

A SOCIAL PLATFORM FOR READERS : WEB BASED APPLICATION

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

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APPROVAL

This Project/internship titled “**A social platform for readers : Web based application**”, submitted by Jannatul Ferdous Sorna, ID No: 171-15-9026 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 3 June,2021.

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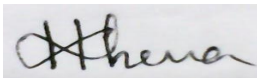
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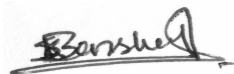


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We hereby declare that, this project has been done by me under the supervision of **Saiful Islam, Sr. Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

This venture proposes and presents a hypothetical system of social media stages, it discusses current problems within the book selling systems and proposes solutions for readers and writers. The aim of this project is to develop a social media platform for book sellers, readers and writers where customers can communicate with sellers and get updated with new information about books and magazines. Writers also will be able to get in touch with the current issues and get reviews of their works. This venture examined the apparatus and innovation utilized in creating the proposed framework (the framework consolidates a confrontation by utilizing HTML, CSS, JavaScript, Bootstrap-4 to show the substance structure and a back conclusion of database utilizing XAMPP and PHP). One online book offering frameworks were compared to spot their likenesses and contrasts. Assortment of improvement techniques were examined and why one among the techniques was chosen for this extent. Strategies acclimated to gathering the desired determinations were too talked about and they way the analyst and engineers will utilize this as a rule in creating the proposed framework. Bound together Modeling Dialect Graphs were made depicting each framework. Exhibits of different web pages accessible on the net location were talked about and after that an assessment was conducted utilizing two strategies to gage the net location.

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Chapter 1

INTRODUCTION

1.1 Introduction

This project “Like Us” helps people who are looking for books and magazines and want to get updated with the information of new books. This project is designed and aims to help readers, writers and book publishers to communicate and interact with each other. This framework is planning to make the total book offering prepared quickly and client inviting. There's a significant sum of people who are searching for a system where they can share their ideas about books, get in touch with writers for updates and want to recognize newcomer writers and appreciate their works. But still now, there is no proper system to help them in this area. Especially in terms of new writers, it's considered impossible to recognize the talent. This framework is attending to take out any of these specific issues and make this entirety handle as smoothly as possible.

1.2 Motivation

As a reader, I identify that new and promising writers in Bangladesh continue to rise every year. But due to proper lack of efficient advertising, they couldn't get proper attention from readers. Also in this new era, readers and writers want to connect with each other and lack a proper platform, it is nearly impossible to connect and advertise themselves, and we also don't have a proper catalog to identify the books coming on every year. Keeping this problem in mind, we have decided to create a platform for readers and writers which will solve this problem.

1.3 Objective

To solve book advertising problems at book fairs, we are thinking about a web based application project for readers and writers. Based on this, we are also planning to create an android application based upon this.

1.4 Description of the system

Here, there are three types of major variables which are working which are readers, writers and publishers. Readers who want to buy books based on the contents they want

and want to get updated information about the book world will be able to register and log in to the system. They can search and follow the publishers, writers to get the updated news, discount price etc. They can also order books and buy new types of electronic books on their desired system. Writers will be able to promote their contents and get in touch with their readers and be able to get feedback from them. Writers will be the same variable as readers with extra features that will help them to interact with more people. Publishers are the third variable who will be able to take orders, publish the upcoming news and promote their work through advertisements. They can organize events and create a get together for the community. All of this information will be spared within the database for future use.

1.5 Expected Outcomes

We are expecting readers and writers will get a proper platform for communicating with each other which will help writers to advertise their contents to readers and readers will be able to find quality contents to read and buy.

1.6 Report Layout

Chapter 1 : Introduction

Chapter 1 makes a difference to get a handle on the early on thought of this venture other than inspiration, objective & anticipated result etc.

Chapter 2 : Background

This chapter will allow an arrangement around foundation talk and related works.

By looking at relative works and considering many comparable frameworks at that point discourse was done on scope of the matter and thus the challenges of this extent.

Chapter 3 : Requirement Specification

Trade prepare show, Utilize case show, ERD graph, Collection of necessity and their examination, Consistent information show and necessities of planning depicted amid this chapter.

Chapter 4 : Design Specification

This chapter will reflect the front and backend plan of this extension additionally the interaction plan and client encounter. Usage prerequisites too will be portrayed here.

Chapter 5 : Implementation and Testing

Here we'll take after the database execution in conjunction with a confront plan that appears how this site will show up as in the event that. A few testing results which can be taken after improvement are examined amid this chapter.

Chapter 6 : Conclusion and Future Scope

Outline of our works and future advancement are depicted amid this chapter. At the conclusion of the report, we provide the related reference to form beyond any doubt that the information inside the report must be correct.

Chapter 2

BACKGROUND

By “Project Background” I am pitiless of the formal documentation of the wander. Amid this portion, I envisioned examining the related works done by others conjointly analyzing their work to look out modern scopes.

2.1 Preliminary

Numerous social media platforms which are only about books are more shown online and draw in numerous potential readers, writers to their platform. When a platform develops their own website, usually they don't allow publishers to interact with customers but develop a good understanding between readers and writers. Also sometimes these platforms aren't user friendly and also may not be suitable for all types of countries where they speak different languages.

2.2 Related works

There has been a couple of work within the past on online social media stages for books. There are websites that are being used for interaction between readers and writers.

Here are some examples:

Goodreads:

Goodreads website provides information about books and stores readers library. This is an online social platform site for readers and writers. Which is similar to our project. In this platform users can read their favourite books and also can see the news and interviews and update also.

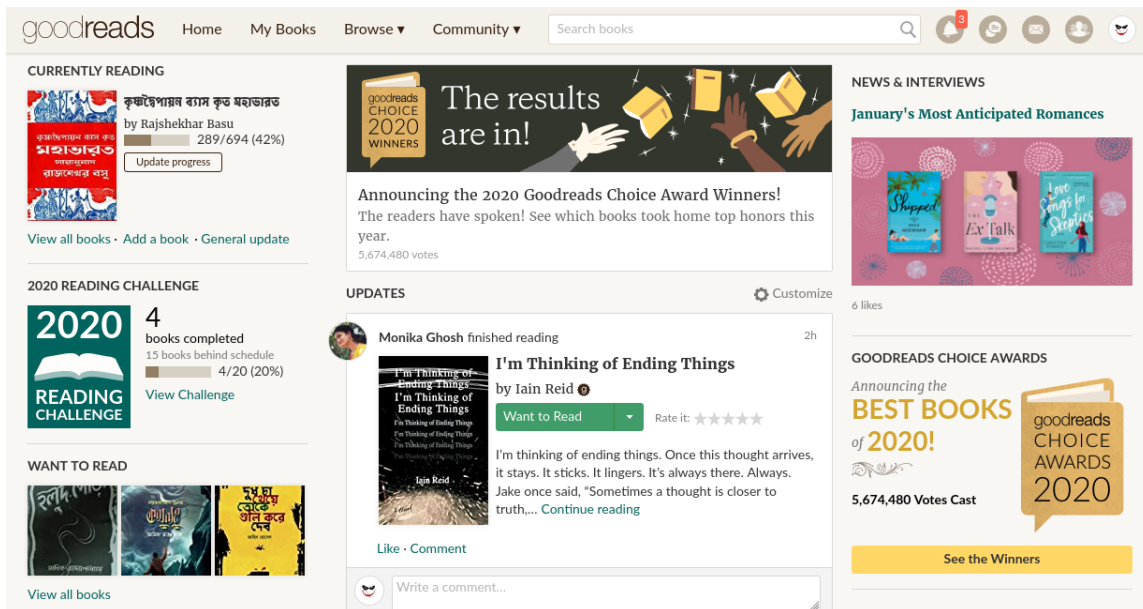


Figure 2.2.1: Homepage of a user, Goodreads

LibraryThing:

It is also an online social site for readers and writers. This is also a similar social site. Where a user can see recent activity, views, community of any books from its home page. The picture of a user home page of the librarything is given in the next page. This website also organizes events and interviews with the authors.

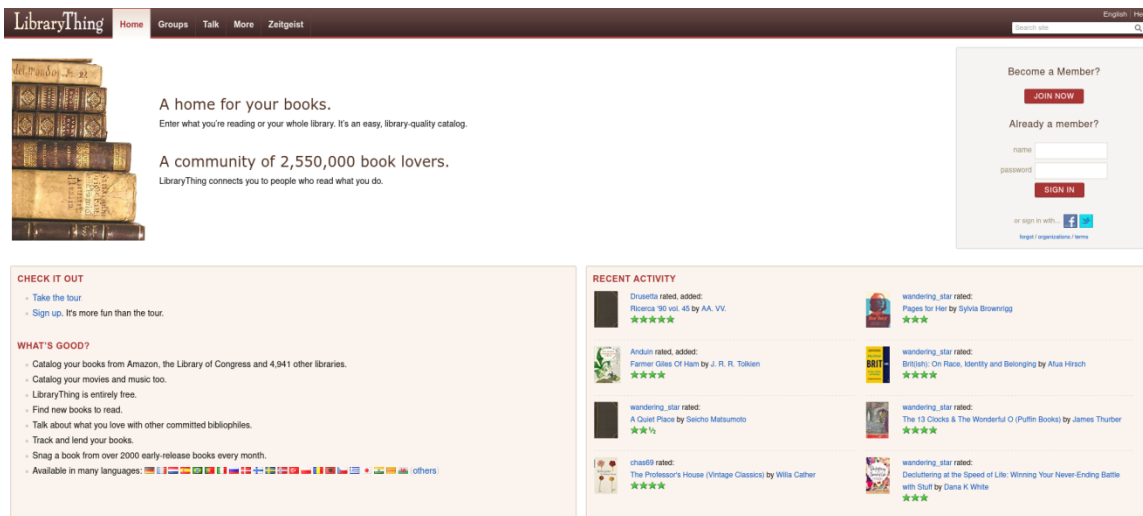


Figure 2.2.2: Homepage of LibraryThing

2.3 Comparative Studies

A comparison of two stages that work indistinguishable with the proposed framework (Social media stage for books) for Like Us was done to distinguish the contrasts and similarities of the websites. These two websites chosen are Goodreads and LibraryThing.

2.3.1 Goodreads

Goodreads website provides information about books and stores readers library. Users can get more information on the website about a book and can see the price of a book on international exchange. Users can see the details of a book and add it to their library based on their current interaction with the book. Also writers are identified with their contents and get feedback from the readers. The structure of the site is well-organized and client neighborly for guests to explore through. Adequate data has been given on the site and data is up-to-date. This stage may well be a perfect case for a social media stage for books since it gives rectified and up-to-date data to almost all books and writers.

2.3.2 LibraryThing

LibraryThing is also a well-known social media platform for books. It is also known for its services to the readers. Aim of this website is to provide a community environment for the users to interact with each other. Visitors can get the information about books as well as goodreads and also get notified about various events, photo galleries. This website also organizes events and interviews with the authors. Websites like this are mainly focused on international books and recognized writers. The framework format is user-friendly for clients and may browse and get the data effectively.

2.4 Scope of the problem

Within the time of the data period, there's nothing which can be called the idealized framework. We have a few confinements in our venture without delay.

We accept we'll dispose of all those confinements and issues. After propelling the venture, we'll be able to recognize the imperative issues with respect to this venture when this venture is utilized by the genuine clients and nonstop interaction with the project. But at this minute, we are ready to figure out a few scope of the matter which we are investigating to move forward continuously in future.

A few scope of the issue are-

1. As this venture could be a social media stage, it is completely bolstered on the web and each single preparation of this application works on the web. So without the web, ventures won't be useful. So, at this minute people that live in farther ranges with restricted web access won't be able to utilize our application in a legitimate way.
2. Our primary focus about this project relies on users with browser interaction. So users with mobile phones have to interact with this application through browsers. A mobile application is included in our future works.

2.5 Challenges

As a few web applications are accessible within the showcase as of now, we've to compete with them and advance our works if we wish to survive in this region. We anticipate our fundamental issue will be client encounters and getting clients as numbers of perusers are decreasing day by day. In case the client gets distant better; a much better; a higher; a stronger; an improved" > a stronger encounter from our site than others, we are attending to take an enormous step to attain victory.

Other than, we've distinguished few challenges as follows-

1. Give a smooth looking encounter for users.
2. Upgrading our framework on a customary premise to improve it.

3. Update and include more highlights for superior communication between users.
4. Controlling the quality of the platform.
5. Updating and upgrading the framework as requirements.
6. Invite users as readers, writers and publishers to interact with the system and to use as a platform for the community.
7. Deploy an Android and IOS app as early as possible.
8. Developing an editor and tools for the writers for better writing experiences.
9. Developing a blog and a storage for keeping the book records which will help the future generation to get the proper information.

Chapter 3

REQUIREMENT SPECIFICATION

Within the necessity specification section, we try to form reports which are able to depict the whole framework around how it'll perform.

3.1 Business Process Modeling

Business Process Modeling can show the entire work between the user and the system. A user can create or login in a page. Then he/she can write there and post them also they can comment, react in any other post or write, they can chat and also they can create a group in this system.

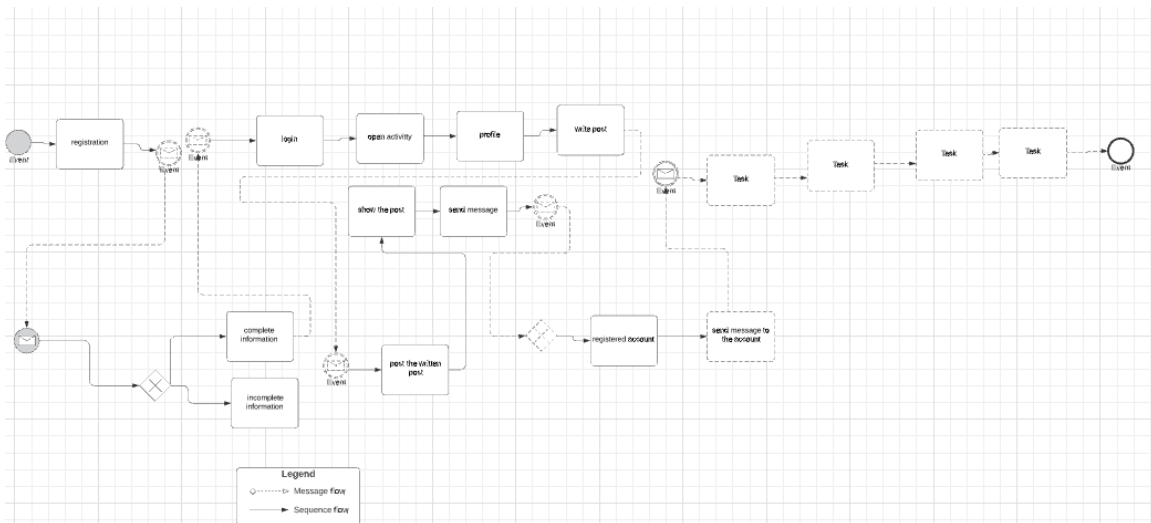


Figure 3.1.1: BPM Diagram of “Like Us”

3.2 Requirement Collection and Analysis

The introductory conditions of improvement ought to be necessity collection and prerequisite examination. In each program advancement, there are fundamentally two sorts of prerequisites: Useful Prerequisites and Nonfunctional Prerequisite. Utilitarian prerequisites are those exercises which are performed by computer program. Nonfunctional prerequisite characterizes the identity of an application.

Useful Prerequisite:In our venture, there are numerous useful necessities. There is a registration, authentic login, checking recent activity, sending messages, discussing books ,creating groups,creating forums,edit profiles,and logout .

Non Functional Prerequisite: Non Functional necessity as a rule depends on how much user-friendly Client Interface you're using. It may be a must for the Client Interface to be client- neighborly so that the client finds it reasonable to utilize.

3.3 Use Case Modeling and Description

Mainly a use case modeling shows how an user and a developer interacts with the system. So,in below use case modeling is shown.in this use case modeling we can see that by this system an user and a developer can do several works.Such as, an user can create his own page,can add friends,can follow pages,can message others and also can write and share contents etc.beside, a developer can develop database,check any information of user,can control system,can check and delete user account and also review feedback.

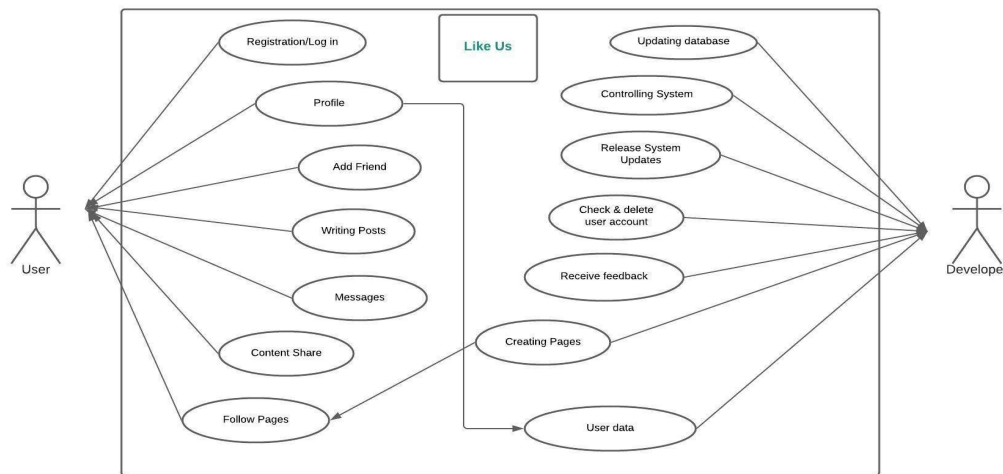


Figure 3.3.1:Use Case Modeling of social platform for readers named as “Like us”

Description is given below-

Table 3.3.1: Description of use case modeling named“Registration”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
1.Registrati on, This use case allows users to register into the system	User	User has to have a valid account.	The system displays the relevant homepage.	1.user needs to provide a username,e mail and provide a password and also need to confirm the password. 2.After getting all that information the system shows the actor a confirmatio n message.	1.If the system doesn't get all the information then it informs the user of that incomplete section. 2.And also give time until getting all the information.

Table 3.3.2: Description of use case modeling named“Login”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
2.Login, This use case allows users to login into the system.	User	User has to have a valid account.	The system displays the relevant homepage.	1.User should provide registered user name and password. 2.system will match that information and show the activity page.	1.If the system doesn't get all the information then it informs the user of that incomplete section. 2.And also give time until getting all the information.

Table 3.3.3: Description of use case modeling named“Profile”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
3.Profile, This use case allows users to edit their profile and post anything in their profile activity.	User	User has to have a valid account.	The system displays the update page.From this profile developers can use any information in an emergency.	1.User should log in his/her account. 2.then go to the profile section and edit necessary things.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.4: Description of use case modeling named“Add friends”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
4.Add friends, This use case allows users to add friends to communicate when it's necessary and also allow to invite or add in groups	User	User has to have a valid account.	The system allows registered accounts to add .	1.User should log in his/her account. 2.then go to the group section and add friends from there.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.5: Description of use case modeling named“Writing posts”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
5.Writing posts, This use case allows users to write any contents in their own profile activity or in groups and pages.	User	User has to have a valid account.User also needs to participate in their liked groups and pages.	The system displays the post in the activity page.	1.User should log in his/her account. 2.then go to the activity section,profile activity or group section and write here and post from there.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.6: Description of use case modeling named“Messages”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
6.Messages, This use case allows users to send any messages to added friends and also get messages from them.	User	User has to have a valid account. User also needs to have a registered friends account.	The system displays the sending update in the message section.	1.User should log in his/her account. 2.then go to the message section and compose the message then send it to the added registered friend from there.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.7: Description of use case modeling named“Content share”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
7.Content share, This use case allows users to share any contents in their own profile activity from any groups and pages.	User	User has to have a valid account. User also needs to have a registered friends account.	The system displays the sending update in the message section.	1.User should log in his/her account. 2.then go to the activity section and select the share option from the content then it will share from there.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.8: Description of use case modeling named “Follow pages”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
8.Follow pages, This use case allows users to follow any pages in the system	User	User has to have a valid account.	The system displays the updates in the activity page.	1.User should log in his/her account. 2.then go to the group section and follow from there.	1.If the system doesn't get all the information then it informs the user of that incomplete section.

Table 3.3.9: Description of use case modeling named “Updating database”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
9.Updating database, This use case allows developers to update databases into the system.	Developer	Developers need to have a proper knowledge about this system.	The system will change with updating the database and also display the updated version.	1.developer can edit or delete any table and use data from phpmy admin section. 2.Fair telling clients that the location is going through support and putting the framework offline.	1.If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.10: Description of use case modeling named “Controlling system”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
10. Controlling system, This use case allows developers to control the system.	Developer	Developers need to have a proper knowledge about this system.	The system will show an updated version.	1. Developers can control the system by controlling its database.	1. If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.11: Description of use case modeling named “Release system updates”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
11. Release system updates, This use case allows developers to control the system.	Developer	Developers need to have a proper knowledge about this system.	The system will show an updated version.	1. Developers can update code, database and designs also then they can release the updated version.	1. If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.12: Description of use case modeling named “Check and delete user account”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
12.Check and delete user account, This use case allows developers to check any account real or fake or any account to create any anti-social activity in this system.then developers can delete or add any account from the system.	Developer	Developers need to have a proper knowledge about this system.	The system will show an updated version.	1.For check or delete user account developers should go to the user table. 2.Then he /she could edit from here.	1.If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.13: Description of use case modeling named “Receive feedback”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
13.Receive feedback, This use case allows developers to receive feedback about any content ,pages,or groups.	Developer	Developers need to have a proper knowledge about this system.	The system will show an updated version.	1.Developers can get feedback from users.	1.If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.14: Description of use case modeling named “Creating Pages”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
14.Creating pages, This use case allows developers to create any pages.	Developer	Developers need to have a proper knowledge about this system.	The system will display the page and users also can follow that.	1.Developers can create pages,tables by using php,mysql.	1.If the system doesn't get all the correct information then it breaks down the system.

Table 3.3.15: Description of use case modeling named “ Use data”

Use case name, Description	Actor	Pre-conditions	Post-conditions	Internal path	Exceptional path
15.Use data, This use case allows developers to use data in any emergency from user profile pages.	Developer	Developers need to have a proper knowledge about this system.	The system will display the changes after using information.	1.Developers can use any data from a data table where all data are stored dynamically .	1.If the system doesn't get all the correct information then it breaks down the system.

3.4 Logical Data Model

Entity-Relationship Diagram (ERD) could be a chart which is utilized to appear the relationship of substance sets put away in a database. A substance is considered to be a protest of a database. A substance set is the collection of all comparable substances of a whole database. These substances have a few properties that characterize the properties of a substance set. The coherent information show presents the Entity-relationship graph called the ER chart. Substance is a protest or concept in which information is put away. The ER chart of our framework is given underneath:

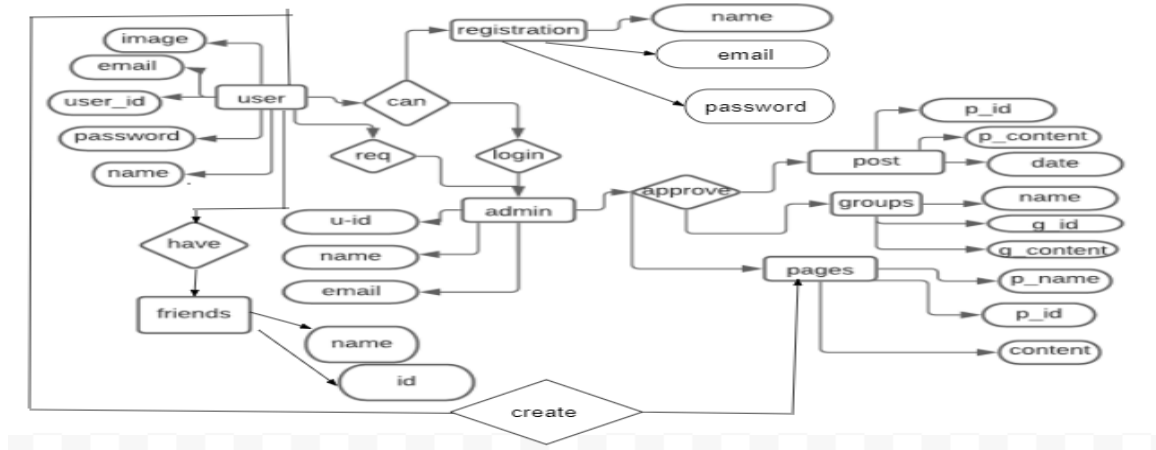


Figure 3.4.1: ER Diagram of “Like us”

Relationship table of ER diagram of “Like us” is given below-

Table 3.4.1: Relationship table of ER diagram of “Like us”

Table name	Attributes
User	(name,image,email,user_id,password)
Registration	(name,email,password)
Post	(p_id,p_content,date)
Admin	(u_id,name,email)
Friends	(name,id)
Group	(g_name,g_id,g_content)
Pages	(p_id,p_content,p_name)
Can	(name,email,password,u_id,login)
Req	(u_id,name,email,password)
Have	(name,id)
Approve	(p_id,p_content,date,u_id,name,email,g_id)
Create	(u_id,g_id,content,name,email,password)

3.5 Design Requirement

In any program improvement (Portable or Web), there is a plan prerequisite.

The plan prerequisite replicates the by and large plan of the objectives that the framework anticipated to attain. Our venture plan is totally interesting. A few key focuses for the plan necessity are given underneath:

Proficient: Running the application quicker on any gadget is exceptionally imperative. We made our application exceptionally smoother and bug-free. We made this application plan exceptionally light.

User-Friendly: This application is exceptionally user-friendly. Individuals will effortlessly be able to get to all of the highlights easily. The plan is exceptionally delicate and all the formats are exceptionally well beautified.

Some extra features:

1. User can create his own page,
2. User can add friends,
3. User can follow pages,
4. User can message others,
5. User can write and share contents,
6. User can remove friends,post,contents,
7. User can create groups and also can invite friends there,
8. Users can create forums and also can write there.

Chapter 4

DESIGN SPECIFICATION

Plan determination could be an explanation approximately how a plan is created. Inside the Plan Determination, we endeavor to appear on the front-end and back-end plan of the site. Here, we too talked about apparatuses and systems which are utilized to create this social media platform.

4.1 Front-end Design

Front-end is the interface of any framework where a client is straightforwardly interatomic. For this web application, we planned a client inviting interface so clients can involve distant better;a much better;a higher;a stronger;an improved">a much better framework. Front-end plan incorporates the works of HTML, CSS, JavaScript and Bootstrap-4 and other systems. For the see, we have utilized HTML to create substance. For planning we have utilized CSS and Bootstrap. For little applications, we have utilized JavaScript.

HTML : HyperText Mark - Up Language

HTML could be a standard mark-up dialect which is utilized for making websites. HTML is utilized in our websites to check tables, styling content which can't be spoken to in plain text.

CSS : Cascading Style Sheet

CSS is diverse from HTML. CSS might be a design sheet lingo which is utilized to depict the presentation of a record composed in HTML.CSS is utilized in each corner of our extend like edge, estimate of text style, measure of content, in arrangement, textual style family, foundation picture, border etc.

JavaScript

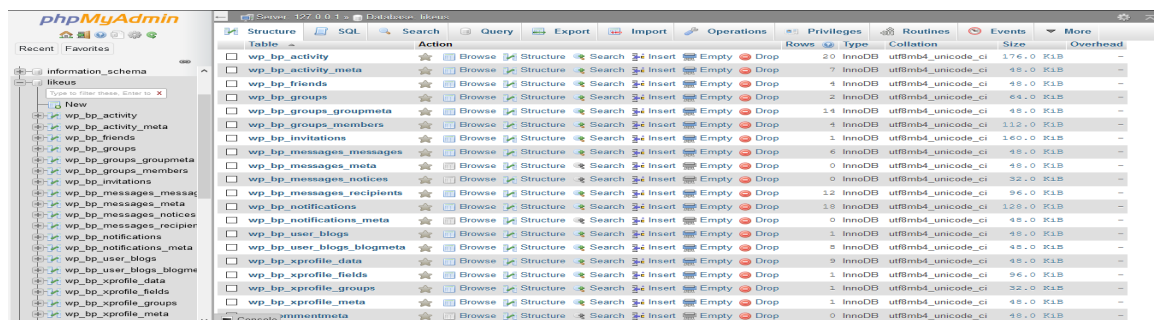
JavaScript may be a scripting dialect which licenses us to form little applications inside our application. Basically, diverse sorts of complex components inside the interface are made with JavaScript. It is considered the third layer of the layer of the cake in standard web technologies.

Bootstrap

Bootstrap is an open-source JavaScript system which is being created by the group at Twitter. Bootstrap is essentially a complex combination of components like HTML, CSS and JavaScript. It may be a free collection of various tools which made a difference to us to create the complete interface of the front-end design.

4.2 Back-end Design

In common web applications, there are two major sides. One is examined which is the front-end. Another one is back-end. Back-end comprises a server, an application and a database. Back-end is the controller of the front-end encounter and is called the server location. Common clients cannot get to the back-end. As it were, the engineer and analyzer can get it and as it were, the designer is in a position to figure and control the back-end. Amid this application, we have utilized PHP and for databases, we have utilized XAMPP.



The screenshot shows the phpMyAdmin interface for a database named 'likeus'. The left sidebar shows the database structure tree with 'likeus' selected. The main area displays a table of database tables with columns for Table, Action, Rows, Type, Collation, Size, and Overhead. The tables listed are:

Table	Action	Rows	Type	Collation	Size	Overhead
wp_bp_activity	Browse Structure Search Insert Empty Drop	20	InnoDB	utf8mb4_unicode_ci	176.0 K1B	-
wp_bp_activity_meta	Browse Structure Search Insert Empty Drop	7	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_friends	Browse Structure Search Insert Empty Drop	4	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_groups	Browse Structure Search Insert Empty Drop	2	InnoDB	utf8mb4_unicode_ci	64.0 K1B	-
wp_bp_groups_groupmeta	Browse Structure Search Insert Empty Drop	14	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_groups_members	Browse Structure Search Insert Empty Drop	4	InnoDB	utf8mb4_unicode_ci	112.0 K1B	-
wp_bp_invitations	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	160.0 K1B	-
wp_bp_messages_messages	Browse Structure Search Insert Empty Drop	6	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_messages_meta	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_messages_notices	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	32.0 K1B	-
wp_bp_messages_recipients	Browse Structure Search Insert Empty Drop	12	InnoDB	utf8mb4_unicode_ci	96.0 K1B	-
wp_bp_notifications	Browse Structure Search Insert Empty Drop	18	InnoDB	utf8mb4_unicode_ci	128.0 K1B	-
wp_bp_notifications_meta	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_user_blogs	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_user_blogs_blogmeta	Browse Structure Search Insert Empty Drop	8	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_xprofile_data	Browse Structure Search Insert Empty Drop	9	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_xprofile_fields	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	96.0 K1B	-
wp_bp_xprofile_groups	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	32.0 K1B	-
wp_bp_xprofile_groups	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-
wp_bp_xprofile_meta	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	48.0 K1B	-

Figure 4.2.1: All tables of “Like us” database

Figure 4.2.1 shows all tables which are included in the “Like us” database. when an user will use this system then his/her all information will be recorded in this database.

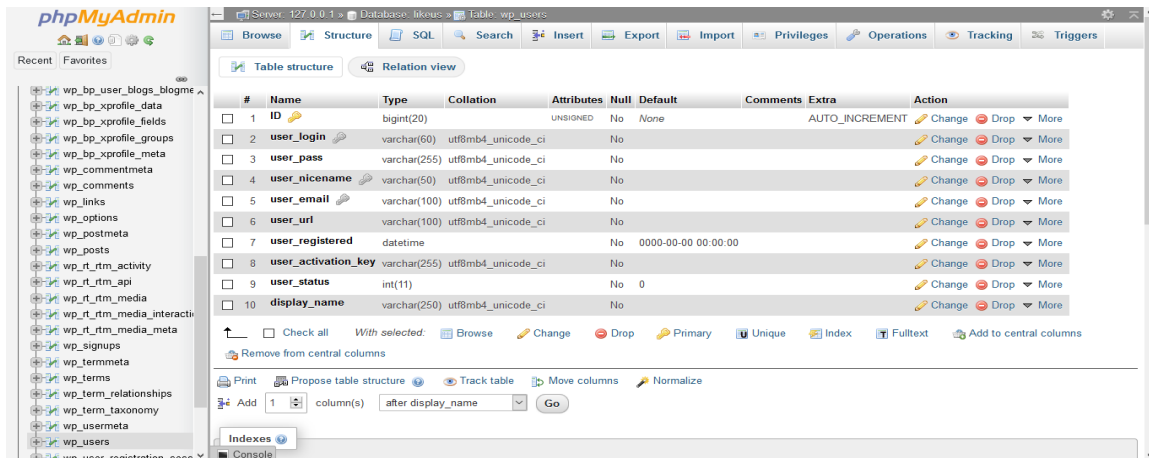


Figure 4.2.2 : User information database

Figure 4.2.2 shows all the information of all users for login. when anyone completes their registration their information will be recorded in this section.

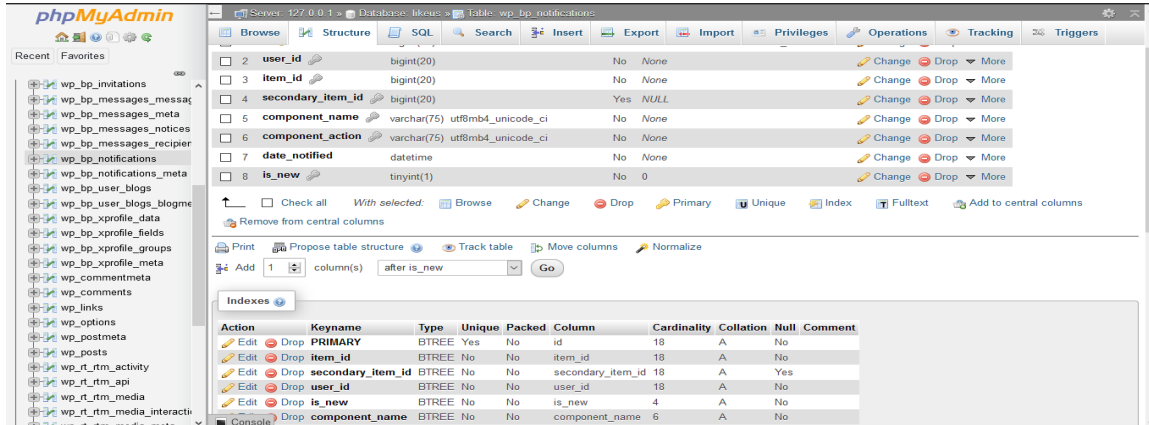


Figure 4.2.3 : Notification database

Figure 4.2.3 shows all notifications of every users. Any notification on an account will be stored in this section.

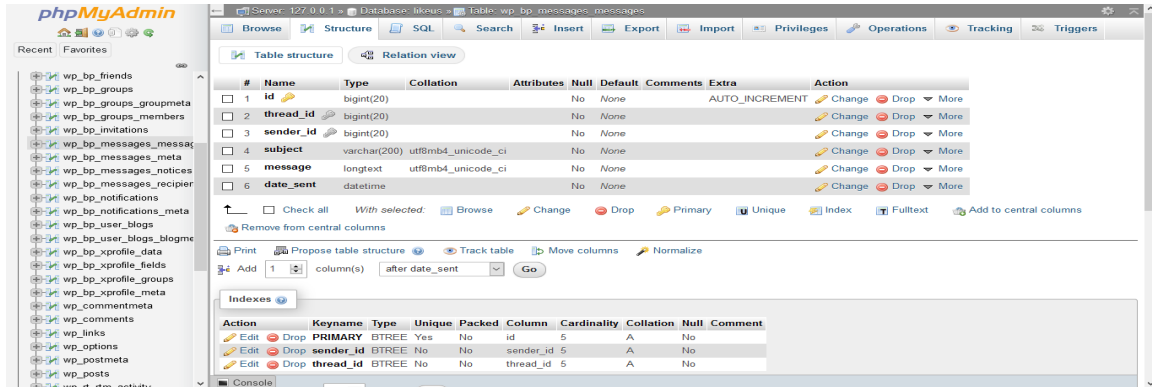


Figure 4.2.4 : Messages database

Figure 4.2.4 shows all messages which have been received and sent from different accounts.

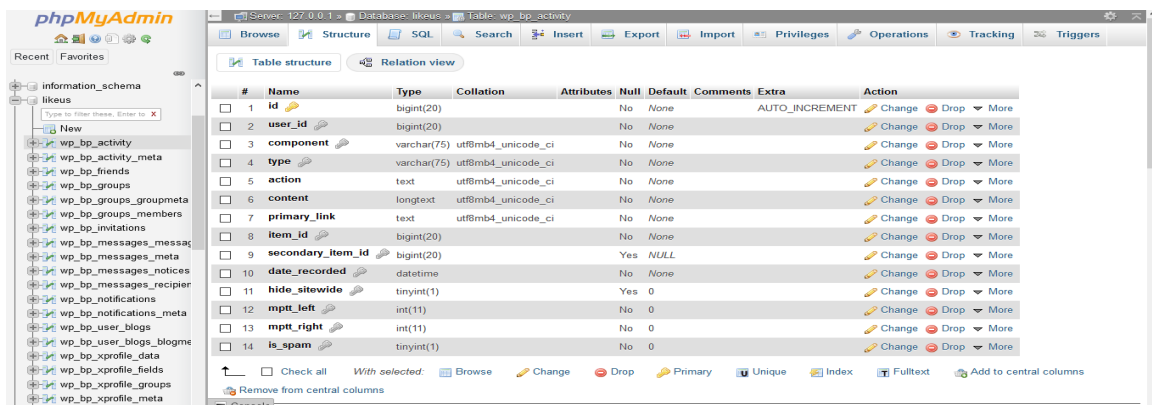


Figure 4.2.5 : Database of activity

Figure 4.2.5 shows that all dynamically stored data if activity and its information.

4.3 Interaction Design and UX

There are two different panels for three different roles. Any general user will interact with the homepage of the web application and go through the registration to use the service. At that point, the client will be prepared to login and employ the interface.

4.3.1 General User's Site

For general users-

1. One client can select his part as peruser, author or publisher.
2. Publishers must go through an application process to mark themselves authentic and then, they are able to advertise their products to the audience.
3. Writers must go through an application with their approved contents to mark themselves as writers and only then, can they promote their contents.
4. Users can post, update, follow and message directly another user through the system.
5. Users can see the product review and can add credit/debit card to purchase the content through online services directly to the publishers.
6. Users can rate, review of a product and can interact with the community.

4.3.2 Database Controller

1. Only developers can access the database.
2. Developer has the authority to approve or reject interactive requests through admin permissions.
3. Developers can act as an admin and block interaction of a user with the system.

4. Developer as an admin can control the database. But for security reasons, the database which stored the credit/debit card information can't be accessed. Information will be stored in hashes.
5. Developers can create new attributes.
6. Developers can make changes within the system.

4.3.3 UX

UX stands for client encounter. As we did not finalize our web application for the open utilize, so we don't have the UX yet.

4.4 Implementation Requirements

For completion of our extent numerous necessities must be satisfied. For taking care of and controlling the database, we utilized a PHP System where the stage is XAMPP. XAMPP is our database management system. From XAMPP we create a class or new database. We can store data and interact with it from the database controller.

4.5 Software Requirements

We need software for implementing and controlling this application.

1. Visual Studio Code (for writing codes)
2. XAMPP (for database and for local web server for testing and deployment)
3. Browsers like Firefox and Chrome (For checking the interface and testing)

Chapter 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

This venture is made in a web based stage which has to have a database. We executed this database by utilizing PHP and for dealing with databases XAMPP is utilized. We utilized capacities for SQL for an activity database. When a client registers or login, all the activity is checked and connected with the database.

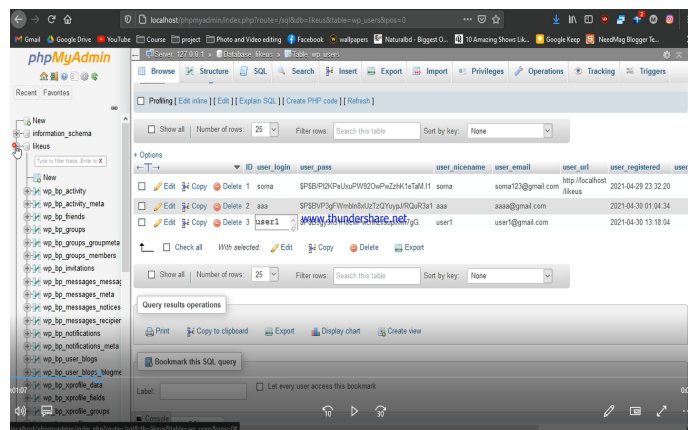


Figure 5.1.1: Implementation of database

5.2 Implementation of Front-End Design

Front conclusion plan is the foremost critical portion of a web application. In case the website’s client interface looks basic, complex and not client inviting at that point the client will not utilize it and the client will see out for the options. The page stacking speed is exceptionally critical for a web application. Here are a few useful alternatives for the website.

5.2.1 Registration Page

If anyone wants to register in “Like us”. He/she should go to the register page. After getting all the information this page shows a “complete registration” message.

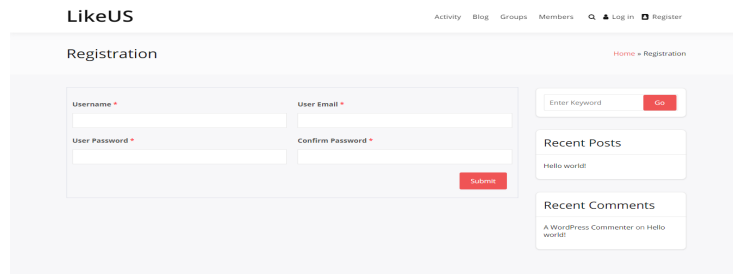


Figure 5.2.1 : Registration page of “Like us”

5.2.2 Login and user settings

This is the login page any user can login here with their username / email and password. If anyone doesn't have an account then he/she will create an account and can also update email and password from user settings and without giving that information no one can complete their profile.

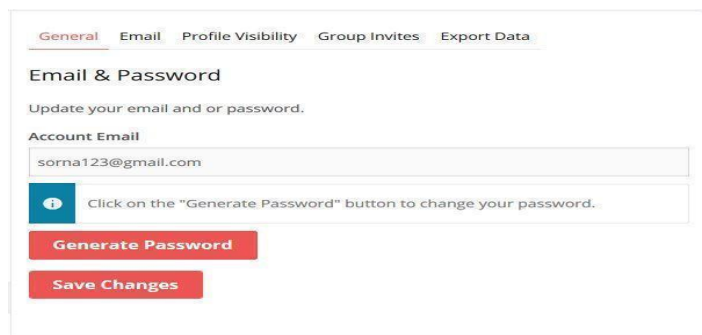


Figure 5.2.2.1: User Settings section

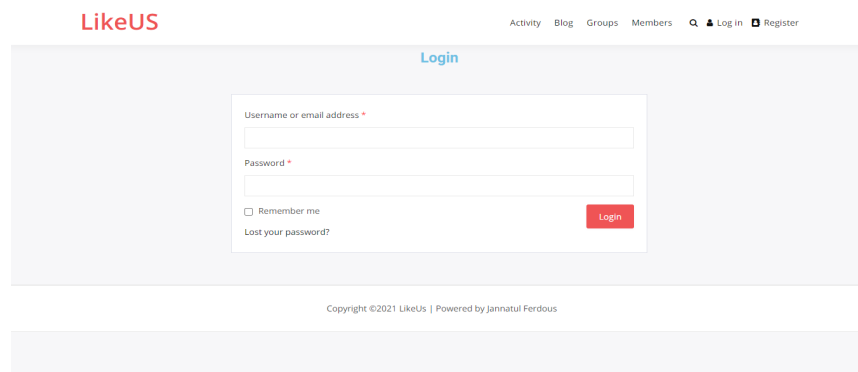


Figure 5.2.2.2: Login Page of “Like us”

5.2.3 User Profile

After registration users can get a profile page. By this profile page he/she can interact with other users and also can be familiar to others. One user can see others profile information to connect each other and for knowing each other.

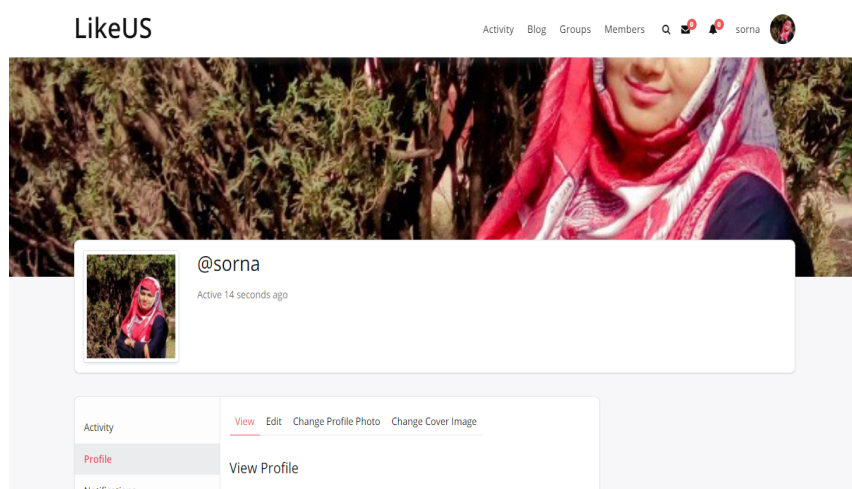


Figure 5.2.3: Profile page

5.2.4 Message System

Using this one user can communicate with another user. This is the message section. An user can see all conversation from inbox and sent option and can send message from compose option.

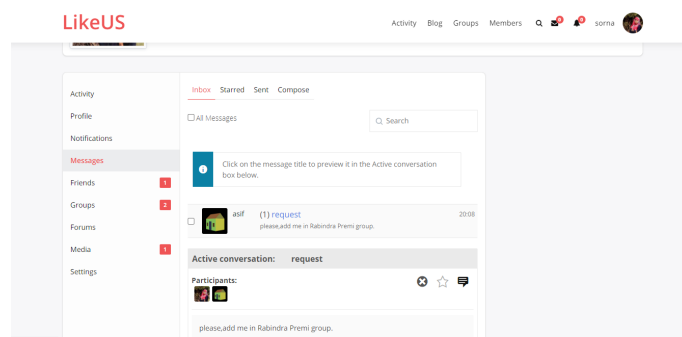


Figure 5.2.4.1: Message system



Figure5.2.4.2:Message system

5.2.5 Group section

In the group section an user can create groups, can see all available groups and also can see those groups in which they are already added. In this section people can share their thoughts with each other.

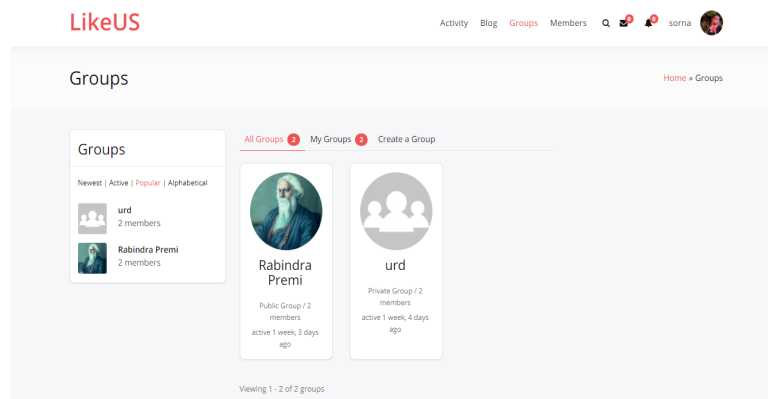


Figure5.2.5: Group Section

5.2.6 Notifications Section

In this section one can see their notifications. When someone reacts to one's post and comments on your post and sends or accepts the friend request then you can see through this notification panel.

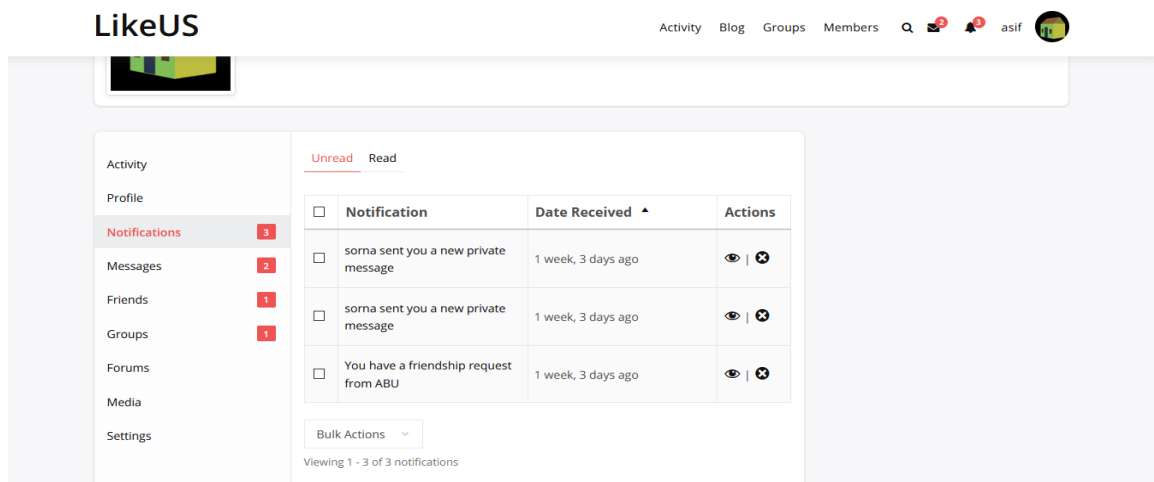


Figure5.2.6:Notification panel

5.2.7 Member panel

One user can also see those people who are using this site. User can add friends, cancel friendship and also can send requests for friendship.

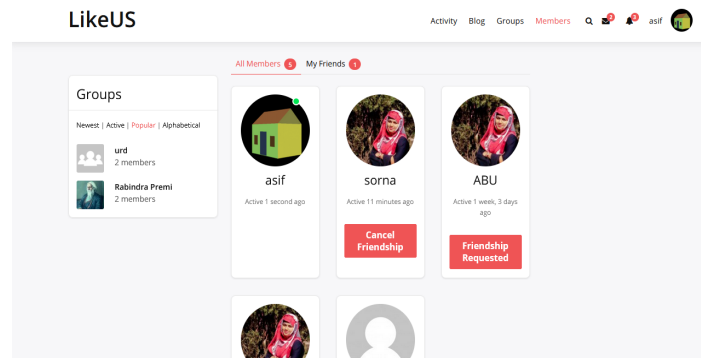


Figure5.2.7: Member panel

5.2.8 Forum

In this section everyone can discuss any book, can ask questions ect.

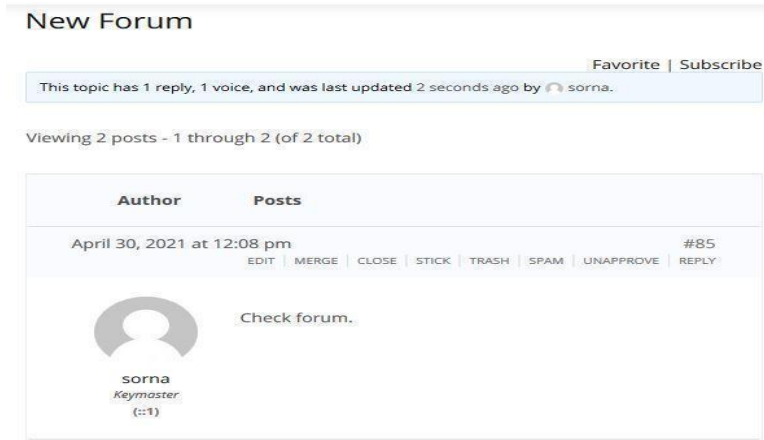


Figure5.2.8: Forum

5.3 Testing Implementation

The framework is tried fundamentally for the rightness of our web application. Testing is a necessary portion of all sorts of applications. Any computer program advancement comprises numerous stages and in each organization there are a few bugs. On the off chance that the bugs are recognized in prior stages it costs much less to settle them. That's the reason to test the application. Framework testing is fundamentally an arrangement of yields. There are a few test cases of our web application are given underneath:

Table 5.3.1: A Test Case For The System

Test Case	Test Input	Expected Outcome	Obtained Outcome	Pass/Fail	Tested Date
1.Create account	With complete information	Create account successfully	Account create	Pass	06.04.2021
2.Create account	With complete information	Create account unsuccessfully	Account creation unsuccessful	Pass	06.04.2021

3.Login	Login with a valid user name/email and password	Login successfully	Successfully login	Pass	06.04.2021
4.Login	Login with a invalid user name/email and password	Login failed	Login failed	Pass	06.04.2021
5.Post in activity	Post anything in activity	Successfully posted	Successfully posted	Pass	06.04.2021
6.Edit profile picture	Edit profile picture by uploading photo	Successfully uploaded	Successfully uploaded	Pass	06.04.2021
7.Edit cover picture	Edit cover picture by uploading photo	Successfully uploaded	Successfully uploaded	Pass	06.04.2021
8.Send message	Send messages to registered added friends	Send message successfully	Send message successfully	Pass	06.04.2021
9.Send message	Send messages to unregistered non added friends	Sending message unsuccessful	Message failed	Pass	06.04.2021
10.Create group	Create group with necessary information	Group creation successful	Group creation successful	Pass	06.04.2021

10.Create group	Create group with necessary information	Group creation successful	Group creation successful	Pass	06.04.2021
11.Post in group	Post anything in Group	Successfully posted	Successfully posted	Pass	06.04.2021
12.Check notification	Check all notification	Show all notification successfully	Show all notification successfully	Pass	06.04.2021
13.Add friends	Add registered account	Friend request sent successfully	Friend request sent successfully	Pass	06.04.2021
14.Invite friend in groups	Add friend	Invite friend in groups successfully	Invite friend in groups successfully	Pass	06.04.2021
15.Remove friends	Cancel friendship	Successfully removed	Successfully removed	Pass	06.04.2021
16.Open in browser	Tap to open in browser	Link open in browser	Successfully opened	Pass	06.04.2021

Chapter 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

We have effectively created a web based application named “Web based project - A social platform for readers”. “Web based project - A social platform for readers” can serve people who love reading and want to be in a community of like-minded people. I have been working on this project since 2020 to create this fruitful and the travel was not so simple. I have learned a part about different technologies and about the market of books and how things work. I have a plan to establish this web application as a startup and establish a company for the people and by the people who enjoy reading and writing.

6.2 Scope for Further Developments

As I have said within the past segment that I have an arrangement to set up this project as a start-up within the Bangladesh advert, I have to attempt and wrap up a bounty of works to create this venture as a standard for Bangladeshi individuals as this venture essentially centered on the Bangladesh showcase.

Some future development scopes for this projects are-

1. Developing an android application for mobile users.
2. Better interaction and UX for the users.
3. Better servers to take the access load and give a smooth experience to the users.

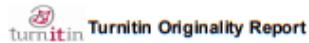
4. Developing more features for the users.
5. Making it more secure for the users.
6. Launch it as a start-up and gather requirements and feedback and try to solve the issues which will be created.

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Appendix

Name	Description
HTML	HyperText MarkUp Language.HTML is a standard language for creating any web pages or web based application.
CSS	Cascading Style Sheet.CSS is used for designing purposes of any web based application.
PHP	Hypertext preprocessor.PHP is server side scripting language.PHP used as a programming purpose.
Javascript	Javascript is a programming language.Mainly it is used for web development.
Bootstrap	Bootstrap is the foremost prevalent CSS System for creating responsive and mobile-first websites. Bootstrap 4 is the most current form of Bootstrap.



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