Developing a Web-Based Social Engine and Its Effect and Impact on Interactive Environment

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ABSTRACT
Social Engine website: It is an online community which is designed to make your life more active and stimulating. Social network help you to maintain the existing relationships with people and it share pictures & messages, and also establishes new ones by reaching out to people you've never met before. **Friends Group** is a Social Engine Website which a web based service providing its users to construct a public or semi public profile within a bounded system .This website provides the features of keeping intact with one and all at one place. This social site let's keep in touch with your friends and relatives , without boring you at the same time .Friends Group has various other attractive features of techno freaks ….Its coming up with new world which will be enjoying for every section of society .

INTRODUCTION
1.1 Purpose :
Product intends to provide a well established web-based social Engine system. This engine provides system scope, functionalities and requirements.

1.2 Intended Audience and Reading Suggestions:
Software developer
Administrator
Security Analysts
Users of the system
Maintenance Team

1.3 Product Scope:
The social Engine website, Friends Group is an online community designed to make your social life more active and stimulating.

Early technology
The earliest social networking services available on the Internet were Usenet groups and bulletin boards formed by like-minded communities to share about specific topics. These early Internet users were computer programmers; they usually focused on technology and computer science, and at the topics of interest to them, like role-playing games. A common feature of these sites was the chat room, a web space that allows people to type messages to each other and receives responses in real time. Because they were seen as being for "techies," and people with great interest and knowledge of technology, the early social networking sites were not very popular with

population. The social network engine is different from earlier version. It is used to connect the distance relationship that is far apart.

Future Enhancement & Scope:

1. **Information about login session**: We can include a feature in this application that will keep a record of the user's login session.
2. **Offline messages**: User can send messages to friends even when they are offline.
3. **File transfer and sharing**: User can transfer one or more files to one or more user. A file can also be shared among number of user.
4. **Profile Database**: The profile information of every user can be stored at the server.
5. **Login Timeout**: This feature allows the user to be logged in only for a particular time. When time span ends the user is automatically logged out.

Objective

•   Social network sites (SNSs) are increasingly attracting the attention of academic and industry researchers because of their affordances and Reach.

•   Social Engine sites are not only for you to communicate or interact with other people universally but also used for business promotion.

•   A lot of business minded people these days are now doing business online and use these social Engine sites to respond to customer problems. It's more than a social media site used to socialize with your friends, also represents a large amount of information.

•   The main objective of this website to help users maintain their social aura by keeping intact with their close ones and important people.

•   This most social Engine websites do not carry membership charges and offer free services to all users and help you stay in touch with contacts, reach out to new people, and show the community you care about company-to-client communication.

4. Operating Environment

Internet Browser Support:-

1.   Internet Explorer 6/7/8
2. Mozilla Firefox
3. Google Chrome
4. Opera
5. Safari

Operating System Support:-

1. WINDOWS 98/XP/VISTA/7
2. Mac OS
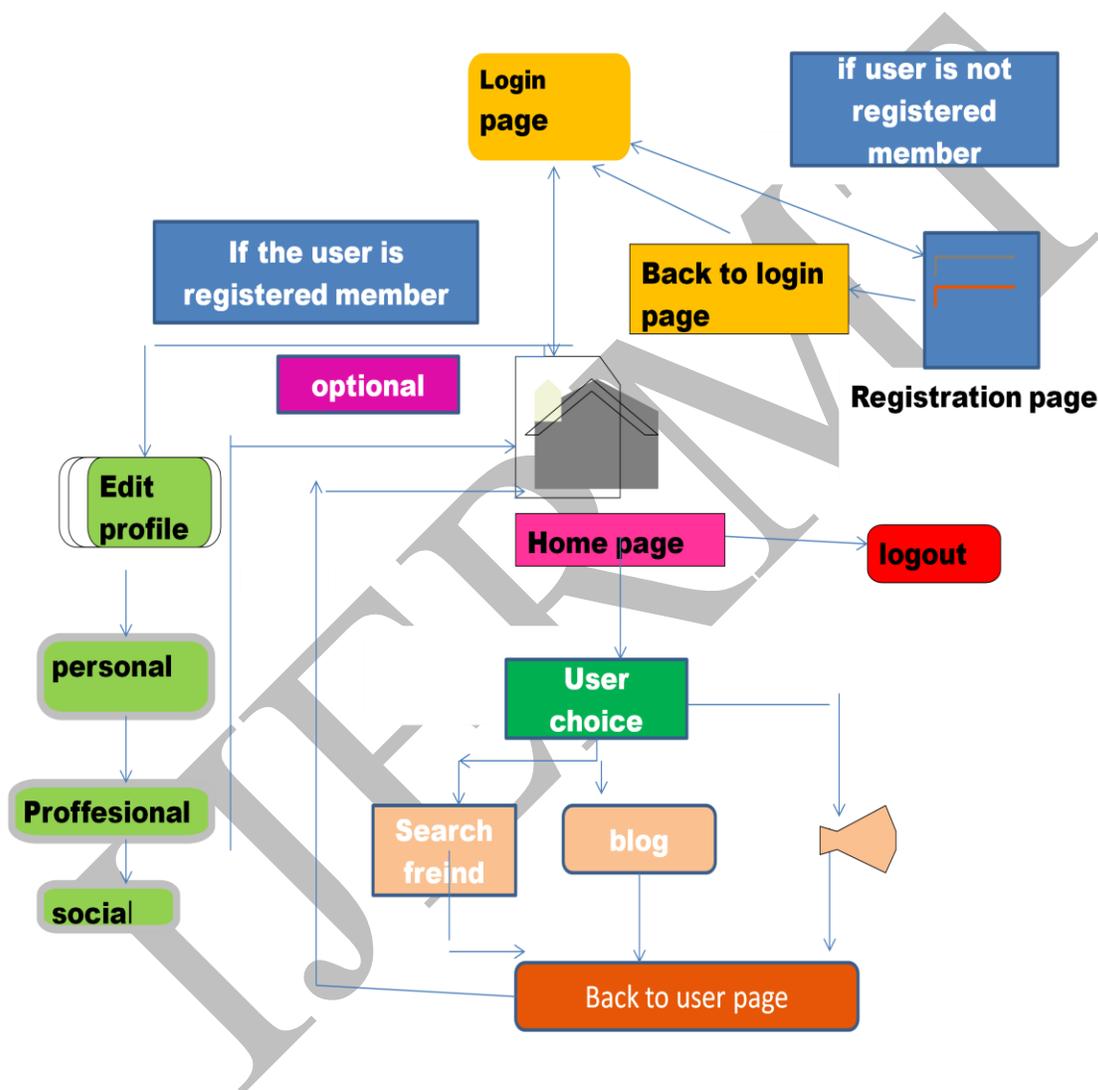
Symbols used in DFD

A *circle* represents a process

A *rectangle* represents external entity

A *square* defines a source or destination of the system data.
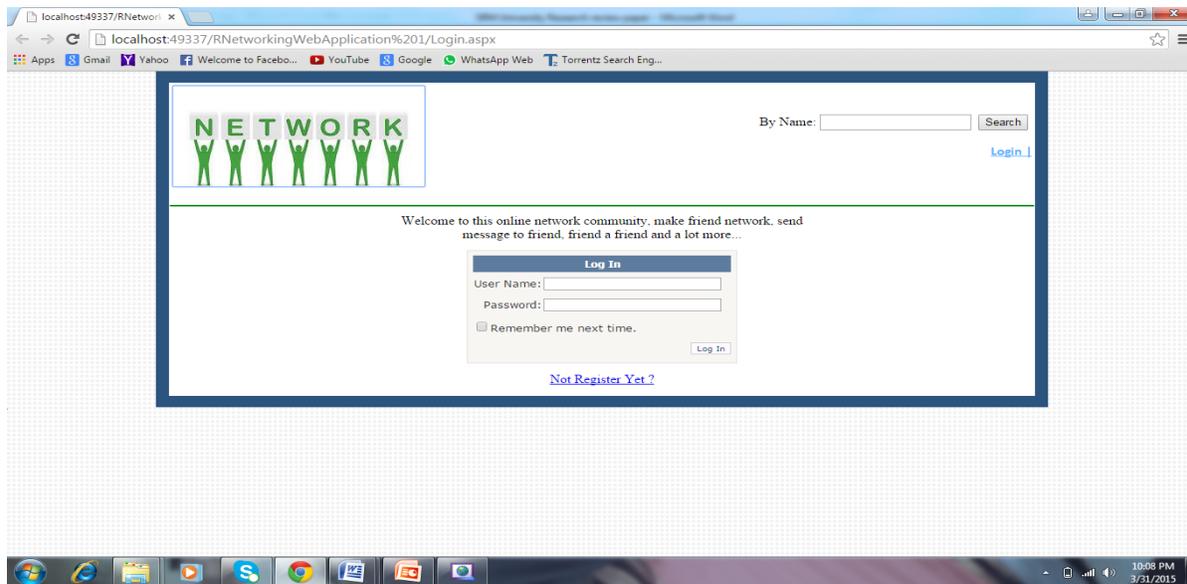
An *arrow* identifies dataflow.

7. SRS
- **Frontend:-** ASP.Net and HTML
- **Backend :-** My SQL

Login Page:-

We are going to verify the login credentials from register table. If user enters valid information he/she will get logged in and home page will get displayed. If person is new user he will select Register page option.

Register Page:-

Register page will take basic user details and after checking all the values (eg. Empty values, Invalid Password etc.) It will place all the values in the register table. After each entry, user will be directed to login page.
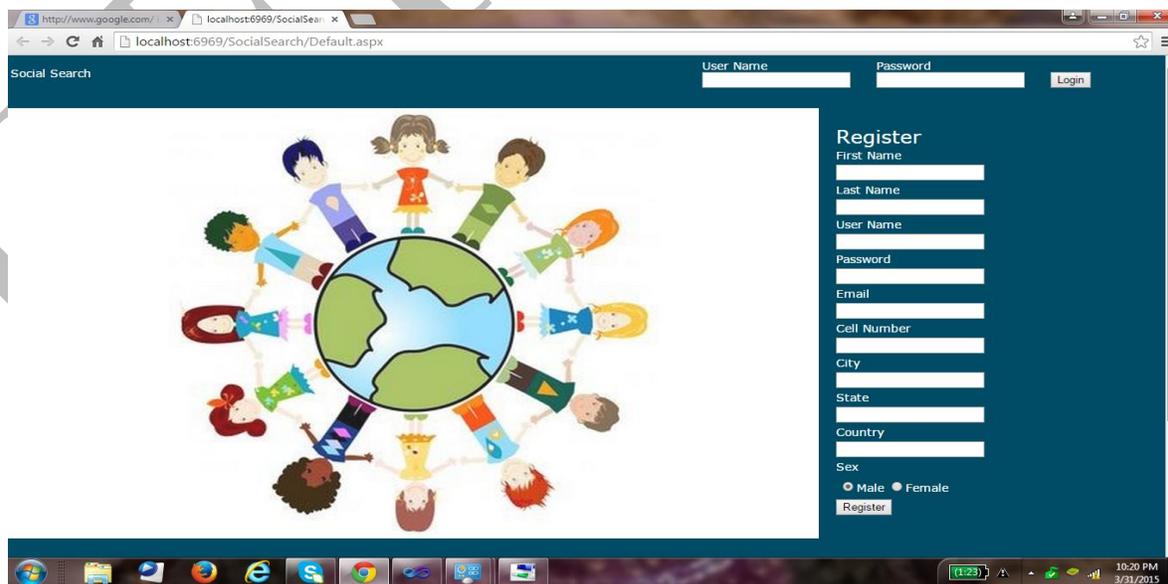
Home Page:-
On the home page, we will have friends list displayed in html table on the right side of page and all these values will be retrieved from table containing friend's details. The page may also contain links to pages containing videos, blogs etc.

Edit profile page:-
Once the user has logged on, he can change the profile details by using this profile page. When the user goes to edit profile page, data had been obtained from the register table (select query on the register table) and displayed in the text boxes. The user could change these details if he wishes to do so.

Image Page:-
On the image page we will have button for browsing images. User can select the image file from his local machine and click on add Image. After adding the image, the image will be stored in the images folder at the server. Tthe URL for that image will be placed in the image table. After the browse button, the images added for the current user will get displayed from images table.

8. System Feature
  • **Creating a new account**
 User is allowed to create his own profile.
 According to the specifications required by the administrator of system, the user create his own
 Profile and submits it to the system.

  • **Updating the account**
 The user is allowed to update its own account. The administrator of system can update the profile
 Accordingly
 The user is not allowed to keep any mandatory fields blank while updating.

  • **Uploading Photographs**
 The user has a facility to upload and share his photographs.

CONCLUSION:

In this project i had tried to cover as much as possible. Many parameters related to social networking is kept in mind. But there is always a scope in improvement of quality. This project will define social network sites as web-based services that allow individuals to construct a public or semi-public profile within a bounded system, maintain a list of other users with which they share a contact, and view and traverse their list of contact and those made by others within the site. The nature of these connections may vary from one site to another. As B.Tech student had tried to increase my experience and knowledge by working in this project. The project had been rewarded a lot of experience in many ways.

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