



National Conference on Advances in Engineering and Applied Science (NCAEAS)

29th January 2018

Organized by : Anjuman College of Engineering and Technology (ACET) Nagpur,
Maharashtra, India, In association with

International Journal of Scientific Research in Science and Technology



“HootFor – A Social Networking Application For Microblogging” submitted to International Journal for Science and Advance Research In Technology

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ABSTRACT

The social networking application is an online community designed to make your social life more active and stimulating. The social network can help you maintain existing relationships with people and share pictures and messages, and establish new ones by reaching out to people you've never met before. Majority of students believe that social media is used by advertisers than the educators and companies for the promotion of their products, followed by its usage by educators, professionals and students. Most of the respondents are aware about innovative way of teaching and expect the same. All the respondents believe that there should be change in the existing education system and more innovative methods like social media should be used for education purposes. The use of social media for making presentations was found to be the first priority among students then getting and making the assignment updates. The currently developed Edu comp method of teaching is one of the most popular among the students though other method like home schooling was on top priority. “Hootfor” is a Social Networking Application providing its users to construct a public or semi-public profile within a system. Its basic concept is to post micro-blog and get support from friends and hootfor users. There are many forms of social media, including blogs, micro-blogs, wikis, photo sharing sites, instant messaging, video-sharing sites, podcasts, widgets, virtual worlds, and many more.

Keywords: Micro-Blogging, hoots, ranks, socio-economic profile, online networking platform, interaction, people communication.

I. INTRODUCTION

The social networking application is an online community designed to make your social life more active and stimulating. The social network can help you maintain existing relationships with people and share pictures and messages, and establish new ones by reaching out to people you've never met before. There are many forms of social media, including

blogs, micro-blogs, wikis, photo-sharing sites, instant messaging, video-sharing's podcasts, widgets, virtual worlds, and many more. Since their introduction, social networks sites such as Myspace, Facebook, Cyworld and hi5 have attached millions of users, many of whom have integrated these sites into their daily practices. As of this writing there are hundreds of SNS, with various technological affordance, supporting a wide range of interest and

practices. While their key technological features are fairly consistent, the cultures that emerge around SNS are varied. Most sites support the maintenance of pre-existing social networks but others help strangers connect based on shared interest, political views or activities. Some sites cater to diverse audience, while others attract people based on common language or shared racial, religious or nationality based identities. Sites also vary in existent to which they incorporate new information and communication tool such as mobile connectivity, blogging, photos and videos sharing.

Social networking sites are not only for you to communicate or interact with other people globally but, this is also one effective way for business promotion. A lot of business minded people these days are now doing business online and use these social networking sites to response to customer queries. It isn't just a social media site used to socialize with your friends but also represent a huge pool of information from day to day living.

A social networking service is an online service, platforms or sites that focuses on facilitating the building of social networks and social relation among peoples who, for example, share interests, activities, background or real-life connections. A social network service consists of representation of each user, his/her social links, and a variety of additional services. Most social network services are web based. So to make it more user friendly we are creating an application that will serve all the feature of a social network website, including the facility to posts micro blogs and these blocks are ranked accordingly.

“Hootfor” is a Social Networking Application providing its users to construct a public or semi-public profile within a bounded system. Its basic

concept is to post micro-blog and get support from friends and hootfor users. The users will register themselves to the application to share their views, thoughts, opinions through micro blogging and other registered users will either support or not support according to their views. User can hoot-up to support the hoot, by clicking Hoot-up button or hoot-down, if not agreed with the particular hoot, by clicking Hootdown button. If He /She can also opt for “Mum”, if not completely agreed with the hoot.

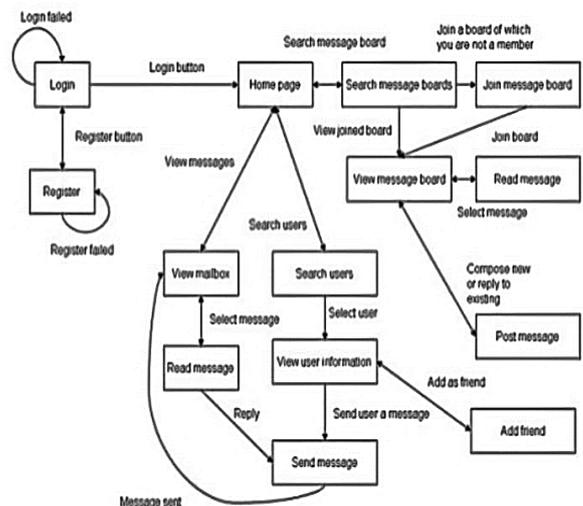


Figure 1. Flow of hoot for system

II. METHODS AND MATERIAL[Page Layout]

XAMPP SERVER:

XAMPP stands for Cross-Platform (X), Apache (A), MySQL (M), PHP (P) and Perl (P). It is a simple, lightweight Apache distribution that makes it extremely easy for developers to create a local web server for testing purposes. Everything you need to set up a web server – server application (Apache), database (MySQL), and scripting language (PHP) – is included in a simple extractable file. XAMPP is also cross-platform, which means it works equally well on Linux, Mac and Windows. Since most actual web server

deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server is extremely easy as well.

Xampp uses the following components:

1. Apache: Apache is the actual web server application that processes and delivers web content to a computer. Apache is the most popular web server online, powering nearly 54% of all websites.

2. MySQL: Every web application, howsoever simple or complicated, requires a database for storing collected data. MySQL, which is open source, is the world’s most popular database management system. It powers everything from hobbyist websites to professional platforms like WordPress. You can learn how to master PHP with this free MySQL database for beginnerscourse.

3. PHP: PHP stands for Hypertext Preprocessor. It is a server-side scripting language that powers some of the most popular websites in the world, including WordPress and Facebook. It is open source, relatively easy to learn, and works perfectly with MySQL, making it a popular choice for web developers.

4. Perl: Perl is a high-level, dynamic programming language used extensively in network programming, system admin, etc. Although less popular for web development purposes, Perl has a lot of niche applications.

JSON: JSON is a programming language. It stand for JavaScript Object Notation. It is textual, minimal and a subset of JavaScript. It is an

independent data and exchange format and it is an alternative to XML.

Android provide support to parse the json object and array. Android provide four different classes to manipulate Json data. There classes are JSONArray, JSONObject, JSONStringer and JSOtokenizer.

VOLLEY:It is a library that makes networking for android apps easier and most importantly, faster. It manages the processing and caching of network requests and it saves developers valuable time from writing the same network call/cache code again and again.

Android connect to php and mysql:

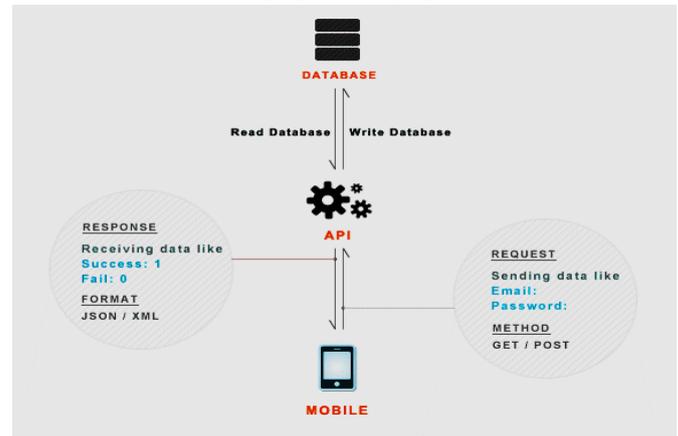


Figure 2. Android connect to php and mysql

To interact with MySQL database we need to build a REST API first. REST Api job is to get the request from client, interact with database and finally give the response back to client. So we’ll create a simple PHP, MySQLAPI first. Our API do’s below jobs.

- Accepts requests in GET/POST methods
- Interact with database by inserting / fetching data.
- Finally will give response back in JSON format

III. RESULTS AND DISCUSSION [Page Style]

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper system for online social networking. While making the system, an eye has been kept on making it as user-friendly. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs. As in case of any system development process where there are a number of short comings, there have been some shortcomings in the development of this system also. The proposed system will need three steps from every user. These steps are opening the application, filling the necessary credentials that is the user's email id and the password and then the user is directed to the home page of the website and is free to take full advantage of the facility. The challenge was not only to provide the news feed to the users but also to calculate the response of the user towards the post. The user can even do micro blogging and make new friends and can-do chatting with them.

IV. CONCLUSION

The rapid growth of mobile technology has generated a large number of mobile social networks in the last few years. There are a lot of advantages of having a mobile social network over having only web-based social networks. The value that the context awareness adds to the mobile social networks is very important. This also a big improvement in the services that the users can get, and also there is a good niche of business in the mobile advertisement. However, there are some important factors to take into account as the privacy and security of the users'

information and the correctness in the use of mobile social networks. If we compare the mobile social networks that were analysed in this paper, they all have different characteristics, ones need to have a software installed and this one provides more interaction with the context of the user but other are WWW social networks, that can be used in most of the actual cell phones. Who's That for example, needs to have software installed in the cell phone but the profile of the user can be retrieved from any social network. That is a great feature, because there is no need to have two profiles one for the desktop and one for the mobile environment. Mobile Facebook works also like that, but it does not have the ability to find users nearby as Who's that has. Hootfor is a light weight mobile social network that does not need any software, and it work only with SMS, but it does not use any of the cell phone context information. Hootfor needs software installed and only works with in network.

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