

DESIGN AND DEVELOPMENT OF A WEB APPLICATION “EASY MEDIA”

By

MOHAMMAD MEHEDI HASAN SHARIF

ID: 153-15-6342

AND

MD. NURUNNABI SARKER

ID 153-15-6377

This Report Presented in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Science in Computer Science and Engineering

Supervised By

Mr. Narayan Ranjan Chakraborty

Assistant Professor

Department of Computer Science and Engineering

Daffodil International University

Co-Supervised By

Mr. Abdus Sattar

Assistant Professor

Department of Computer Science and Engineering

Daffodil International University



DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

July 2019

APPROVAL

This Project/internship titled "Design And Development of A web Application Easy Media", submitted by **Mohammad Mehedi Hasan Sharif**, ID No: 153-15-6342 and **Md. Nurunnabi Sarker**, ID No: 153-15-6377 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 12th September 2019.

BOARD OF EXAMINERS



Dr. Syed Akhter Hossain
Professor and Head

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

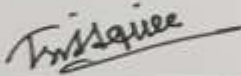
Chairman



Abdus Sattar
Assistant Professor

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

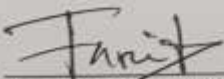
Internal Examiner



Shah Md. Tanvir Siddiquee
Assistant Professor

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner



Dr. Dewan Md. Farid
Associate Professor

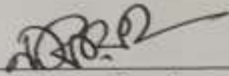
Department of Computer Science and Engineering
United International University

External Examiner

DECLARATION

I hereby declare that, this project has been done by **MOHAMMAD MEHEDI HASAN SHARIF ID: 153-15-6342** and **MD. NURUNNABI SARKER ID: 153-15-6377** under the supervision of **Mr. Narayan Ranjan Chakraborty, Assistant Professor Department of Computer Science and Engineering, Daffodil International University**. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

Supervised By:



Mr. Narayan Ranjan Chakraborty
Assistant Professor
Department of Computer Science and Engineering
Daffodil International University

Submitted by:

MEHEDI HASAN

MOHAMMAD MEHEDI HASAN SHARIF
ID: 153-15-6342
Department of Computer Science and Engineering
Daffodil International University

Nurunnabi Sarker

MD. NURUNNABI SARKER
ID 153-15-6377
Department of Computer Science and Engineering
Daffodil International University

ACKNOWLEDGEMENT

First we express our cordial thanks and indebtedness to almighty Allah for His spiritual blessing and our beloved parents blessing and love makes me possible to complete this project successfully.

We really grateful to and wish our profound our accountability to **Mr. Narayan Ranjan Chakraborty, Assistant Professor**, Department of CSE, Daffodil International University, Dhaka. Deep knowledge & keen interest of our supervisor in the field of “Easy media” to carry out this project. His endless patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior draft and correcting them at all stage have made it possible to complete this project.

We would like to express our heartiest appreciation to **Mr. Narayan Ranjan Chakraborty** Assistant Professor, **Md. Abdus Sattar** Assistant Professor, Department of CSE, Daffodil International University, Dhaka and for his kind help to finish my project and also to other faculty member and the staff of CSE department of Daffodil International University.

We would like to thank our entire course mate in Daffodil International University, who took part in this discuss while completing the course work.

Finally, I must acknowledge with due respect the constant support and patients of my parents.

ABSTRACT

Our project title is “**Easy Media**” which is a web based application specially for media related persons also for normal people. Which actually a platform where all kinds of media person and also normal people can connect with each other and do their job easily also can share, promote their projects. For that we will build a web application because media is a big sector and important way of any country to express, entertain and show the world of own opinion, culture etc. But in this sector here is a big digital communication gap specially among media persons. That’s why the quality of any project is not growing by the time specially in our country. Where our neighbor country India and developed countries growing well such as Bollywood, Hollywood, Tollywood etc. Because of their communication system which is so smart also for proper using of time. In this case our big media sector is Dhallywood can’t grow well here main reason is communication gap. That’s why financially, mentally, physically our media persons are being harassed. So we will build a system where that communication gap and the harassment of financial, mental and physical will decrease. And the complexity of working will also reduce so that quality of project will increase. Everything will be easier to media person and audience.

TABLE OF CONTENTS

CONTENTS	PAGE NO
Approval	i
Declaration	ii
Acknowledgment	iii
Abstract	iv
Table of Contents	v
List of Figures	viii
List of Tables	ix
CHAPTER	
CHAPTER 1: INTRODUCTION	1-3
1.1 Introduction	1
1.2 Motivation	2
1.3 Objectives	2
1.4 Expected Outcome	3
1.5 Report Layout	3
CHAPTER 2: BACKGROUND	4-7
2.1 Introduction	4
2.2 Related Works	4

2.3 Comparative Studies	5
2.4 Scope of the Problem	5
2.5 Challenges	7
CHAPTER 3: REQUIREMENT SPECIFICATIONS	8-13
3.1 Business Process Modeling	8
3.2 Requirement Collections and Analysis	9
3.3 Use Case Modeling and Description	10
3.4 Data Model	12
3.5 Design Requirements	13
CHAPTER 4: DESIGN SPECIFICATIONS	15-27
4.1 Front-end Design	15
4.2 Back-end Design	23
4.3 Interaction Design and UX	24
4.4 Implementations Requirements	27
CHAPTER 5: IMPLEMENTATION AND TESTING	28-30
5.1 Implementation of Database	28
5.2 Implementation of Front-end Design	29
5.3 Implementation of Interaction	30

5.4 Testing Implementation	30
5.5 Test Result and Report	30
CHAPTER 6: CONCLUSION AND FUTURE SCOPE	32
6.1 Discussion and Conclusion	32
6.2 Scope for Future Developments	32
REFERENCES	33
APPENDIX	34-35
Appendix: Project Reflection	34
Plagiarism report	35

LIST OF FIGURES

FIGURES	PAGE NO
Figure 3.1 Business process model	8
Figure 3.3 Use case model	11
Figure 3.4 ERD diagram	12
Figure 3.5 Design requirements	13
Figure 4.1 Front end design	16
Figure 4.2 Back end design	24
Figure 4.3 Interaction and UX design	26
Figure 5.1 Implementation of Database	28
Figure 6.1 Plagiarism report	35

LIST OF TABLES

TABLES	PAGE NO
Table 5.1 System test	31

CHAPTER 1

INTRODUCTION

1.1 Introduction

As media is the big medium of entertainment, sharing opinion and showing the culture of any country to the world so it's so important. But because of some specific problems we can't progress in quality like other developed countries. More specifically if a normal person wants to be a media artist he or she faces lots of problems. Girl's faces most. Dishonest media person takes advantage from them. As a new comer don't know well the real scenario or system because of lack of smart communication. Also a producer can't monitor his or her project because of same problem. Like this Directors, Artists and all technical person who directly connected with preproduction and postproduction they are facing lots of problems just for the same reason. For this reason time can't be used properly to improve the quality of project. Which is not a good sign for our big medium of Media. Also audience are not connecting with the projects such as Movie, Drama and Song etc as quality is not so good. They are looking after other countries for entertainment which is a threat to our media industry. Because of some dishonest people, lack of communication, lack of proper using time and most important is communication gap to connect with each other and monitoring properly.

So for reducing this problem we are going to build a system where everyone will be in one

Platform even media person also audience. Where everyone will be so professional because of the rules of that system. All kinds of Harassment will be reduced. Time will be used properly. Quality will improve. In a word our Media industry will be smart and effective to all which actually need to be.

1.2 Objective

As we see the problem of present situation in media industry, we feel it seriously and now want to build a system to control all kinds of major problems of media industry. Through our website user will be benefited in various sectors.

- Through our website “**Easy Media**” all users will be in one platform.
- Everyone will be connected faster during specific projects.
- Easily one will be able to contact with others according to need to make a better project.
- Wasting of time will be under control.
- Financial misusing will be so hard as producer easily will be able to monitor his/her projects cost clearly.
- Everyone will get more work for being in one platform as contacting will be easy through our website.
- More importantly here safety of users will be so strong.
- Through “**Easy Media**” promotion of any project will be easy and effectible.
- Audience will be also known to healthy media industry through update and quality full project through our website “**Easy Media**”.

1.3 Motivation

Yes motivation is very important to do or invent something new and better. We believe that behind each and every new invention “**need**” and “**problems**” is the most important motivation. Like this our motivation came from there as I personally connected with media industry a little bit, I observed lots of problems which already described. From there I felt inner pressure to solve those problems as much as possible through engineering knowledge which I have achieved during complete my BSC in Computer Science and engineering. Then I shared my plan with my friend who is my another group member in this project and took decision to develop a website by which Everything will be easier than before. So specifically this is the most important motivation to build this website “**Easy Media**”.

1.4 Expected Outcome

As we can see many problems in the media industry. So we want a better solution through “Easy media” website. Our specific goal of building this website is so clear. Our main expectation from this projects is-

- Connecting all in one platform.
- Making communication easier.
- Saving time.
- Reduce physical, social, mental harassment as much as possible.
- Improve promotion/ marketing system.
- Improve quality of projects.

So these are the initial expectation from our project.

1.5 Report layout

We arrange further discussions in several chapters in our report, which are:

- In chapter 1 we try to say about our project what actually it about.
- In chapter 2 we discuss requirements specification of our application, how it will work how people will connect with it, the challenges and the reason why we build this system.
- In chapter 3 we will try to discuss different types of model and diagram that actually represent our web application.
- In Chapter 4 we will discuss our project layout where the front-end and back-end visual appears to be represented.
- In Chapter 5 we will discuss our project on basis of testing and implementation.
- In chapter 2 we will discuss of limitation and future work.

CHAPTER 2

BACKGROUND

2.1 Introduction

Now a days in our society everything becomes easier than before for technical improvement. In every sector or area we can see the use of lots of social media. For what people come closer to each other. They can easily share their feelings, opinion, throw them. But yet in some specific area we feel need of specific technical system and that is in the media industry actually for media industry here is no such customized system for them to connect with each other also with audience effectively. Though some systems already exists but yet those are not enough we think because of the difference according to need. So we think “Easy Media” web application would be a great social platform for all to gather on one platform also it would be an easier way to promote and doing the job easily.

2.2 Related Works

To make our project “Easy media” visible and more efficient we did some research. From our research we got some similar systems like Facebook, LinkedIn, Instagram, are some of the most important. Though our vision is different than these but yet these are also kind of social platform where people can connect with each other and can share their feelings and also can react to other thought. Maximum of them have similar features in the systems.

But our vision is little bit different from them. Our users will be from specific area and it is media related person also audience where through our system all kind of media related person will be connected with audience besides doing their projects more effectively with in short time

2.3 Comparative Studies

We know our web application “Easy media” is a simple concept, but very effective. As already some system or platform like “Facebook”, “Instagram”, “LinkedIn” etc exists in the present.

But we think our concept will work very much in a specific area. Because in those platform which described in above all kind of people are connected in one category. And it’s not easy to find someone according to our need.

Here in this situation we work hard in our concept or system to find someone and contact easily according to need to make better projects by filtering data.

Let’s say a producer need an artist who will play the character of brother, in this case producer can search as **Artist Brother** then producer will get lots of accounts who are Artist of brother category. It’s just an example like this lots of feature will be added in our concept or web application.

So we think it will work very much good and hope for the best.

2.4 Scope of problem

In every system or project here is some positive and negative site or limitations like this about our project has some limitations which can be solved day by day and for that we will work continuously. But yet some important question or curiosity can be arised and we will try to express our thought or opinion against that curiosity. Such as it can be asked that-

The reason why we need to use this application as already here is other social communication based application.

If we want to find someone who is interested to play the role of sister character through Facebook then it will be so hard to find someone according to our need. But if we search through our web application then it will be so easy to find someone who is interested to play a sister character as we build a feature where any one can search “Artist” “Sister” by searching like this we will find sister account and it just an example we can get more advantages like this.

Safety system for celebrity person.

We say in our web application system here is a feature which is if I want to contact with “Shakib Khan” and if he would have an account in “Easy media” web application that I can text him easily but within 100 words initially and after texting one time I can’t able to text him again until his reply. We think this system will be effective to avoid unwanted message.

The process by which we save money time and prevent physical harassment.

It’s an important question can be for this we will say, through our web application monitoring on any kind of media projects such as movie, music video, Drama, etc will be easier financially as the cost of the project will be easy to know and for this third party can’t take financial advantages thus more amount of money can be saved than before. And for connecting with each other easily time also can be saved. And most important matter is physical harassment. We know many young boys and girls try to make their career in film or media industry. But for less communication or network also for less knowledge many of them have to take third party help and in that situation some dishonest people take advantage of situations and harass them physically mentally also socially.

Here through our web application any one can easily know about media industry also related person. So it will be easier to identify who is really passionate about work and then contacting them directly without the help of third party very easily. It can be a very effective way to reduce this problem.

So these are the some common curiosities that can be raised about our project and we tried to answer all of them.

2.5 Challenges

It's very common that in every new step challenges always wait to welcome. But we were determined to make our goals visible. So day by day we able to overcome many problems some are still present we also confident against it.

So some difficult problems during build our web application are,

- Collect initial data during research.
- Making people understand the difference among other built social platforms and the advantage of using this web application was not so easy.
- It's related to database directly so it's always hard to control a huge amount of data.

So these are the main challenges we faced during build web application "Easy media".

CHAPTER 3

REQUIREMENT SPECIFICATIONS

3.1 Business process modeling

In his model here is three major parts such as user, admin, account. In user panel user can send a request to create an account. User can edit, update and delete his/her account. User can perform various types of actions. Admin panel can verify user's account request. Admin can monitor and removed user panel's action.

Why the model of business process?

- Specific user roles can comprehend what they need to do with their particular assignment.
- To represent a system graphically.
- Improve Operational Efficiencies.
- Ensure their role to both admins and consumers.

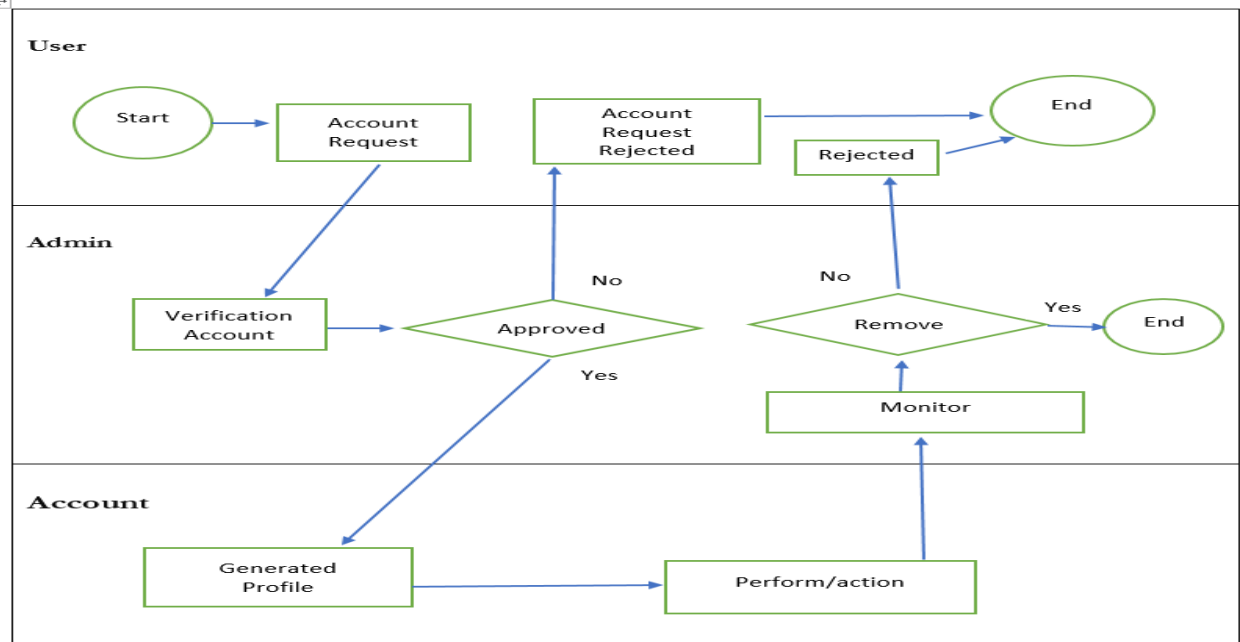


Figure: 3.1 Business process model

3.2 Requirement Collections and analysis

Initial requirement

Initial conditions we need to operate our system without this being difficult to execute. The following are provided:

- We need a database storage for web application.
- Some front end frameworks and back end frameworks are required to build that application.
- Data validation requires some advance database query so that product information can be validated by interviewing each other.

Admin requirements

Admin performs the system's most significant job. His actions specifications and roles are set out below:

- Admin must also log in to the systems.
- Administrators can monitor and act.
- Solve problems faced by different users of the stage.
- Respond to inquiries from users.

User's requirements:

The user can understand the details of the feature by using our systems. The following are their conditions:

- They need any type of browser with a smartphone / PC.
- Need internet links to check the post and search

Software requirements:

- Sublime text (Code editor)
- Xampp

Hardware requirements:

- Internet accessible desktop or laptop.
- Smartphone with any browser.

3.3 Use Case Modeling and Description

Becomes easy to describe any systems using the use case model. Use case describes a discrete unit of the user and system interaction. The use case provided below where we attempt to define certain techniques for specifying, identifying and organizing our system requirements that can enable a correct perspective of our entire system. It also specifies goals of different types of users and their boundaries.

Why do we use our application use case model?

We use case model in our project report so that by seeing that a non-technical person can also get an idea of what is happening and how the system's different functionalities work and interact with each other.

- Smoother project execution.
- Build test instances.
- System context specification.
- Differentiate the role of different customers.

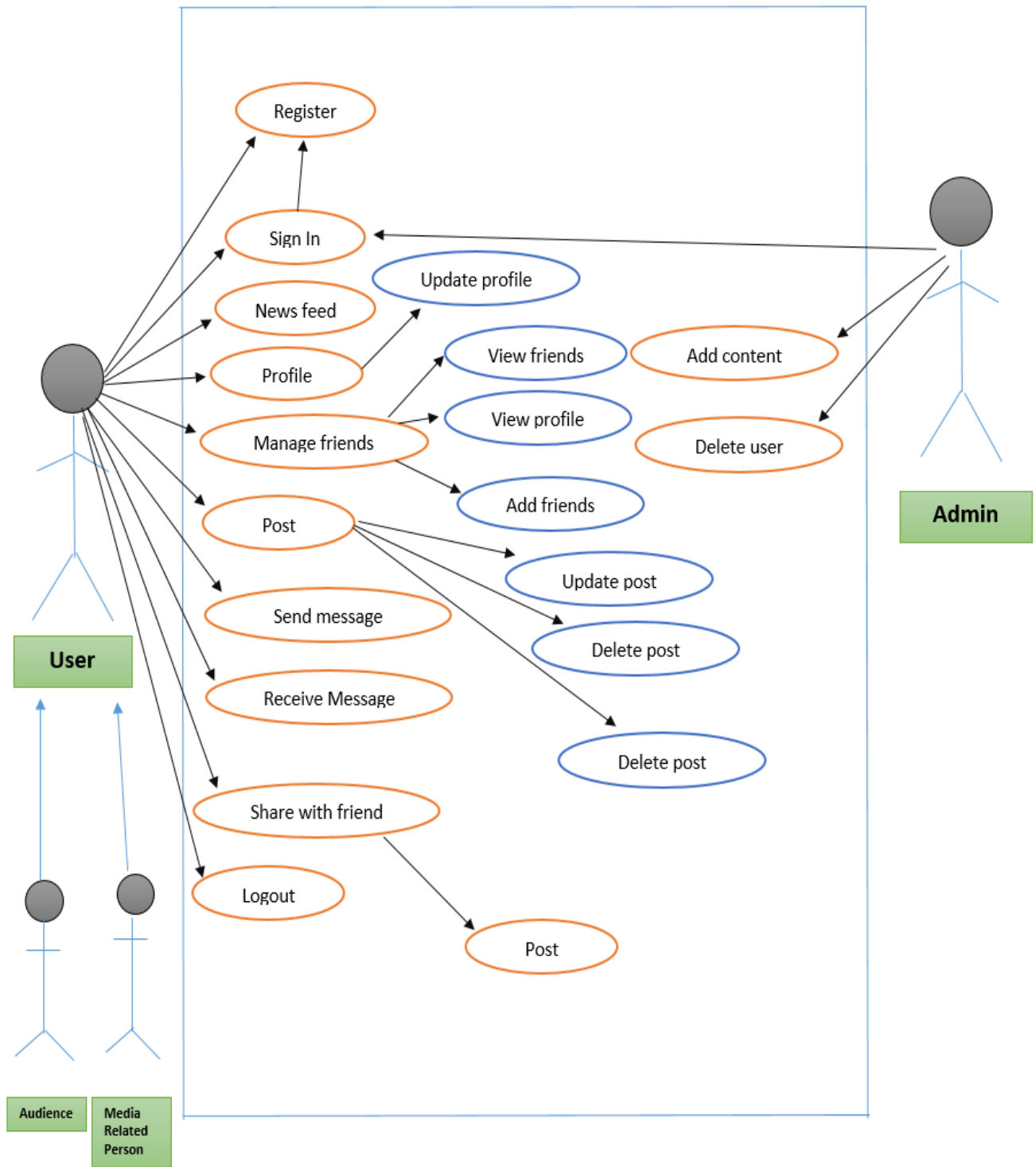


Figure 3.3: Use Case Model

3.4 Data model

Logical data model also called ERD by seeing that we can comprehend how all the information at the back end of the systems interact with each other. Since we are using XAMPP, we have a free and open-source web server, we have a lot of relationships with different database tables. Instead, we have unique object Id for each entry here, and these information are also formatted as JSON format. So, we can easily retrieve all the data from our collections.

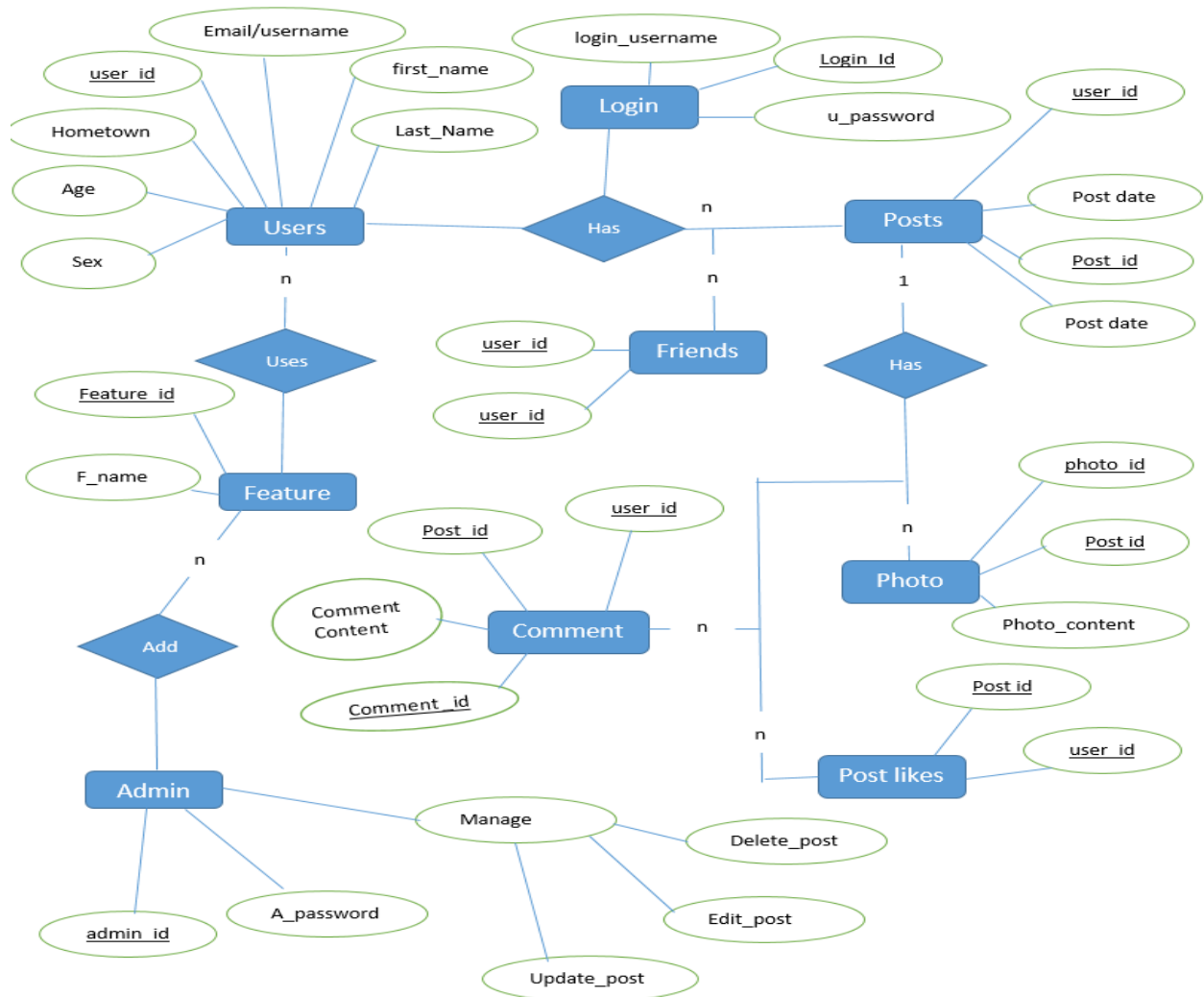


Figure 3.3: ERD Diagram

3.5 Design Requirements

Design specifications are a crucial player between any system or application being developed. If we follow design criteria exactly, many other tasks become simple to perform automatically, such as project management, technical growth and system testing.

Importance of design requirements to use in our system.

Poor design requirements make a good system development process very slow and hassle full where a system develops faster than ever before as a proper design requirements. So we used design criteria to rapidly develop and implement our scheme and rapidly evaluate any design-related issue.

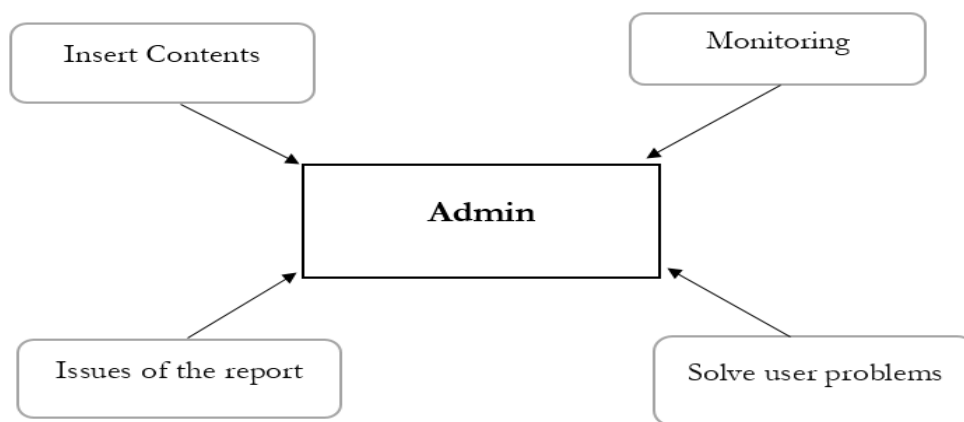


Figure 3.5 (a) Design requirements for admin

In the following figure we can say admin has a significant role to play. They are able to insert any fresh material and monitor the entire system. They can also see the customer report problems and attempt to fix this issue as much as they can.

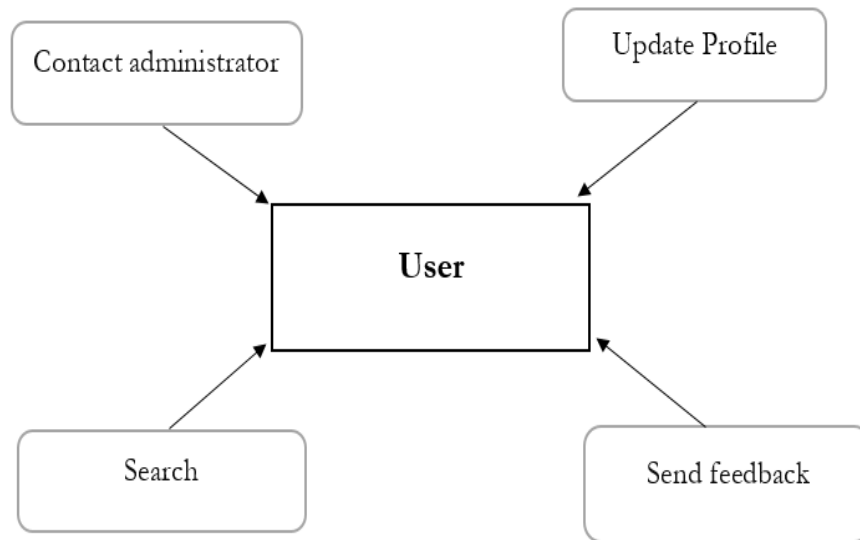


Figure 3.5 (b) Design requirements for user

In the following figure user is a key factor this whole project cannot run correctly without users. Here user can update their profile. Whatever they want, they can search for media related. User can also contact the administrator if they wish and send feedback on any kind of issues easily.

CHAPTER 4

DESIGN SPECIFICATIONS

4.1 Front end design (UI)

The front end will be the part with which a user mainly interacts directly. Good application can become a poor application without excellent user interface design. Collaborative virtual environments (CVE) design and development is a complicated, time swallowing task. In present CVE design practice, little flexibility is available to modify into various presentations once the user interface (UI) is developed. Users using the same user interface irrespective of the users stage, position and individual preference [1]. We use multiple instruments and techniques to design the front end for better aesthetics.

Best Interface Design Practices

Everything arises from knowing users, such as their goals, skills, preferences and trends. When developing your interface, be sure to consider the following [3]:

- Maintain a straightforward interface
- Consistency creation and use prevalent aspects of the UI.
- Be intentional in the design of the page.
- Be purposeful in the layout of the page.
- To generate hierarchy and clarity, use typography
- Make sure the system is communicating what is going on.
- Consider the defaults

Front-end design is friendly to the system user.

Yes, front-end design plays an important role in making an application more user-friendly. It is also the way through which a user interacts with an application or a website [2].

An excellent user-friendly (front-end) design provides the system a favorable feeling and attracts users. That's why we can say that for any system or application front end is very important.

The image shows a web browser window with a single tab titled 'Easy Media'. The address bar contains 'localhost/Easy%20Media/login.php'. The main content area features a registration form with the following elements:

- Two tabs: 'Login' and 'Register' (the 'Register' tab is active and highlighted in green).
- Input fields: Username, Email Address, Phone No, Password, and Confirm Password.
- A dropdown menu labeled 'Director'.
- A green button labeled 'REGISTER NOW'.

The footer is dark and contains the text 'Get in Touch', a location icon with 'Worldwide', and an email icon with 'contact@easymedia.com'.

Figure 4.1(a): Registration page for all of them (Audience, director, producer, Artists, etc.)

This is the web application's registration page. If anyone wants to use our system, they must first login, but registration is required before login. To complete their registration, each user gives some information. If any users give incorrect information, they cannot use this system to finish the registration. Save in our database all kinds of data. So if a user in the same information wants to generate a fake account he cannot create.

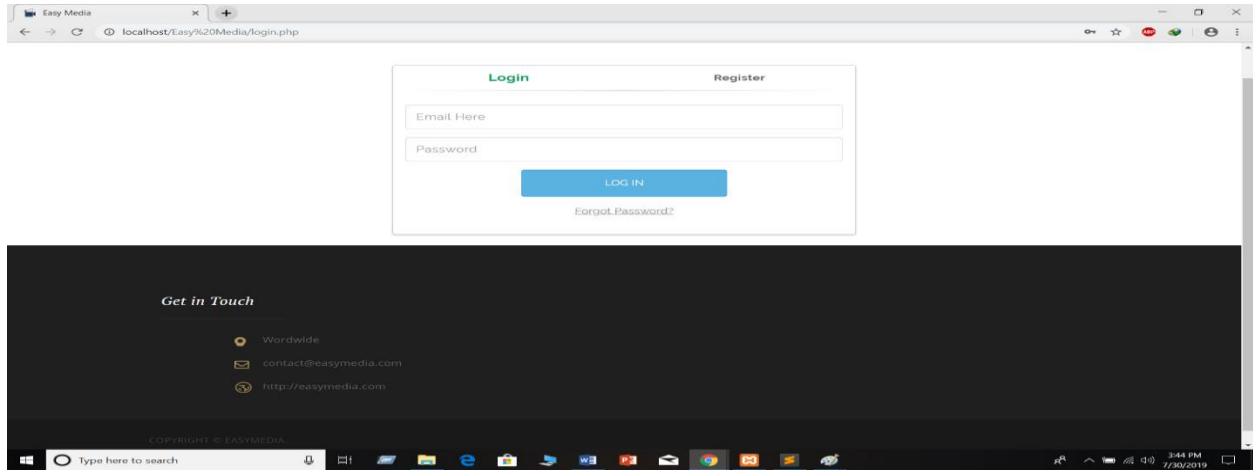


Figure 4.1 (b) Login page for all of them (Audience, director, producer, Artists, etc.)

In our system, it's a significant web page. When any user enters our system, they must insert their distinctive username and password before they actually join they can join this scheme if the user gives the same username and password. But they have a retrieval scheme if they forget their password.

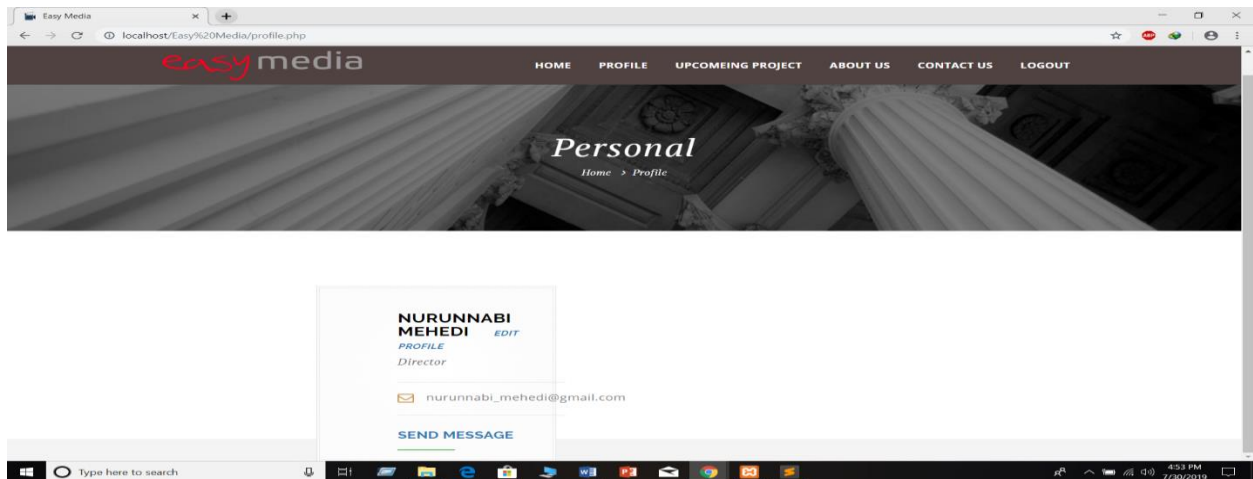


Figure 4.1 (c) Director profile page before editing.

When an account is automatically created by the new user login system. This is the first phase where the system can actually provide some data from the database where customers have actually previously provided it. User can edit their profile after that (insert, update, delete).

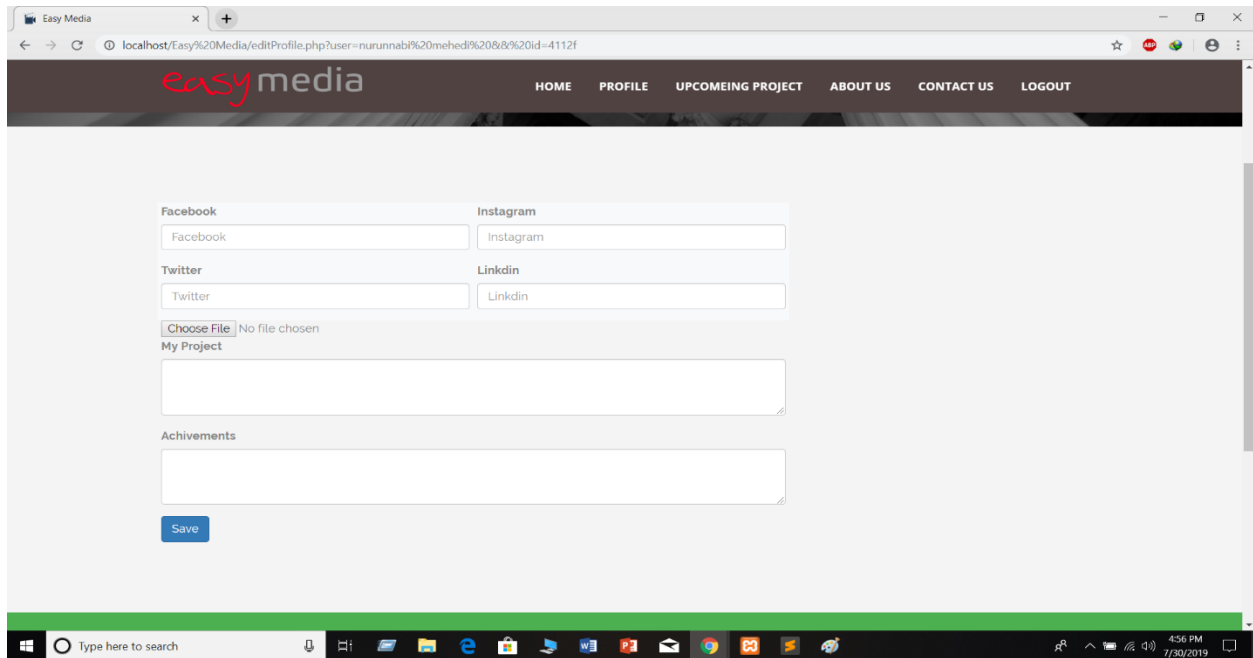


Figure 4.1 (d) Editing profile page

This is the web page where users can insert, update and delete data in our application. Although user is unable to update some of the data actually provided by the database system. But user can add image, my project, achievements, and so on to the profile. Users can also update this information through this web page if they need it.

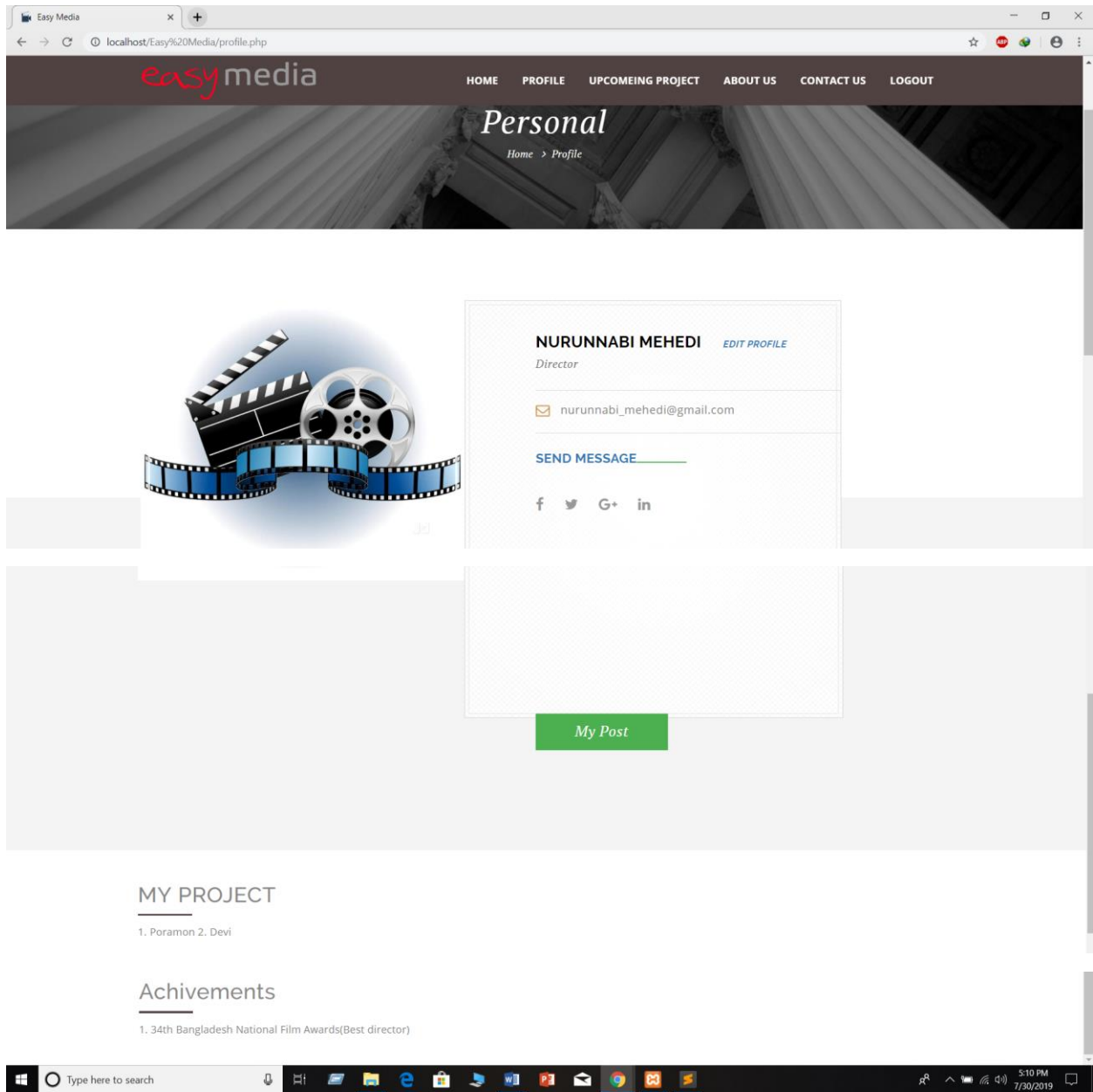


Figure 4.1 (e) Main profile page

This is a user's primary profile page. Anyone can see through this web page when a user adds fresh experiences or projects. If after no one can see these things, user delete something. Here user can see his previous post easily. So this is the actual representation of the web page who is he?

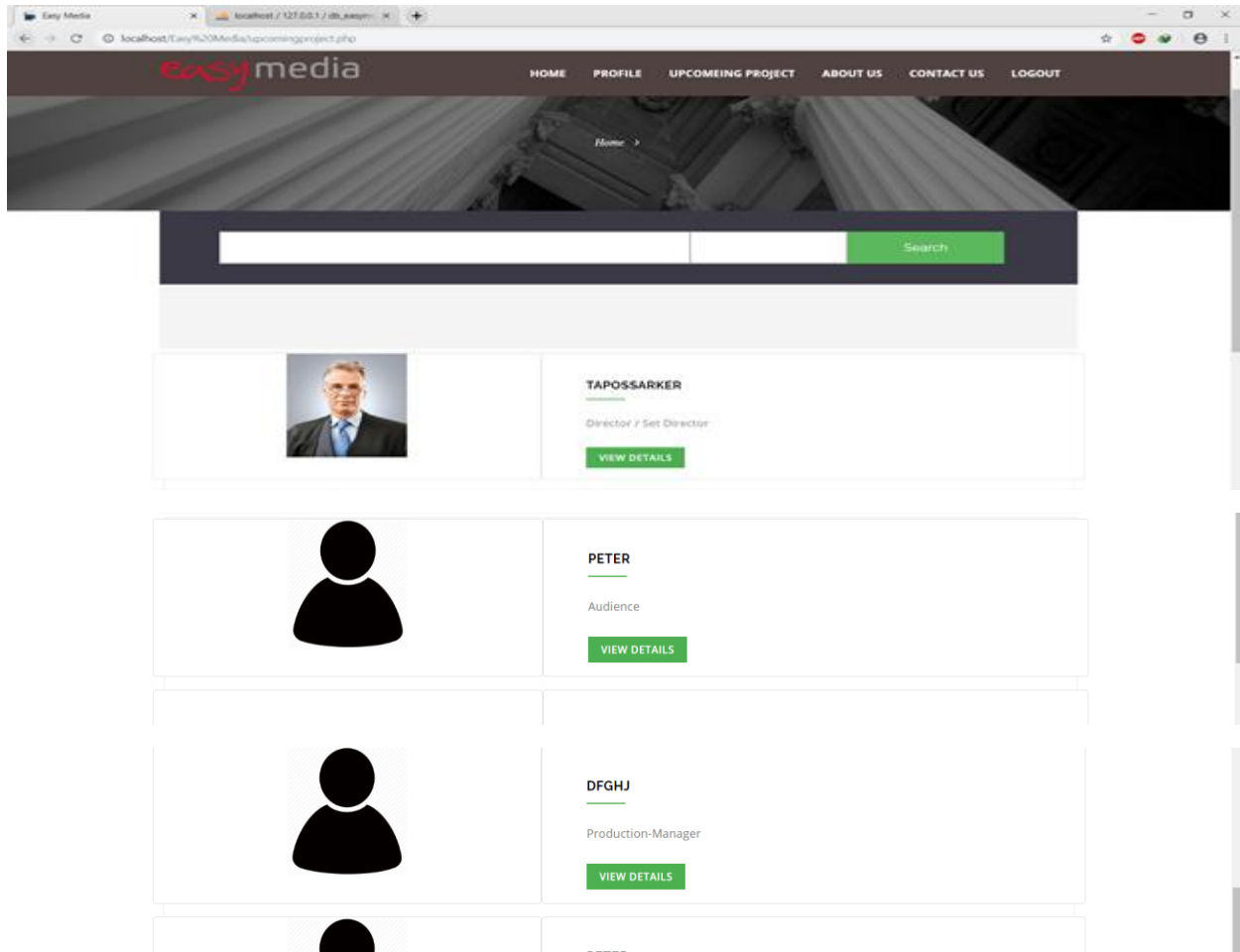
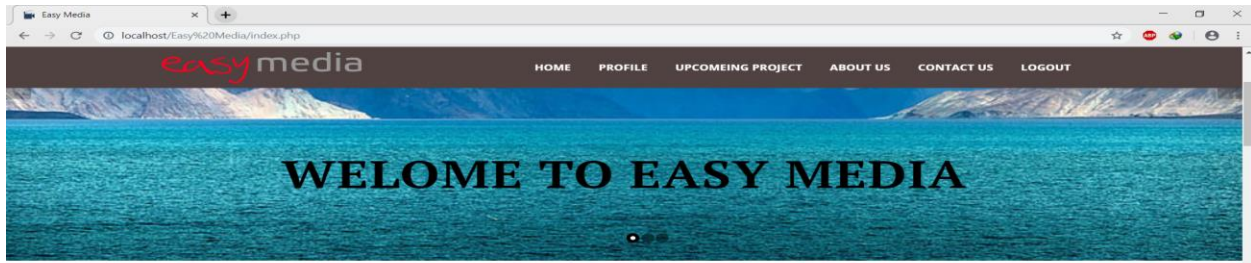


Figure 4.1 (f) Main search page

Users can easily search this site. There are two particular search options, one of which is multiple and single. If, on the other hand, a director search producer is a single search, just write on "producer" if a director needs a hero artist then multiple searches such as "Artists" "hero."



CREATE POST

Empty text input field for creating a post.

Buttons: Upload a file, Tag Friend, Emoticons, Share

Privacy
More
Easy Media © 2019

Post Area

Mehedi Hasan
Producer
My upcoming project stay connected

Like Comment Share

MD.Nurunnabi Sarker
Audiene
Me

Like Comment Share

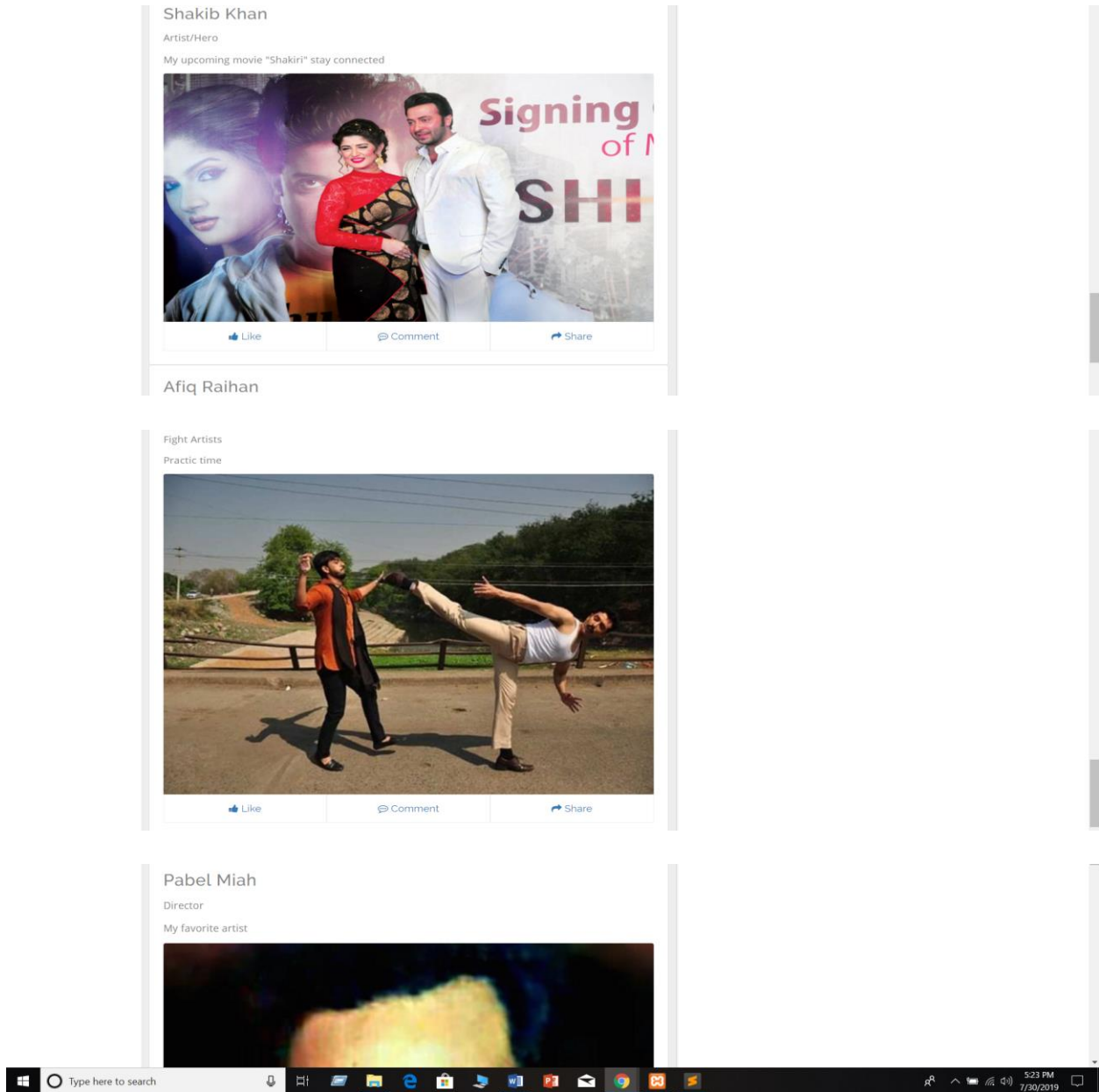


Figure 4.1(g): Front end design of Main home page

This is the home page if any user creates an account that they can easily post whatever they want. Users may also like to share comments with other users.

4.2 Back end design

Website is a mixture of layers on structure, layout, content, and features. The "power" site programming and technology what your end customer doesn't see but What's the site running is called back-end. It is the functionality behind the scene of a website made up of the server, the database, and the server-side applications. In this application the back end system is accountable for stuff like estimate, business logics, interactions with databases and efficiency. Most of the software required to do an application job is performed at the back end. The server runs back-end code as opposed to the client. If an implementation is slow, often crashes or throws user mistakes on a constant basis, it is probable due to back-end issues.

The back end of this system is the device operating a site that the customer does not see or communicate straight with as with the technology on the user side, but it constantly operates in background, providing smooth functionality, desktop-like experience, and browser-right database information [4].

Since most code use an implementation is written on the back-end, understanding and working with it should be simple. Most back-end languages such as Ruby, PHP and Python have standardized styles and idioms that are more efficient and enjoyable in reading and writing code.

Importance of PHP.

The reason for PHP's popularity is its various advantages. For web development purposes, PHP is best suited because-

- Cross Platform.
- Easy database connection.
- Easy to use.
- Open source.

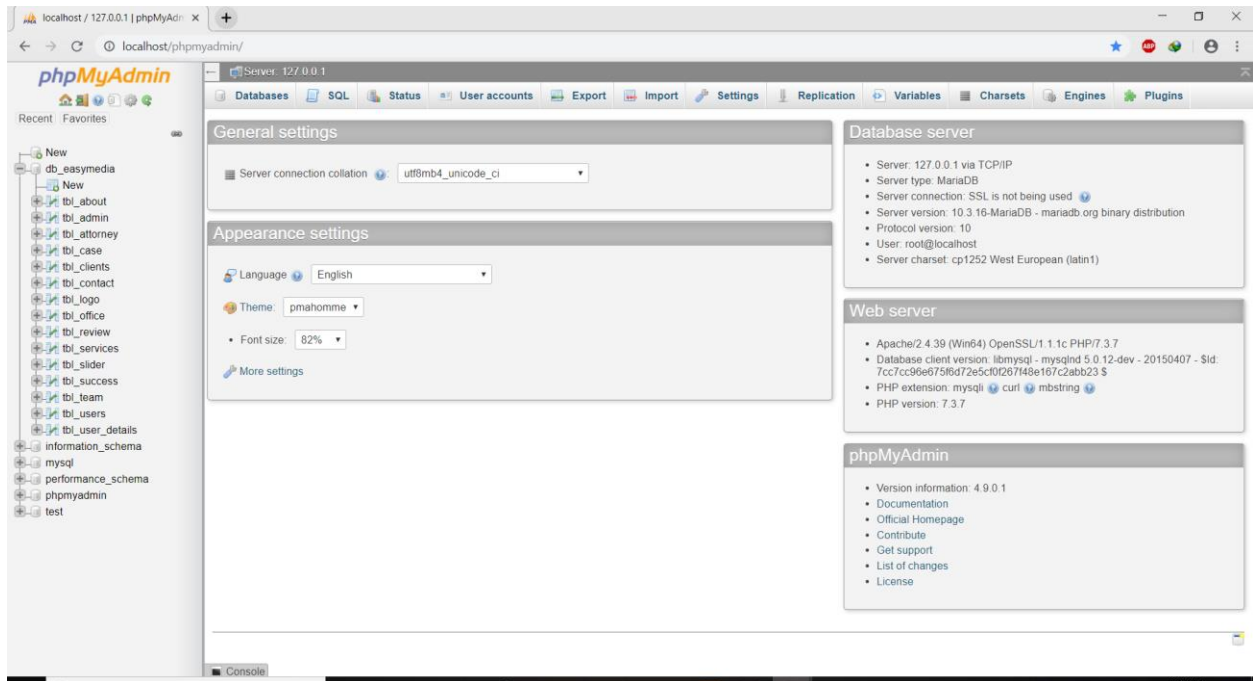


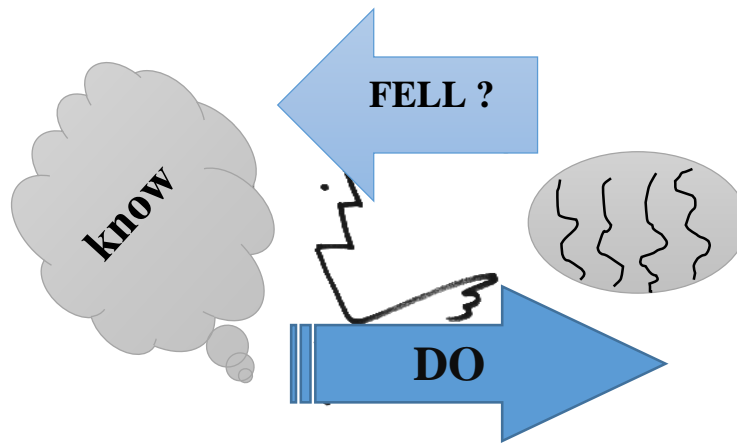
Figure 4.2: Back-end design

We use localhost / phpmyadmin / sql server in this project. Our name for the database is db_easymedia. We're creating all kinds of table here that we really need.

4.3 Interaction design and (UX)

Interaction design is specifically a restraint that analyzes the interaction between such a system as well as user (through an interface). It may also include design centered on how data should also be presented in such a scheme to allow the user to better comprehend that data, although this is often regarded as the distinct discipline of "data design"

INTERACTION DESIGN



The design of User Experience (UX) focuses on an general experience of user to product. It's not just about the interactive components, but also how some components look, feel or conceive to produce certain outputs [5].

Interaction Design a subset of UX Design.

Kind of. There is no doubt that the exercise of an interaction designer must follow some kind of technique of UX design. There is no point in undertaking client research and figuring out what user likes when outputs from UX studies maintain interaction designers at arm's length who react to those requirements.

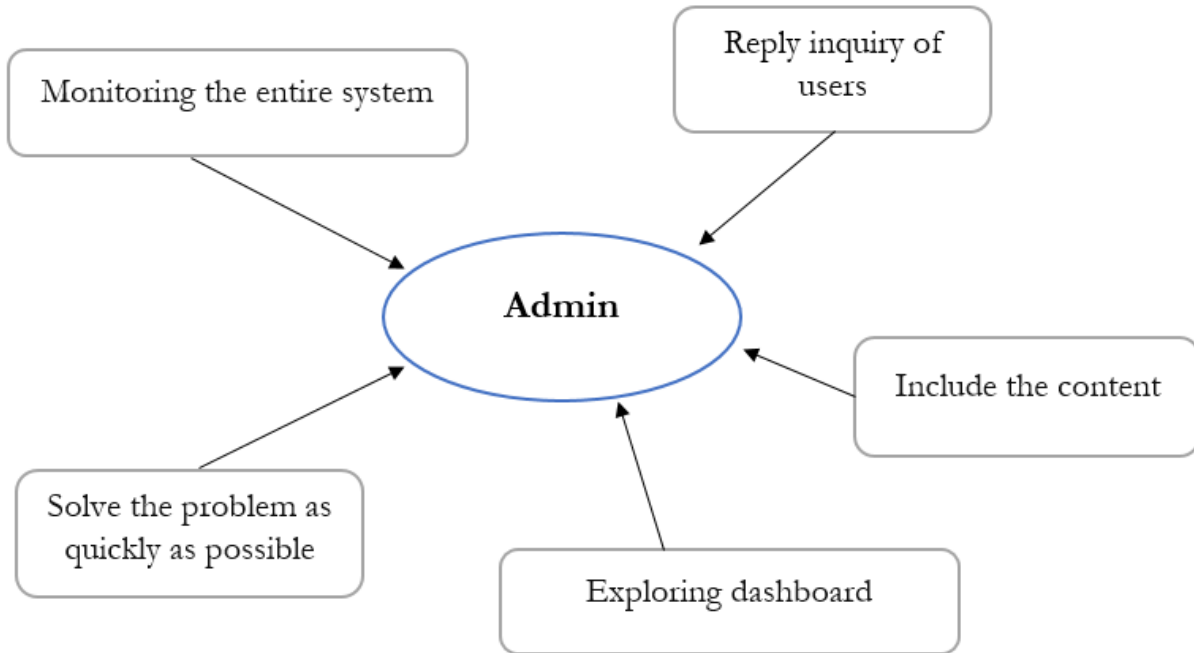


Figure 4.3(a): Admin Interaction and UX design

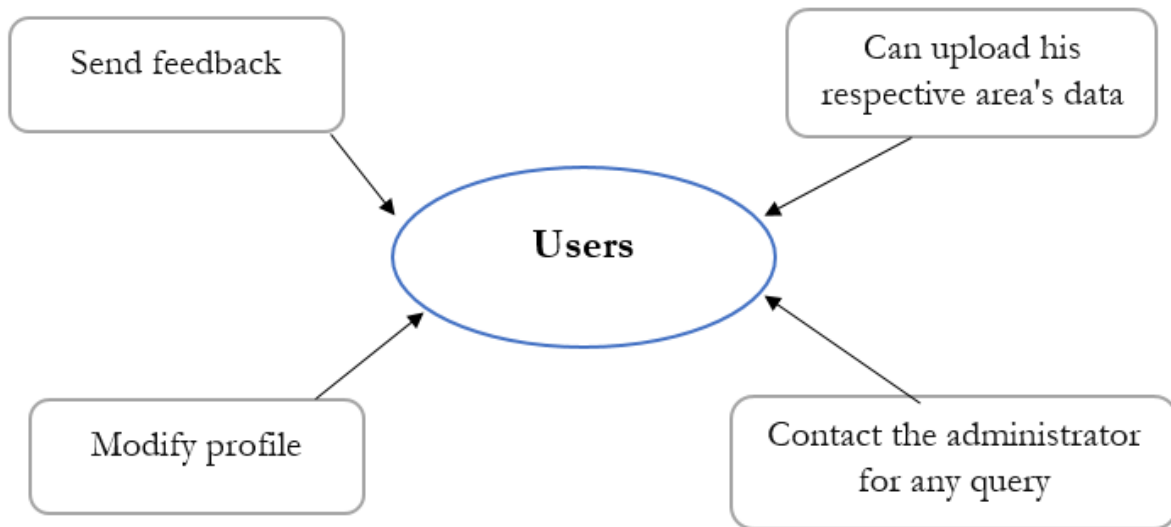


Figure 4.3(b): Users Interaction design and UX

Importance of use to interaction design and user experience (UX) design in our application.

User experience through a single diagram describes any user's feeling and experience of a system or application. We can improve our system performance and usability by analyzing that diagram. So we need to use integration design and customer experience design in our systems to improve and develop an excellent system.

Processes we used to design our interface design of systems are shown below:

- Analyzing different types of users
- Graphical interface design (GUI)
- Workflow maintenance of the systems (conditional and logical)
- Testing of usability
- Prototyping of the system

4.3 Implementation requirements

We compare certain social media related web applications such as Facebook, Twitter, LinkedIn, and Instagram to implement the project. We're studying so many times how we can make that application different. When we study and compare those applications on each other, we're facing a few deficiencies, so we decided to create a platform that would actually solve these problems. We will build a system where everyone will also be an audience on one platform, even a media person. Where everyone will be so professional because of that system's rules. It will decrease all kinds of harassment. Time is going to be used correctly. Quality is going to enhance. In a word, our media industry is going to be smart and effective for everything that really needs to be.

CHAPTER 5

IMPLEMENTATION AND TESTING

5.3 Implementation of database

Here we used XAMPP sql server to implement the database back-end



#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	userId	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	userName	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
3	email	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
4	phone	varchar(100)	latin1_swedish_ci		No	None			Change Drop More
5	userType	varchar(50)	latin1_swedish_ci		No	None			Change Drop More
6	password	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
7	uniqueId	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
8	userStatus	int(11)			No	None			Change Drop More

Figure 5.1(a): Design of tbl_users

This is table structure representing user registration form. Each user has a unique Id that cannot see the user because it can be produced by the database. But the user must fulfill the other demands that are saved via database in this table.

Server: 127.0.0.1 » Database: db_easymedia » Table: tbl_user_details

Table structure | Relation view

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	detailId	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	detailFB	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
3	detailTWT	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
4	detailGML	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
5	detailLNK	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
6	detailDES	text	latin1_swedish_ci		No	None			Change Drop More
7	detailACHIVE	text	latin1_swedish_ci		No	None			Change Drop More
8	uniqueId	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
9	image	varchar(255)	latin1_swedish_ci		No	None			Change Drop More

Check all | With selected: Browse Change Drop Primary Unique Index Fulltext Add to central columns Remove from central columns

Figure 5.1(b): Design of tbl_user_details

Updating a user's profile adding picture, all connections, projects, accomplishments, and so much. All this things is saved via database on this table. So this is every user's most significant table.

5.2 Implementation of Front end design

We primarily use HTML, CSS, JavaScript and other different internet techniques to implement front-end design. Some used this mostly to develop our scheme in the following:

- HTML5 (Hypertext Markup Language)
- CSS3 (Cascading Style Sheets)
- JavaScript
- Bootstrap
- JQuery

5.3 Implementation of Interaction

Then we create a database design for our system after implementing the front end design and observe that the system works perfectly or not. We faced little problem in our system when we implemented that database. Then we decided to do more studies on the table relationship, identify the issue and fix as much as possible. Our database worked perfectly on this. So finally we can say quite effectively implementing our project's interactions.

5.4 Testing Implementation

We cannot discover any system bugs and mistakes without testing. There are no bugs and errors in the systems at times, but in logic and conditions there are some serious flows. To find out that silly errors we need to test our systems. The more and more testing is going to create our system great. Since we handle some significant information in our systems, we take additional care about security of our projects. Two layers of validations were implemented in our data input form. They are validated by query at the front end, back end. Our "Easy media" systems basically use users at the end of the day so we built our system and we are trying to get some feedback on our devices.

5.5 Test Result and Report

We performed some tests to measure our system efficiency. Testing can be a crucial component to dramatically lift any system efficiency. We perform a testing method for evaluating the efficiency of our system which is provided below:

- System test

Table 5.5 System test

Functions	Description	%Execute	%Passed	%Pending	Remarks
Data validation	False formatted information will not be recognized	100%	100%	0	
Data entry	For all forms in the systems, data input works perfectly.	100%	100%	0	
Upload information to database	Data uploaded to perfectly And given output also.	100%	100%	0	
Search engine	Search engine operates well and quickly for any user information search by user category	100%	100%	0	
Photo upload	Any formatted picture can easily upload.	100%	100%	0	File size max 2MB
JSON formatted information	Database stores in JSON format and can be easily obtained	100%	100%	0	

CHAPTER 6

CONCLUSION AND FUTURE WORK

6.1. Discussion and conclusion

Though in this present generation there is lots of social media platform to connect and react with each other. But yet we wish very much to develop this web application. Because in those platform which we meant before there are some specific limitations to connect and react with each other, especially of specific categories people between media people and all kind of audience. So from this situation we felt very much to solve the limitations. For this we tried a lot to make this project visible. We believe that this web application will play effective roles in that area very much. It will connect all with each other very easily and effectively. Already we have done the project but we keep researching so that we can solve our limitations and improve the performance also efficiency day by day. Hope we will be able to do that In Sha ALLAH.

6.2 Scope for Future Developments

We tried a lot to make our project very much easy and efficient to users according to research.

Though we have some limitations we are working on these and keep working for more positive output. Basically in this time we focused to connect all specially media person and audience to react with each other on one platform. We think we did it. Now we will work on promotion means the users of this web application will be able to promote their projects easily which will make their projects more familiar to the audience. Also audience will easily know the best upcoming projects.

Besides we are thinking about many features to add on this project. Now it's time to see how all work.

Reference:

- [1]. J. Ying and D. Gračanin, "Poster: An approach to the development of adaptive 3D user interfaces," *2012 IEEE Symposium on 3D User Interfaces (3DUI)*, Costa Mesa, CA, 2012, pp. 169-170.doi: 10.1109/3DUI.2012.6184215
- [2]. <https://searchmicroservices.techtarget.com/definition/user-interface-UI>, last accessed on 10 Jun 2019 2.10 PM.
- [3]. Jesse James Garrett's *The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition)*. last accessed on 30st Jun 2019 01.10 PM.
- [4]. <https://www.upwork.com/hiring/for-clients/frontend-vs-backend-web-development/> last accessed on 31st Jun 2019 10.10 PM.
- [5] Course: Psychology of Interaction Design: The Ultimate Guide:<https://www.interaction-design.org/course/psychology-o-interaction-design-the-ultimate-guide>,last accessed on 31st Jun 2019 10.30 PM.

APPENDIX

Appendix: Project Reflection

Appendix (reflection of the project) provides an introduction to the reflection of the project. Team project management is a wonderful way to know the working structures of the true life software industry and their methods of project management. We attempted to flow them as well.

The truth is without proper planning, hard work, dedication can't be made a good project or any kind of special work. So during build our project also we faced lots of challenges but we didn't give up. From others previous experience we Learn to not give up but working more hardly with proper planning & dedication. For that we worked and researched a lot on our plan So that we can reduce the upcoming challenges as much as possible & it had worked. By passing time we felt that our project is going to visible day by day. Though it was not so easy. But through the grace of Almighty ALLAH we overcome all the challenges and complete it. In short this was actually our journey to build the system or web application "Easy Media" to connect all in one platform for doing better work than previous & we hope it will work. For now we stop our journey here to see how it works and waiting to start again to do more in future.

Plagiarism report

ORIGINALITY REPORT

3%

SIMILARITY INDEX

1%

INTERNET SOURCES

0%

PUBLICATIONS

3%

STUDENT PAPERS

PRIMARY SOURCES

1

Submitted to Daffodil International University

Student Paper

2%

2

Jianghui Ying, D. Gracanin. "Poster: An approach to development of adaptive 3D user interfaces", 2012 IEEE Symposium on 3D User Interfaces (3DUI), 2012

Publication

<1%

3

nsfcac.rutgers.edu

Internet Source

<1%

4

www.1weblab.com

Internet Source

<1%

5

www.interaction-design.org

Internet Source

<1%
