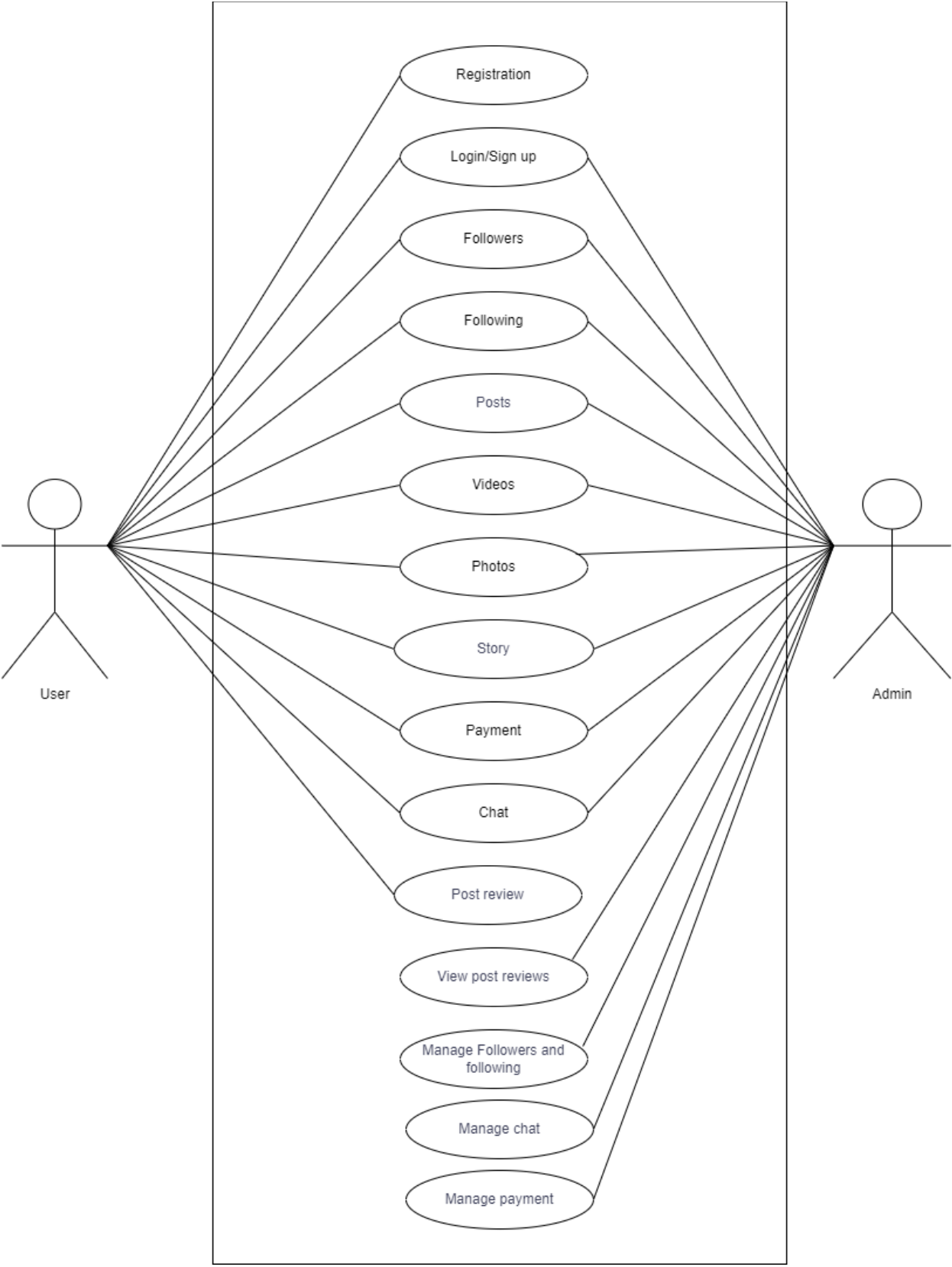
My project is an application of social media system. Analysis and requirement collection was my big challenge, when I start thinking about this project. After start analysis I figure out some significant features that boost our project.

3.2 Hardware and Software Requirement for our system:

Whenever you install an application which is supported in an android and IOS for both, you need an internet connection based system hardware's such as computers, laptops, tablets, smart phones and so on. I have used some software tools and platform for development is describe below:

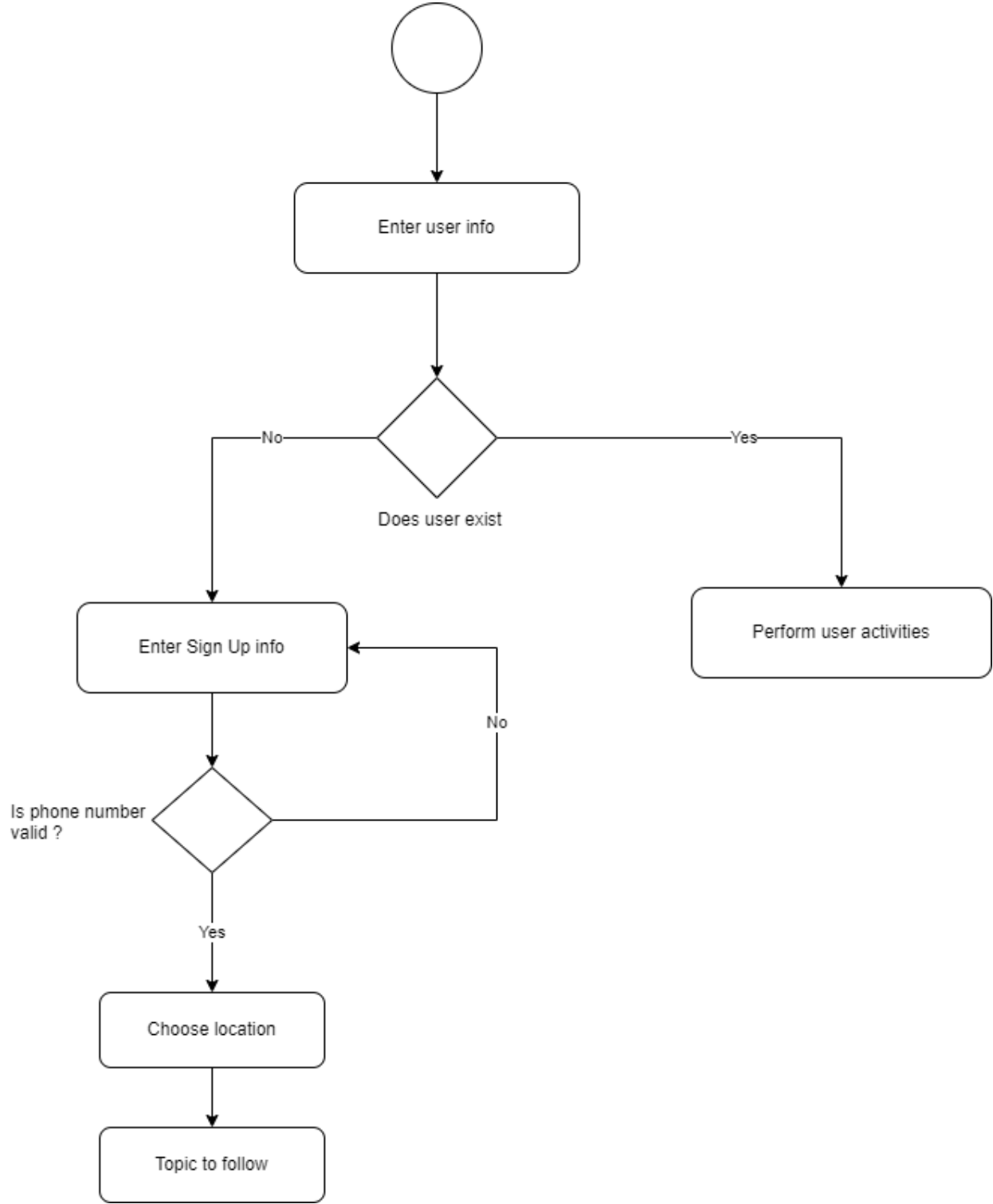
- Dart
- Flutter framework

3.3 Use Case Modeling

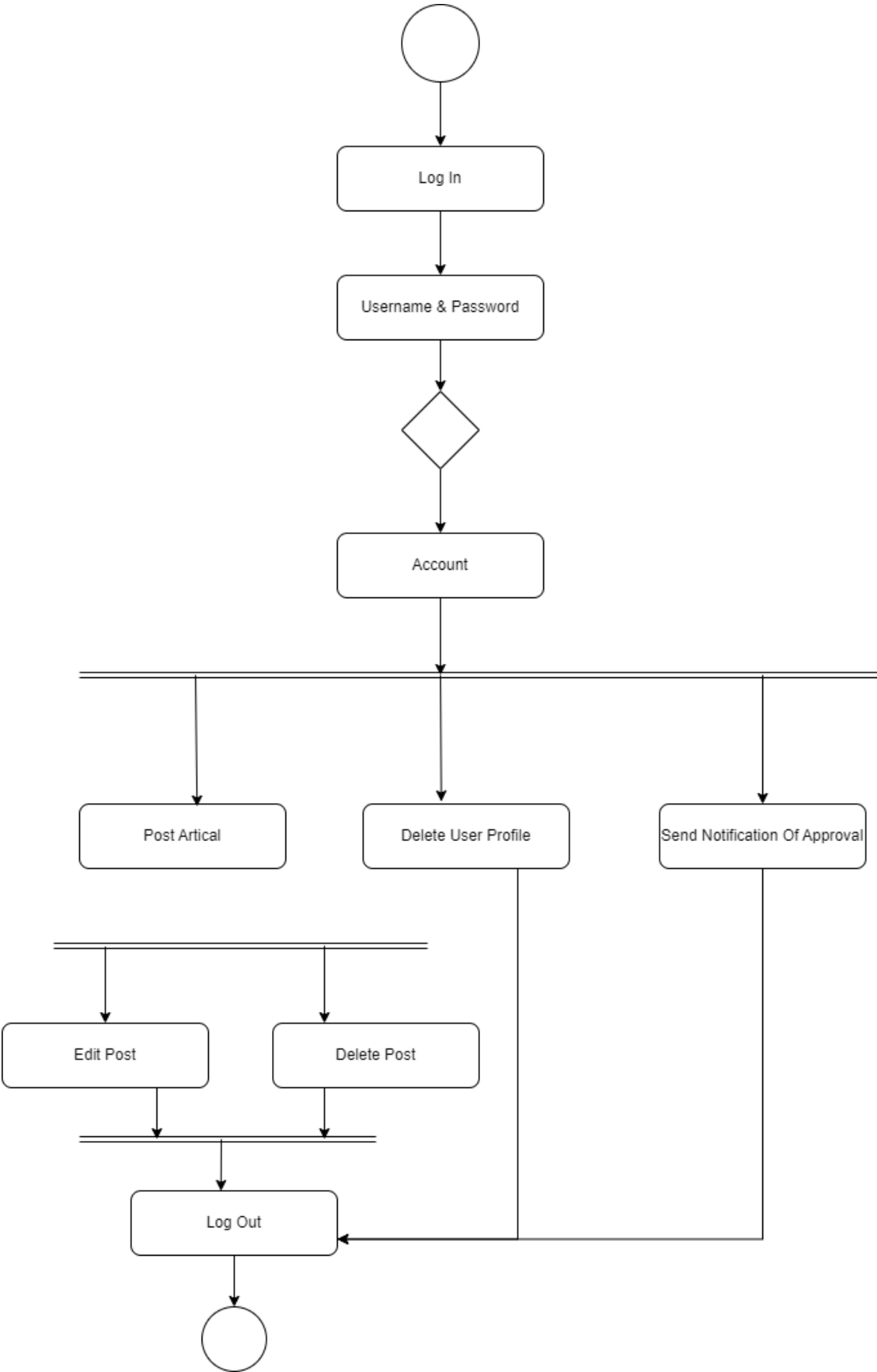


3.4 Activity Diagram

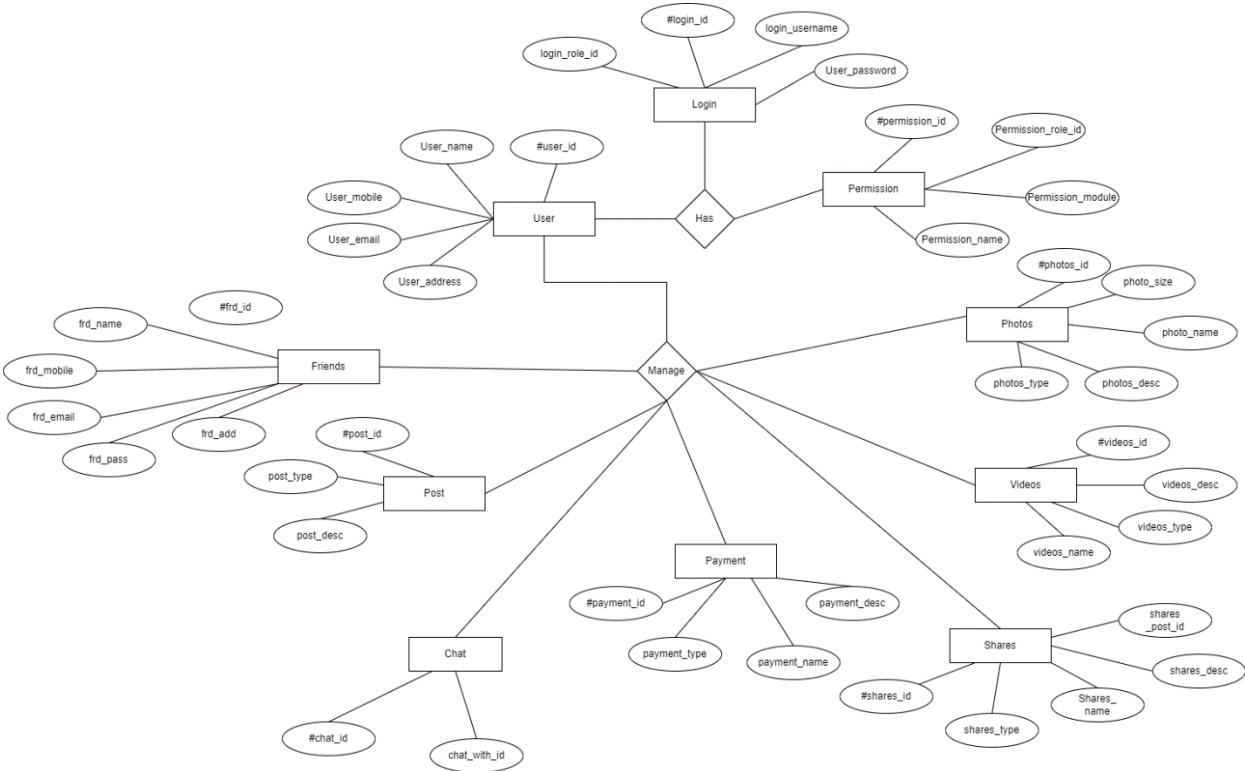
3.4.1 Activity Diagram of User from YouSearch



3.4.3 Activity Diagram of Admin from YouSearch



3.5 E-R Diagram



CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

- Language: Dart

Dart is a client-optimized language for developing fast apps on any platform. Its goal is to offer the most productive programming language for multi-platform development, paired with a flexible execution runtime platform for app frameworks.

- Framework: Flutter

Flutter is Google's portable UI toolkit for crafting beautiful, natively compiled applications for mobile, web, and desktop from a single codebase. Flutter works with existing code, is used by developers and organizations around the world, and is free and open source.

4.2 Back End Design

The backend normally designed by three parts. A server, an application and a database. User input the data that needed the application stores it in a databases that was create on a server. We basically used Laravel framework. Language PHP and database MySql .

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

I will use “MySQL” for designing my database. MySQL is an open source relational database management system. It runs as a server and allows multiple users to manage and create numerous databases. It is a central component in the XAMPP stack of open source web application software that is used to create websites. XAMPP stands for x-operating system, Apache, MySQL, PHP, and Perl.

5.2 Implementation of Front-end Design

YOUSEARCH

YOUSEARCH

Welcome in YouSearch
we will help you with your every request!

Phone number

Sign in

Or continue with

f Facebook

G Google

New User?

< New user?

Register now to continue

Full Name

Email Address

Select Gender

Date of birth

Phone Number

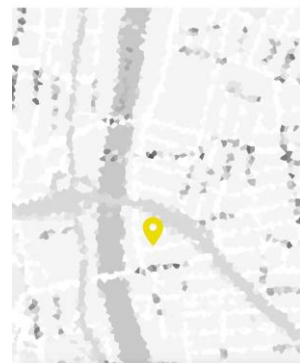
Register now

We'll send verification code on above
given number to verify.

By Signing up you're agree to our
Privacy and Terms & Conditions

12:00

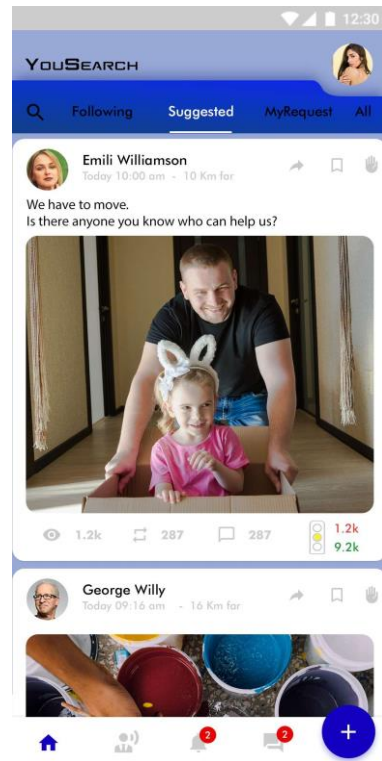
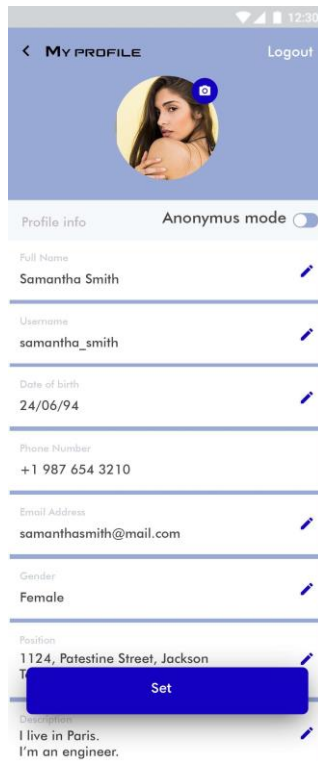
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Address title
Home

1124, Patesfine Street, Jackson
Tower, Near City Garden, New York,

Submit



CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

The proposed system resolves the problems that are arising due to lack of communication between peoples. The system not only provides a communication features but it also provides sharing and payment option. They can easily make payments to their friends and family.

6.2 Scope of Further Development

Application system is always a changeable system. It develops day by day, getting better and better to easier for peoples. This could be a revolutionary web application that may help bonding between peoples. I believe I can make this system more advanced in future. Advance features and User interface will be updated in future. My system is already user friendly but I will try to make this system more user friendly in future.

Appendix A:

Project Reflection In my daily life I face a lot of problems. Disease is one of most common issues for a person's life. If anybody is ill and wants to visit a doctor for checkup, he or she needs to visit the hospital and waits until the doctor is available. When people get affected by illness they need to visit a doctor for checkup but they have to visit their chambers or hospital to get appointment. It is a lengthy process and wasting people's time. Sometimes people do visit doctor's chamber for health check but the doctor is not available for some various reason. It's the only way to get to know when people just visited their places. It harass people a lot. Day by day healthcare system become an important part of our society. So I have decided to build this system.

CHAPTER 7

TESTING

7.1 Testing Used:

Testing is the process of running a system with the intention of finding Errors. Testing enhances the integrity of a system by detecting deviations in design and errors in the system. Testing aims at detecting error-prone Areas. This helps in the prevention of errors in a system. Testing also adds Value to the product by conforming to the user requirements.

The main purpose of testing is to detect errors and error-prone Areas in a system. Testing must be thorough and well-planned. A partially Tested system is as bad as an untested system. And the price of an untested and under-tested system is high.

The implementation is the final and important phase. It involves User-training, system testing in order to ensure successful running of the Proposed system. The user tests the system and changes are made according to their needs. The testing involves the testing of the developed System using various kinds of data. While testing, errors are noted and Correctness is the mode.

OBJECTIVES OF TESTING:

The objectives of testing are:

Testing is a process of executing a program with the intent of finding Errors.

A Successful test case is one that uncovers an as- yet-undiscovered error.

The various types of testing on the system are:

1. Unit Testing.

2. Integration Testing
3. System testing
4. User Acceptance Testing

7.1. Unit Testing:

Unit testing focuses efforts on the smallest unit of software Design. This is known as module testing. The modules are tested Separately. The test is carried out during programming stage itself. In This step, each module is found to be working satisfactory as regards To the expected output from the module.

7.2. Integration Testing:

Data can be lost across an interface. One module can have an Adverse effect on another, sub functions, when combined, may not be Linked in desired manner in major functions. Integration testing is a Systematic approach for constructing the program structure, while at The same time conducting test to uncover errors associated within the Interface. The objective is to take unit tested modules and builds Program structure. All the modules are combined and tested as a Whole.

7.3. System Testing:

System testing is the stage of implementation. This is to check Whether the system works accurately and efficiently before live Operation commences. Testing is vital to the success of the system. The candidate system is subject to a variety of tests: on line response,

Volume, stress, recovery, security and usability tests. A series of tests are performed for the proposed system is ready for user acceptance testing.

7.4. User Acceptance Testing:

User acceptance of a system is the key factor for the success of any system. The system under consideration is tested for the user acceptance by constantly keeping in touch with the prospective system users at the time of developing and making changes whenever required.

7.4.1 Validation:

At the culmination of the integration testing, software is completely assembled as a package. Interfacing errors have been uncovered and corrected and a final series of software test begins in validation testing. Validation testing can be defined in many ways, but a simple definition is that the validation succeeds when the software functions in a manner that is expected by the customer. After validation test has been conducted, one of the three possible conditions exists.

- a) The function or performance characteristics confirm to specification and are accepted.
- b) A deviation from specification is uncovered and a deficiency list is created.

c) Proposed system under consideration has been tested by using Validation test and found to be working satisfactory.

7.4.2 Output Testing:

After performing the validation testing, the next step is output Testing of the proposed system, since no system could be useful if it Does not produce the required output in a specific format. The output Format on the screen is found to be correct; the format was designed In the system design time according to the user needs. For the hard Copy also; the output comes as per the specified requirements by the User. Hence output testing did not result in any correction for the System.