



ULAB
UNIVERSITY OF LIBERAL ARTS
BANGLADESH

App Develop: A Mobile Application for Software Developers Community

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App Develop: A Mobile Application for Software Developers Community

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A report submitted
in partial fulfillment of the requirements
for the degree of
Bachelor of Science in Computer Science and Engineering

UNIVERSITY OF LIBERAL ARTS BANGLADESH

Dhaka, Bangladesh

October 10th, 2021

AGREEMENT FORM

I take great pleasure in submitting my project report on “***App develop: A mobile Application for Software Developers Community***” is my own research without except as cited in the reference. This report is prepared as a requirement of the Single Project (CSE 499) which is a One-semester long course. This course involves multidisciplinary teams of students who build and test custom designed systems, components or engineering processes. The report and project have not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

Declared By:

Signature

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CERTIFICATE OF APPROVAL

The project report entitled “***App Develop: A Mobile Application for Software developers Community***” is submitted to the Department of Computer Science and Engineering at University of Liberal Arts Bangladesh (ULAB); 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 October 7th, 2021.

Dated: October 10th, 2021

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DEDICATION

I declare that this entire project and report titled “***App develop: A Mobile Application for Software Developers Community***” is solely the result of our own work and the experimental paintings is nearly totally our very own paintings, the collaborative contributions were indicated without a doubt and acknowledged. Due references were furnished on all helping literatures and resources. This report and project have not been submitted for any other degree or professional qualification.

ACKNOWLEDGEMENT

I would like to express my first and foremost gratitude to almighty Allah (S.W.-T) who gave us strength and patience to finish this work with proper dedication.

I would like to thank our department head Prof. **Dr. Syed Akhter Hossain** and my supervisor **Dr. Farhana Sarker** for approving my report. I am thankful to my supervisor **Dr. Farhana Sarker** for his caring help and direction. I am additionally grateful to **Dr. Farhana Sarker** for allowing me the chance to learn and get the genuine work involvement with such a magnificent workplace. My extraordinary gratitude to her, her commitment is profoundly respected and I am thankful for the time she provided for helping me to complete my targets.

Special thanks to my project supervisor **Dr. Farhan Sarker** all her patience, guidance and support during the execution of this project. Through her expert guidance, I was able to overcome all the obstacles that I encountered in these enduring three months of my project. In fact, She always gave me immense hope every time I consulted with her over problems relating to my project.

Finally, I thank to my beautiful guardians for their endless help.

ABSTRACT

In this project we tried to make a Social media app. We have looked at some other renowned social media apps like Facebook, Instagram, Twitter, Telegram, We chat, Line, Viber, Imo etc.

After this we have developed an android based application that works similarly to these above mentioned apps. In short, we are going to call out the project as “Software Developers Community”. Here users can upload images and can comment on post and can also love react if a user wills to do so.”. Here users can upload images and can comment on post and can also love react if a user wills to do so. Users can also chat in this app. We hope to create a platform where everyone can communicate with each other and interact with each other. Our main target is to create a platform for software developers where they can share their problems and get solution from other developers.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Simultaneously, over time, social networks have advanced and this evolution has saved tempo with the developing desires of corporations and their desires. Accordingly, social media programs are more and more more enormous in cutting-edge societies. INTERNET use and mobile access to information, social network, entertainment, services are and will be subject to rapid growth and create an essential source for so-called “social media analytics”, Which permit to display and examine user- generated content material for one-of-a-kind functions systematically. Given this prominence social media have reached in sorts fields, we pick out vital significance to sell the software of social media offerings for powerful PS in a one of a kind area in addition to a advantageous product improvement process.

1.2 Motivation

When I am discussing about building a project and I noticed that there are no social media apps available in our country which explicitly belongs to our country. I use other social media apps which is built in other country. So, I wanted to build or create a social media platform where people can communicate with each other and interact with each other. I also noticed that when I work on any project and get stuck on a particular section of the Project I am go to stack overflow.

In search of solution, I post the problem or browse through similar problems in search of a solution and I found that some time face some problems just to find a proper solution. My main target is to create a platform where the developers of country can help each other and get solutions to their problems. So, I decided to build this social media type problem solving application.

1.3 Objectives

Our technical objectives in case of developing this systems are listed below:-

- To make a Social media platform
- To communicate with each other
- To create a platform where software developers can share their programming related problem and get solutions
- Primary goals were to design and analysis the next generation of desktop applications.
- Coordinate development, implementation and maintenance through my-self.
- Learning design and development of desktop application.
- Improving my soft skills
- Learning how to set success metrics of product and develop the strategy to achieve it.
- Knowing different techniques of data collection and analysis to extract the market demand.

1.4 Expected Outcome

There are some expected output lists of the project:

- ✓ Can take pictures and upload them as posts.
- ✓ Can comment on post.
- ✓ Can give love react on the post.
- ✓ Can send messages and chat with each other on real time.
- ✓ Can review each photos that a user has uploaded.
- ✓ An app which will be user friendly.

1.5 Project Management and Finance

In the past, Project managers might assume that the majority of team members are together, that project management software is on a desktop workstation, and that status reports can be provided. Today it's far possibly that as a minimum one crew member could be bodily or temporally separated from the crew, sponsors will anticipate to have real-time get right of entry to to assignment data, and managers will need the cap potential to view their initiatives as a portfolio of efforts. These adjustments have modified the necessities for statistics structures that guide venture managers and multiplied the significance of sturdy conversation capabilities in venture managers.

By using our application people can communicate with each other they can also stay connected with each other. Not only this, but it will also help to change the way people live. It creates consciousness and enables humans to find out numerous improvements that assist them beautify their personal lives. But our main target is creating a platform where people who are developers like us can share theirs problems and get solutions.

Finance Cost Analysis: The development period of A mobile Application for Software Developers community is in 3 months. The cost of this project consists of few different categories such as hardware cost, software cost, development cost, maintenance cost and Addition and marketing cost.

Cost Type	Description	Cost
Hardware cost	1Router 1PC 1Mobile	Tk.1600/=
Software cost	Domain: Tk.1,500/=(1year) VPS hosting: Per month: Tk.1,600/=	Tk.8,100/=
Developer cost	Development period: 3months Total: Tk.5,600/=	
	Ethereum: Tk.1,000/=	
	Senior Developer (1): Per week-40hours; Per Month-Tk.30,000/=	Tk.90,000/=
	Development period: 3months Total: Tk.90,000/=	
	Junior Developer (2): Per week-40hours; Per Month-Tk.30,000/=	Tk.1,20,000/=
	Development period: 3months Each person: 60,000/=	
	Total: Tk.1,20,000/=	
Maintain Cost	Monthly maintenance: Tk.4,000/=	
	Monthly internet bill: Tk.1,000/=	Tk.20,000/=
	Total: Tk.4,000/=	
Addition and marketing cost	Damage repair: Tk.8,000/=	Tk.10,000/=
	Marketing: Tk.2,000/=	
	Total	3,39,700/=

In total the cost for this project is Tk. 3,39,700/=.

1.5 Report Layout

- Project background
- Related works
- Comparative Analysis
- Challenges
- Requirement Collection and Analysis
- Diagram Modeling and Description
- Design requirement
- Front-End Design
- Back-End Design
- Implementation Requirements
- Testing
- Impact on society, Environment & Sustainability
- Future outcome
- Gantt Chart

CHAPTER 2

BACKGROUND

2.1 TERMINOLOGIES:

- CSE=Computer Science and Engineering
- ULAB=University of Liberal Arts Bangladesh
- SMEs=Small and Medium-sized Enterprises
- MVP=Minimum Viable Product
- DFD=Data Flow Diagram
- ERD=Entity Relationship Diagram

2.2 Related Works

I have studied and thoroughly observed some of the social media apps that are currently available in the market and worldwide renowned apps. Like I have studied Facebook, Instagram, Telegram, Reddit, Twitter, WhatsApp, Imo, Line, We chat, Viber works. They all work in a similar fashion. The main themes of these apps are to create users let them posts some thing or share their posts or send messages and calls these are the main theme of these apps. My main goal is to create an app where people can posts and they can also comment and where developers can also share their technical problem and get a solution.

2.3 Comparative Analysis

Feature List	Myspace	Facebook	Tumblr	Snapchat	Linkedin	Buffer	Next door	Classmate	Yubo	My App
1.Messing	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
2.Photos	Yes	Yes	Yes	Yes	Yes	No	No	No	No	Yes
3.Videos	Yes	Yes	Yes	Yes	Yes	No	No	No	No	No
4.Comments	No	Yes	No	No	Yes	No	No	No	Yes	Yes
5.Development solution	No	No	No	No	No	No	No	No	No	Yes
6.Searching	No	Yes	No	No	Yes	No	No	No	No	Yes
7.In App game	No	Yes	No	No	No	No	No	No	No	No
8.Music	Yes	No	No	No	No	No	No	No	No	No
9.Share	No	Yes	No	Yes	Yes	No	No	No	No	Yes
10.React	No	Yes	No	No	Yes	No	No	No	No	Yes
11.Add post	No	Yes	No	No	Yes	No	No	No	No	Yes

2.4 Scope of the Problem

This report is basically made for academic reason and to fulfill the requirements of the Department of Computer Science and Engineering (CSE) at University of Liberal Arts Bangladesh (ULAB). This report has focused on Desktop and Mobile application section, and their challenges and limitations. Also, the report is more focused on my analytical improvement and web development progress.

2.5 Challenges

As a new developer this complete project was an interesting task for me. The motive is I had small time to study around the technology and the framework that I would be by means of. Moreover, I had the accountability to brand the app develop better and more responsive than other App Develop.

- ❖ The first obligation from the Faculty was that the app develop should have to be sooner in loading time and in second condition they told me to develop the app with the newest technology which was a big stimulating task.
- ❖ The app develop should have to be more receptive and lively, which means it cannot lose it's beauty when user will browse it in mobile and tablet in it's place of computer.

CHAPTER 3

Requirement Specification

3.1 Business Process Modeling

I already define cost analysis, I have to define a business model. But depending on the destination of the product and its address, the business model will change. To begin with, I must identify myself as a manufacture, distributor, or retailer of a app service or content. How groups behave toward their clients. This makes enterprise tactics a part of the “operationalization” of organizational approach. If the purpose is to enhance profitability, then a probable approach is to provide excessive margin, low quantity merchandise which in flip can have more customer “contact points” withinside the process. Conversely, leaders of a low margin, excessive quantity enterprise will need to transport customer interactions farfar from highly-priced channels. In each cases, social media can play an vital function in how the enterprise interacts with its clients and in shaping perceptions.

3.2 Requirement Collection and Analysis

There are some phases in the agile Waterfall process and how are working on these steps are given below:

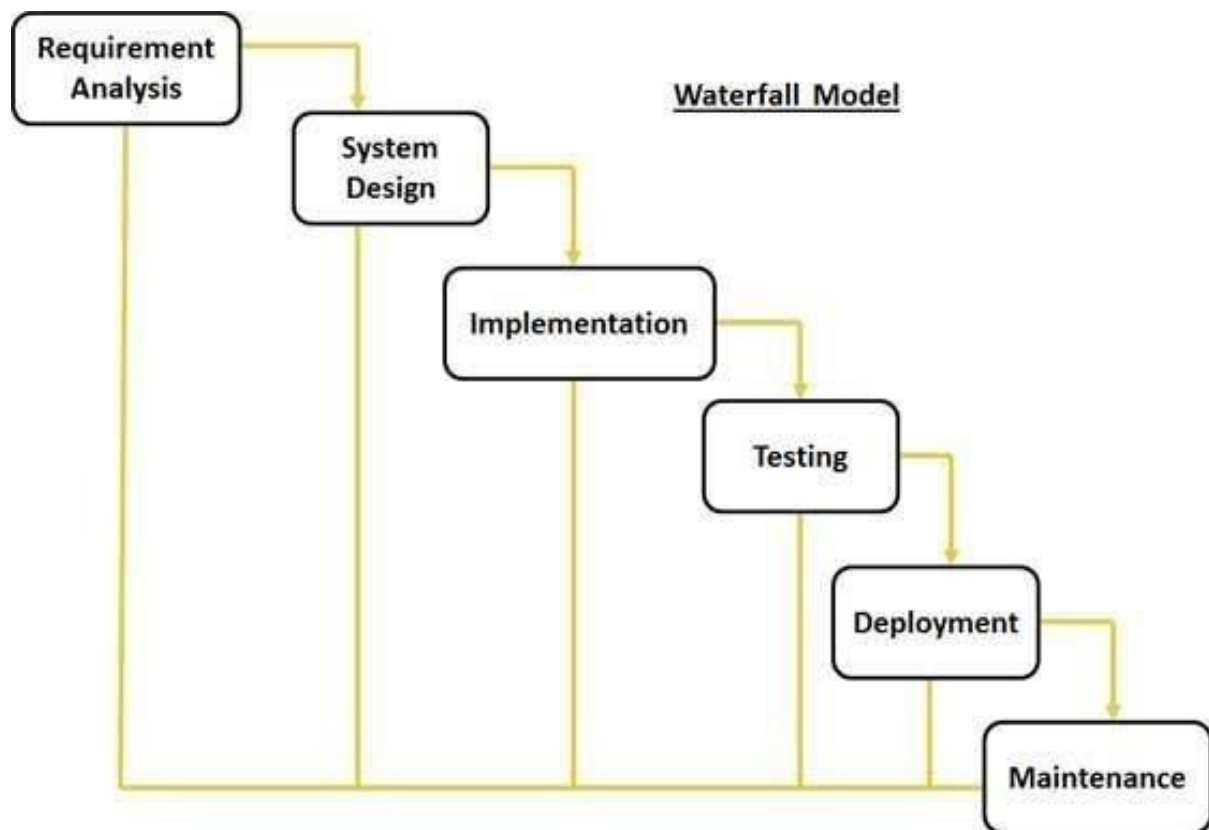


Figure 3.2.1: Waterfall Model Iteration Process Flow

- i. Requirement Analysis: In this phase ensures that the project requirements help the end-user of the system. I want Only registered user should be able to access log in page and application services to one user. They follow and identify the problems of the development solution and read journals to solve the problem.
- ii. System Designing: In this phase where I defined the overall system architecture. Design system architecture such as activity diagrams for all participants, whole process activity diagram, use case diagram, data flow diagram, class diagram, entity relationship diagram.
- iii. Implementation: Software development turns my project's requirements and prototypes into working code. It's the earliest segment in that you begin to see some thing that resembles the very last product. I developed a android application with every possible feature at this phase.
- iv. Software Testing: In this software testing phase, put the code through its paces. Check for:
 - Code quality
 - That code meets the stated requirements
 - Unit testing
 - That code is performant
 - Evidence of secure development principals
 - And checked how my service will work with many order requests at a time

The output of software program checking out is a higher answer that meets aspect instances and person needs. Developers can't code for each eventuality; the sparkling angle that checking out brings can help.

- v. Deployment of system: After the purposeful and non-purposeful trying out is done; the product is deployed withinside the patron surroundings or launched into the market.
- vi. Maintenance: There are a few troubles which arise withinside the purchaser environment. To repair the ones troubles, patches are released. Also, to decorate the product a few higher variations are released. Maintenance is executed to supply those modifications withinside the patron environment.

3.3 Diagram Modeling and Description

To develop any project lots of tools are required. There were lots of tools required for implementing this project. This section shows the list of software tools i used to develop my project:

3.3.1 Data Flow Diagram (DFD):

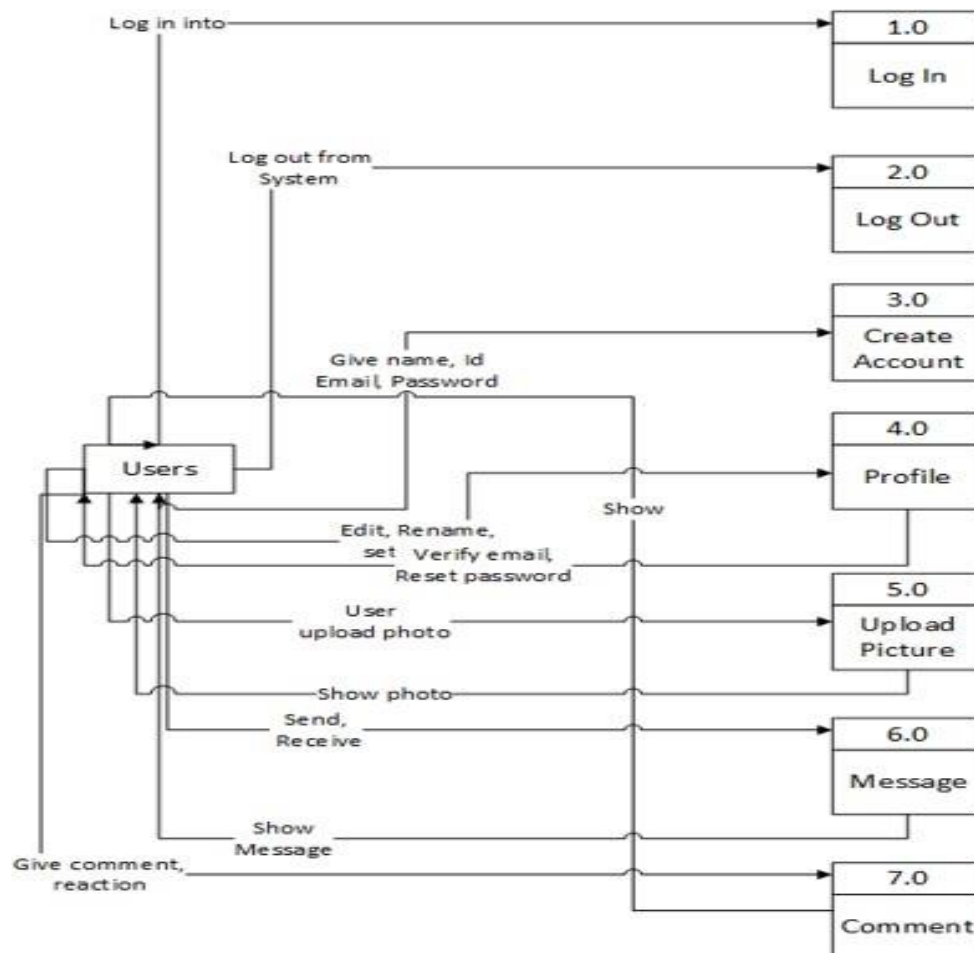


Figure 3.3.1: Data Flow Diagram

A data flow diagram (DFD) is a visual representation of the information flow through a process or system. DFDs help us in better understanding the manner or device operation to find out capacity problems, enhance efficiency, and expand higher processes. In this diagram I have shown

that, seven processes and twelve data stores or databases are there connected with the one users of the system. How the system functionally works, those have been discussed in previous section. So here is given some description about the processes:

- i. Log In: This is the flow chart of Software Developers Community log in. This is the entry point of the application. Here user will first launch the app then at first user can take two action either he/she can log in or create a new account.
- ii. Create New Account: Now if a user does not have any account they can create a new account by clicking the create account button then they can create a new account and then complete the log in process. After that they can enter the Home Screen page.
- iii. Forgot Password: If the user forgets his/her password of the account then can press the forget password button and then they can reset the password via entering their respected email which was given in their account. Then a verification code will be sent with that they can reset their password by typing new password and re-typing the new password. After that they can complete their log in process.
- iv. Home Screen: From the Home screen user can go to any of the above section if he or she wants to do so. User can go to Camera, Add post, Search, Notification, Message or Profile page.
- v. Camera and Search: Here user can press the camera button and then can take picture with various effects and save them. User can also press the search option then a search screen will open and they can search posts or user accounts from the search screen.
- vi. Notification and Message: Here if the user presses the notification button it will take them to the notification screen where they can see who has love reacted or commented on the post.
In the message section user can send messages and create group chat where they can chat in group they can also receive message from other users. Users can also delete conversation.
- vii. Add Post: Here user can click the add floating action which is used to add a post. User can also then select a photo either from gallery or camera then they can write something in their post. Then they can upload the post.

- viii. Profile and Log out: Here user can click in the profile button then they can review their profile screen. Then they can also edit their profile information. In the profile screen there is a menu button by clicking That they can log out from the app.

3.3.2 Use Case Diagram:

This section shows the use case diagram. The level 1 use case diagram of my project is given below:

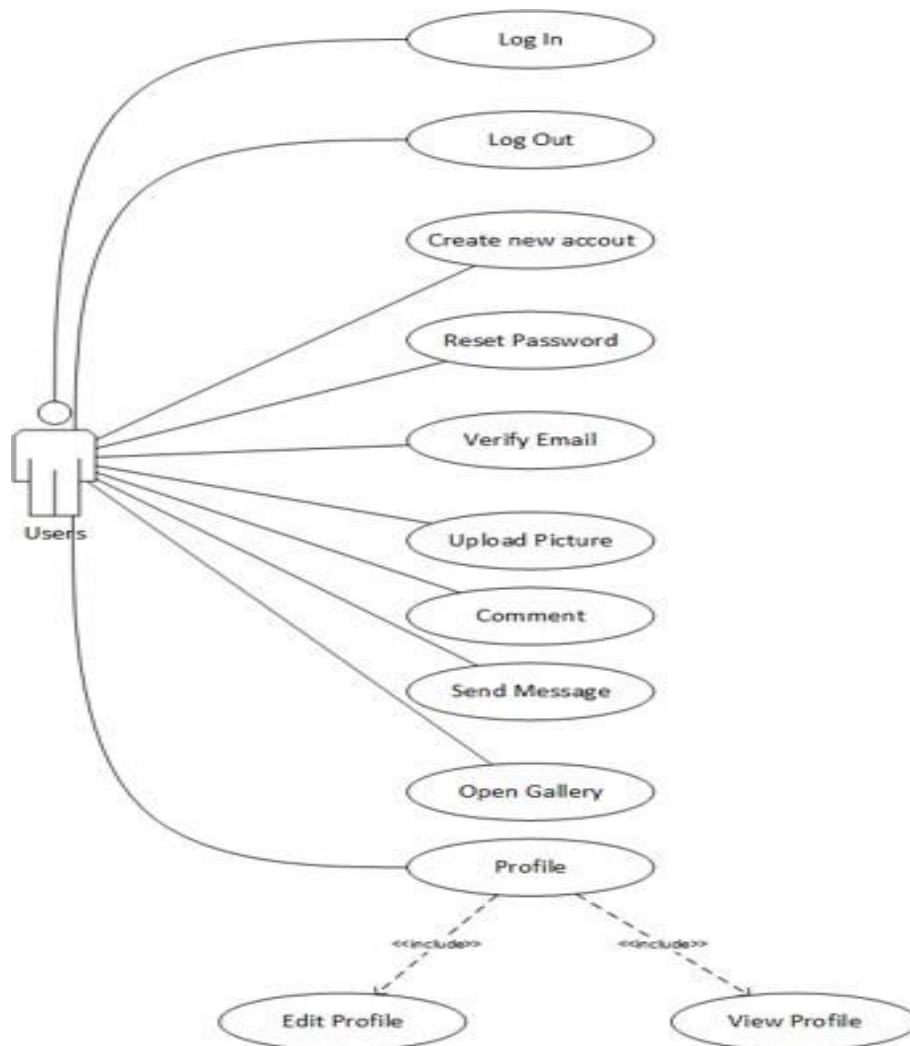


Figure 3.3.2: Use Case Diagram

A **use case diagram** is a graphical representation of how a user could interact with a technology. In this Figure, shows the core functionalities of my system. In App develop, I have one types of users. Then can do registration and all participants can login and explore the develop information. But others functionalities work separately for each of them. Adding create new account information, adding secret things to app, creating reset password; then verify email are only for the App. Here user is the front-end actor and admin is the back-end actor. User can sign up, login, log out, reset password, verify email, upload picture, comment, send message, open gallery and lastly, profile are included relationship edit profile & view profile.

3.3.3 Activity Diagram:

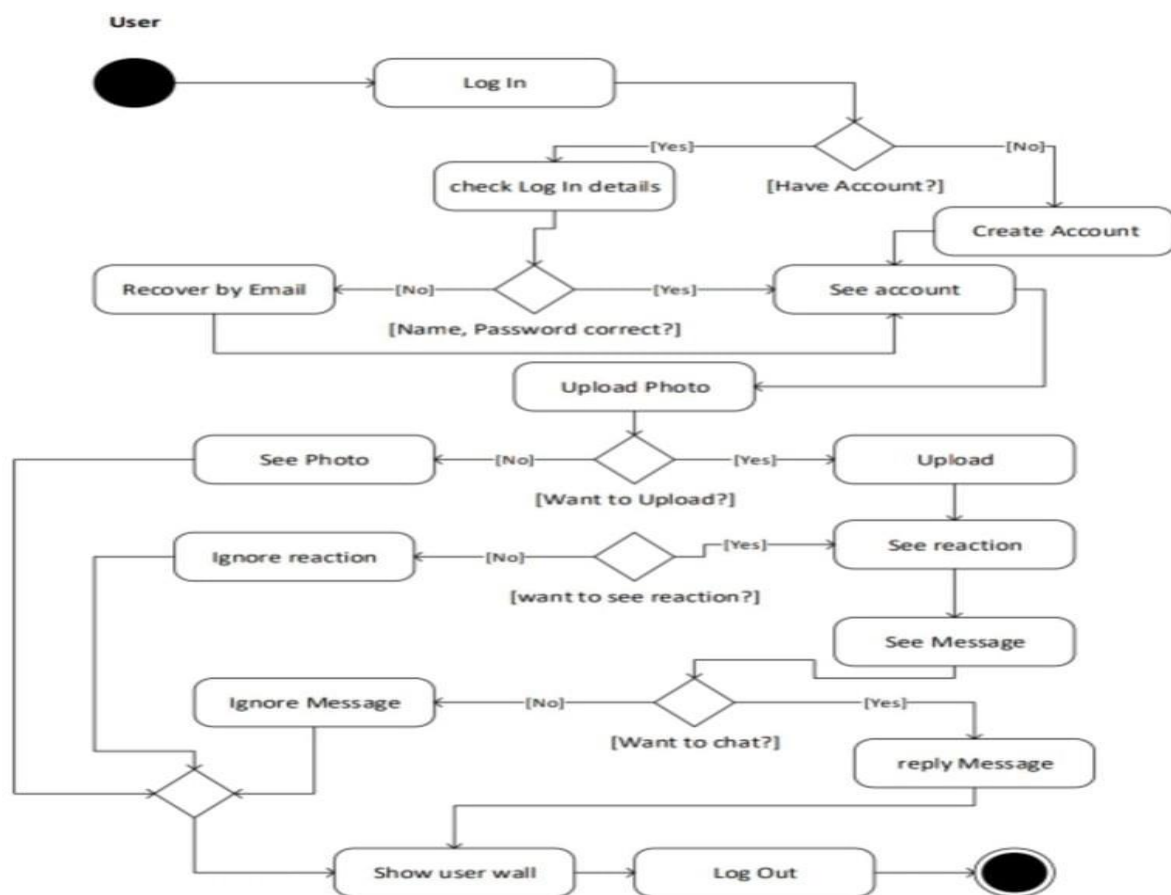


Figure 3.3.3: Project Activity Diagram

These, **Activity diagrams** shows how users are interact with the system according to their role. It also shows which user will do which operation. In these, one diagrams I showed how the processes of users are related to each other. These diagrams show how each process acts logically according to the user's input. This activity diagram also shows where validation is needed and were not. Many checking processes situated in the system. For example, if the received by the user or not, user have valid information or not. This gives an idea of where the security concerns of this system are. The diagram also shows that, to access one activity to the next, user must complete their previous activity. So, some activities are not independent.

3.3.4 Class Diagram:

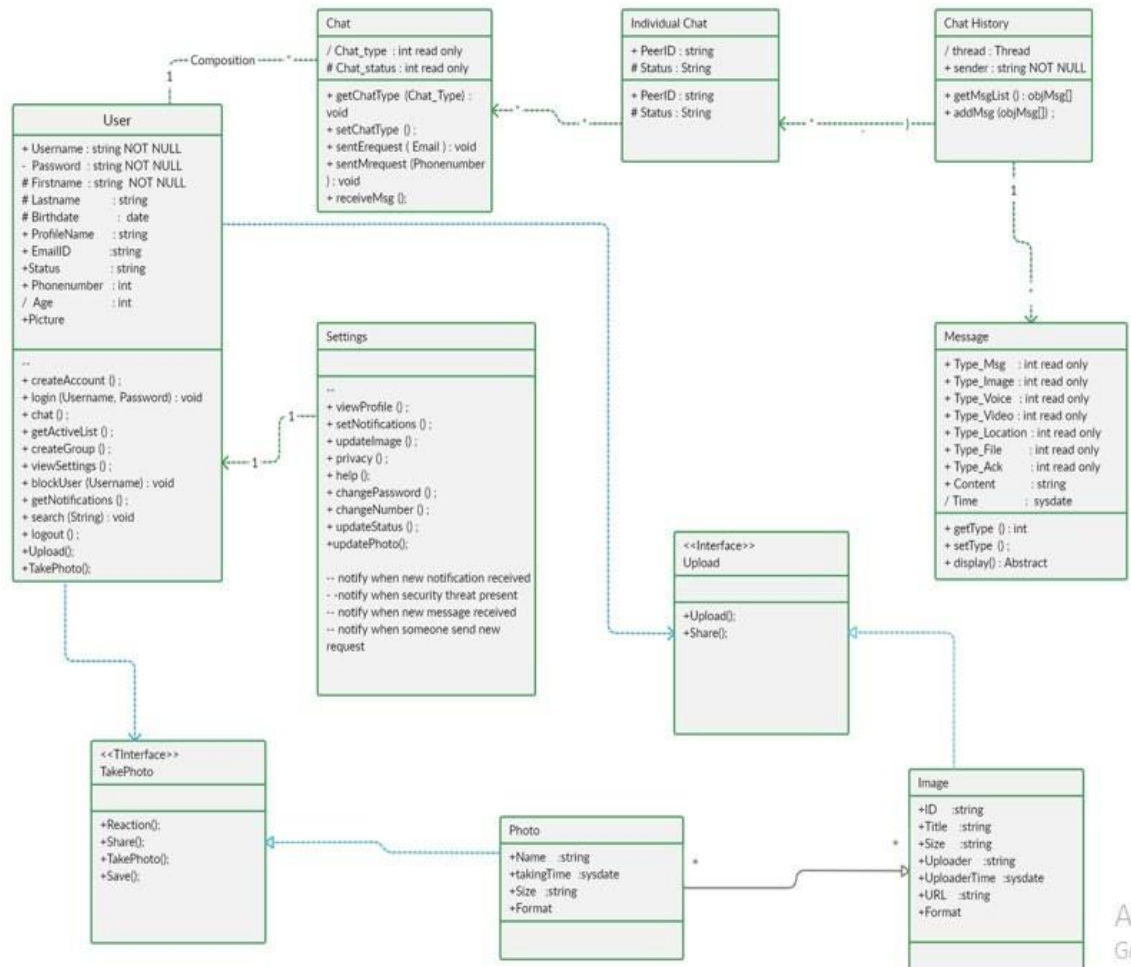


Figure 3.3.4: Project Class Diagram

3.4.5 Entity Relationship Diagram (ERD):

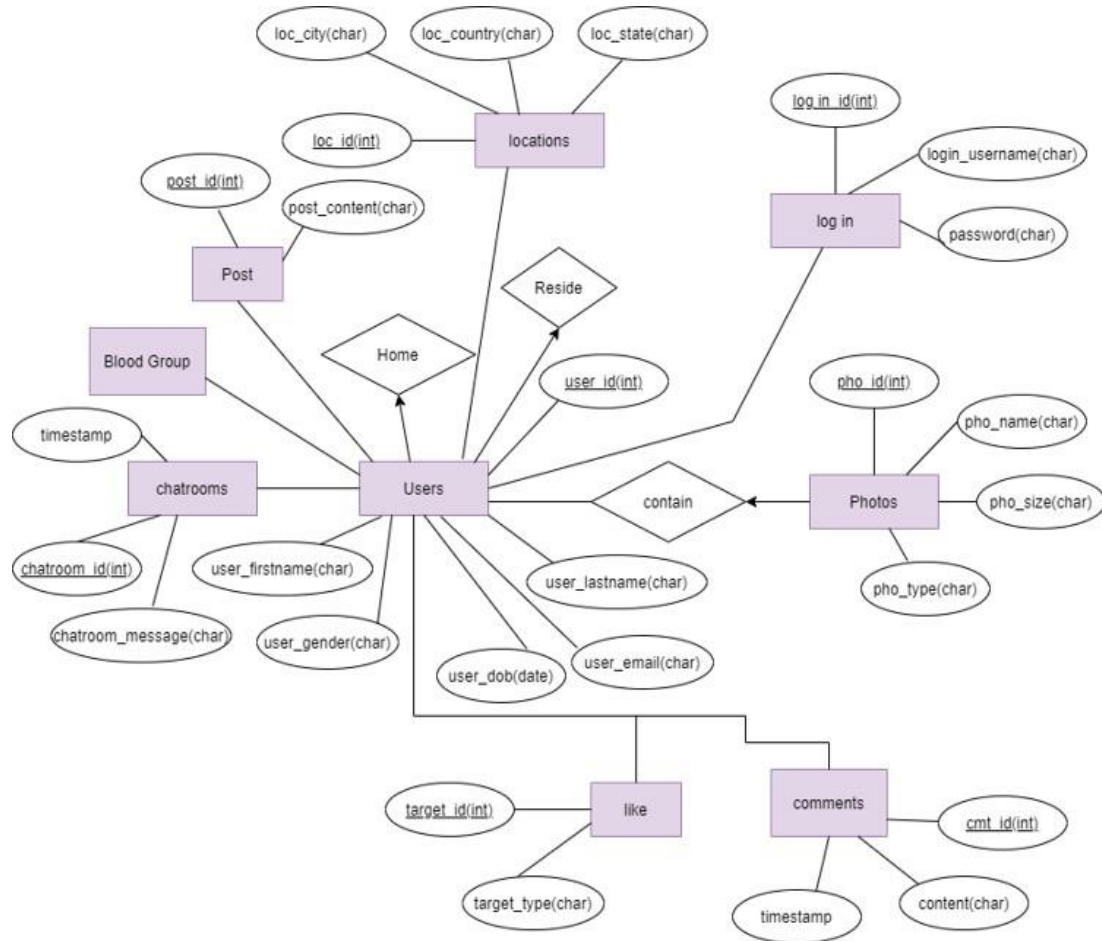


Figure 3.4.2: Project ER Diagram

An Entity relationship diagram (ERD) displays the relationships between the entity sets that have been saved in a database. In this sense, an entity is a data component. ER diagrams exemplify the logical structure of database. In my database, I have eight entities. Each entity is connected with employee entity. The details of users is store into the users table respective. Each entity (posts, photos, user, log in, log out, like, comment, chatroom, location) contains primary key. Each activity (Home, Reside, contain) condition. The entity posts, photos has binded with user entities with foreign key. There is one-to-one and one-to-many relationships available between photos, shares, videos, users. All the entities users, photos, posts, videos are normalized and reduce duplicay of records.

3.5 Design Requirement

Software Developers Community

❖ Hardware Requirements:

- Device: Mobile
 - Camera, LED flash light
 - 256 MB RAM (recommended)
 - Minimum 15MB free hard drive space

❖ Software Requirements:

- Platform Version: Android 11 to 5
- API Level: 30 to 21
- Version Code: R to low
- Operating System: Android

❖ Software Requirements:

For Mobile:

- Operating System: Android
- Any internet browsing software

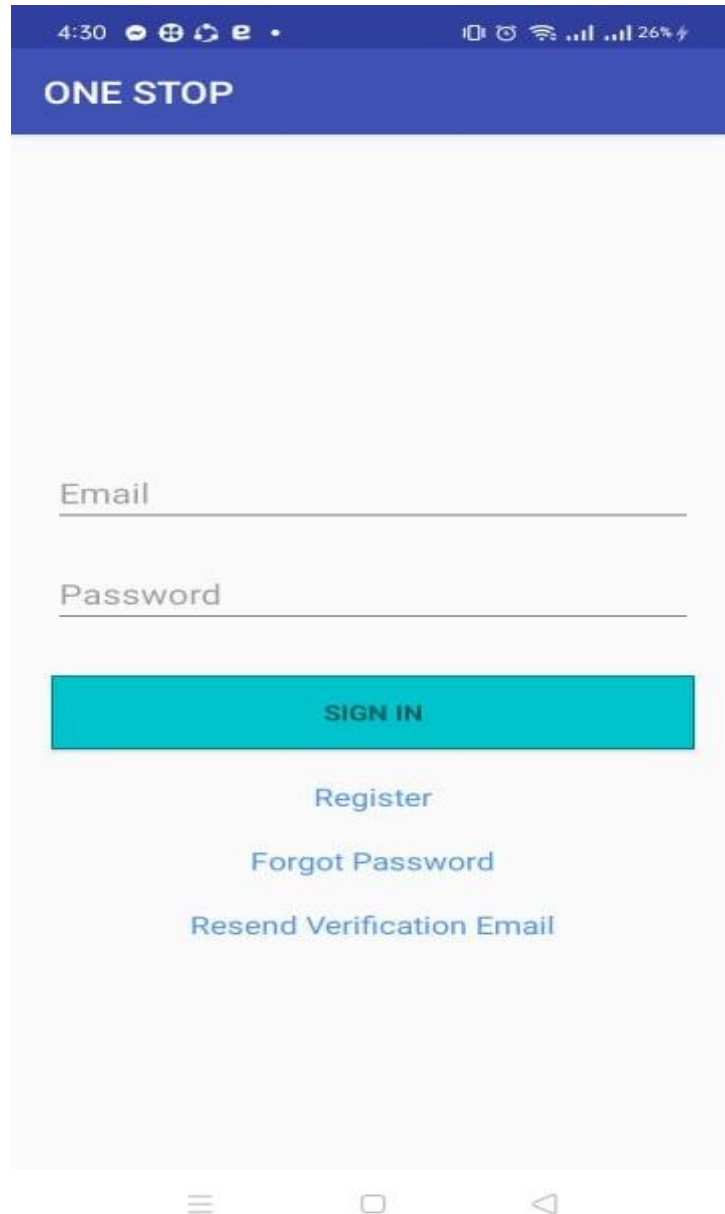
Conditions for running the app:

- ❖ At first, any one mobile setting active this Function
- ❖ USB debugging: Debugging mode launches when USB is connected and
- ❖ Build number: R16NW.C9000ZHU1CSC1
- ❖ Or, PC connect to be active app-debug.apk

CHARTER 4

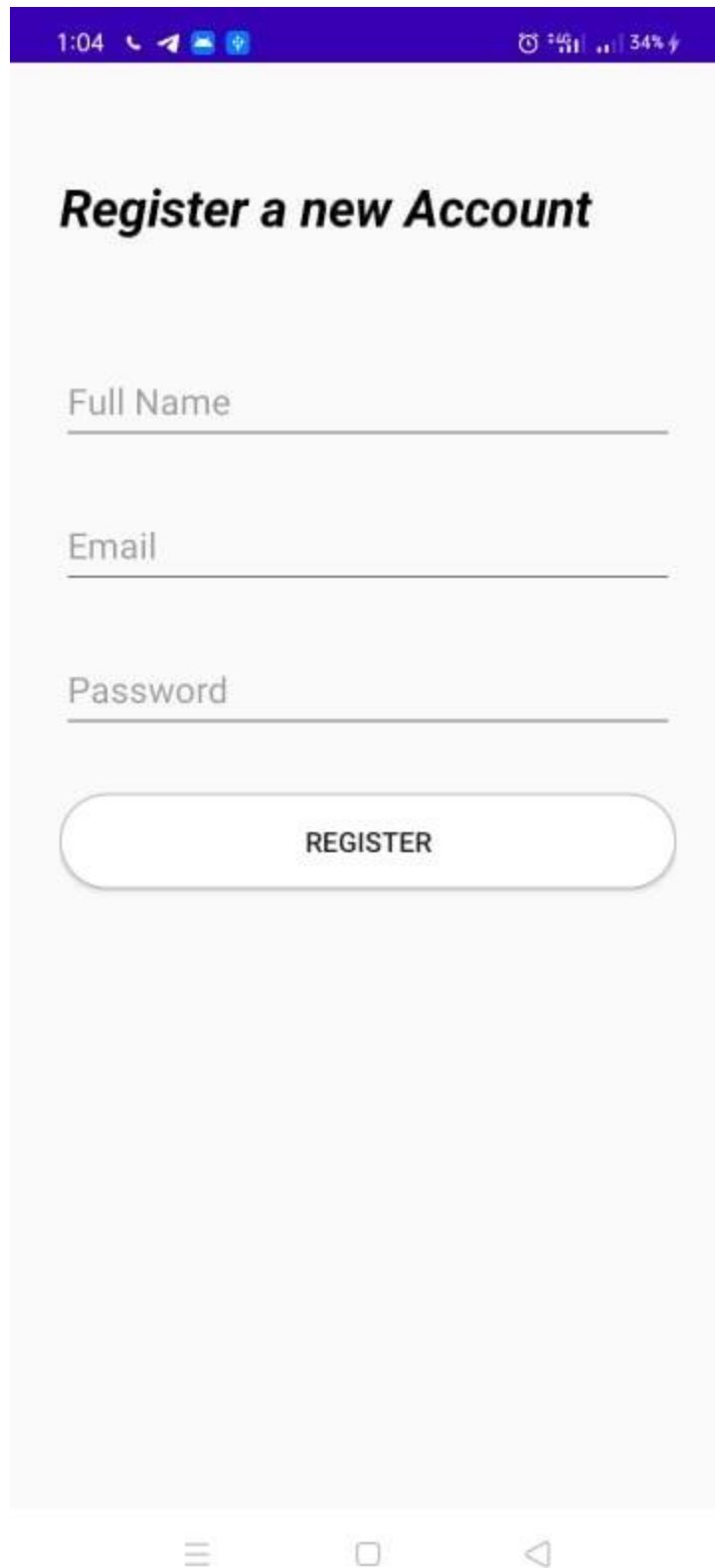
Design Specification

4.1 Front-End Design



The image shows a mobile application interface for a login page. At the top, there is a dark blue header bar with the text "ONE STOP" in white. Below the header, the background is a light gray. The login form consists of two input fields: "Email" and "Password", each with a thin gray underline. Below these fields is a prominent red rectangular button with the text "SIGN IN" in white. Underneath the button are four links, each on a new line: "Register", "Forgot Password", and "Resend Verification Email". At the very bottom of the screen, there is a white bar containing three standard Android navigation icons: a hamburger menu, a home button, and a back arrow.

Figure 4.1.1: Log in Page (One Stop App develop)

A mobile application registration screen with a purple status bar at the top showing the time 1:04, signal strength, and 34% battery. The main title is "Register a new Account" in bold black text. Below the title are three input fields labeled "Full Name", "Email", and "Password". At the bottom is a white rounded rectangular button with the text "REGISTER" in black. The screen is framed by a light gray border, and the bottom of the image shows the standard Android navigation bar with back, home, and recent apps icons.

1:04 34%

Register a new Account

Full Name

Email

Password

REGISTER

Figure 4.1.2: Registration/Create new account page (One Stop App develop)

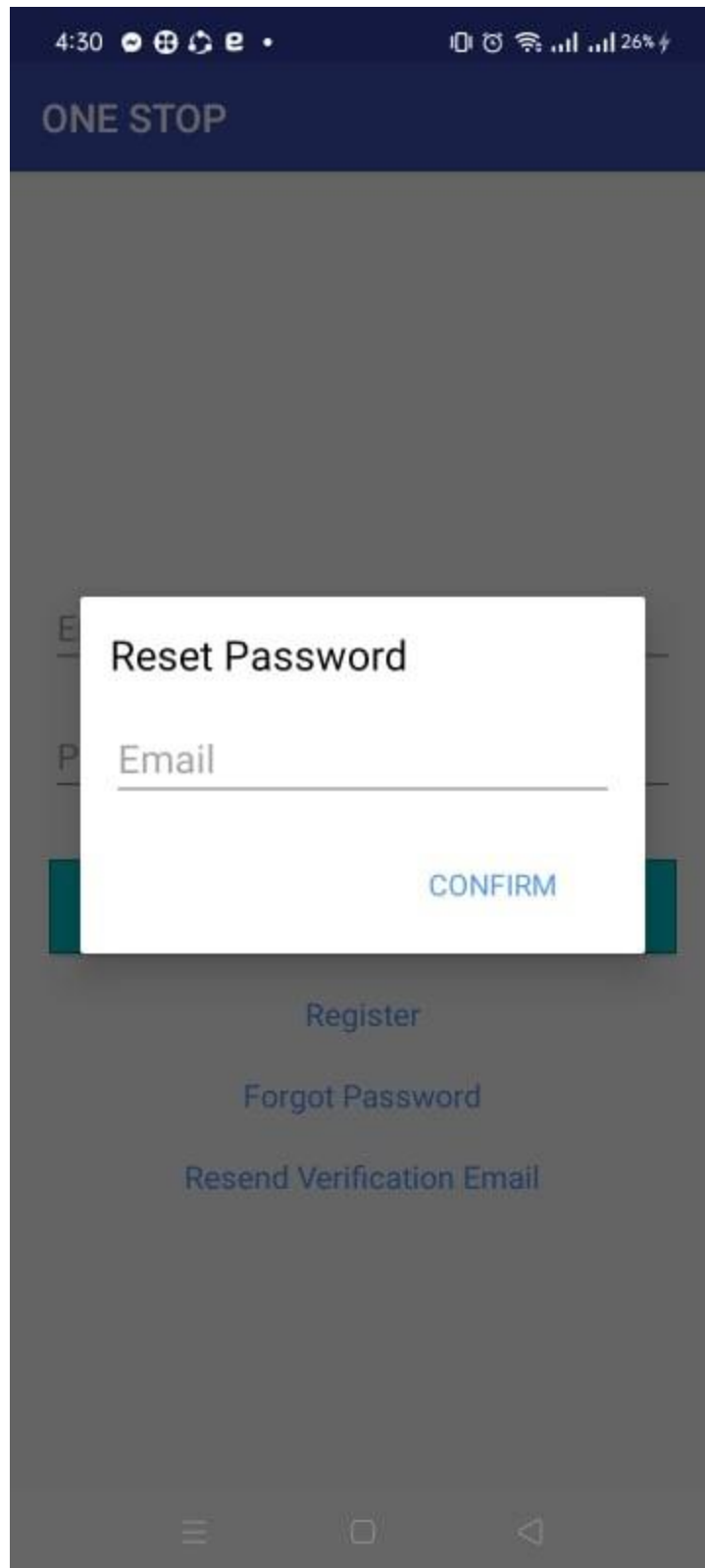


Figure 4.1.3: Reset Password Page (One Stop App)

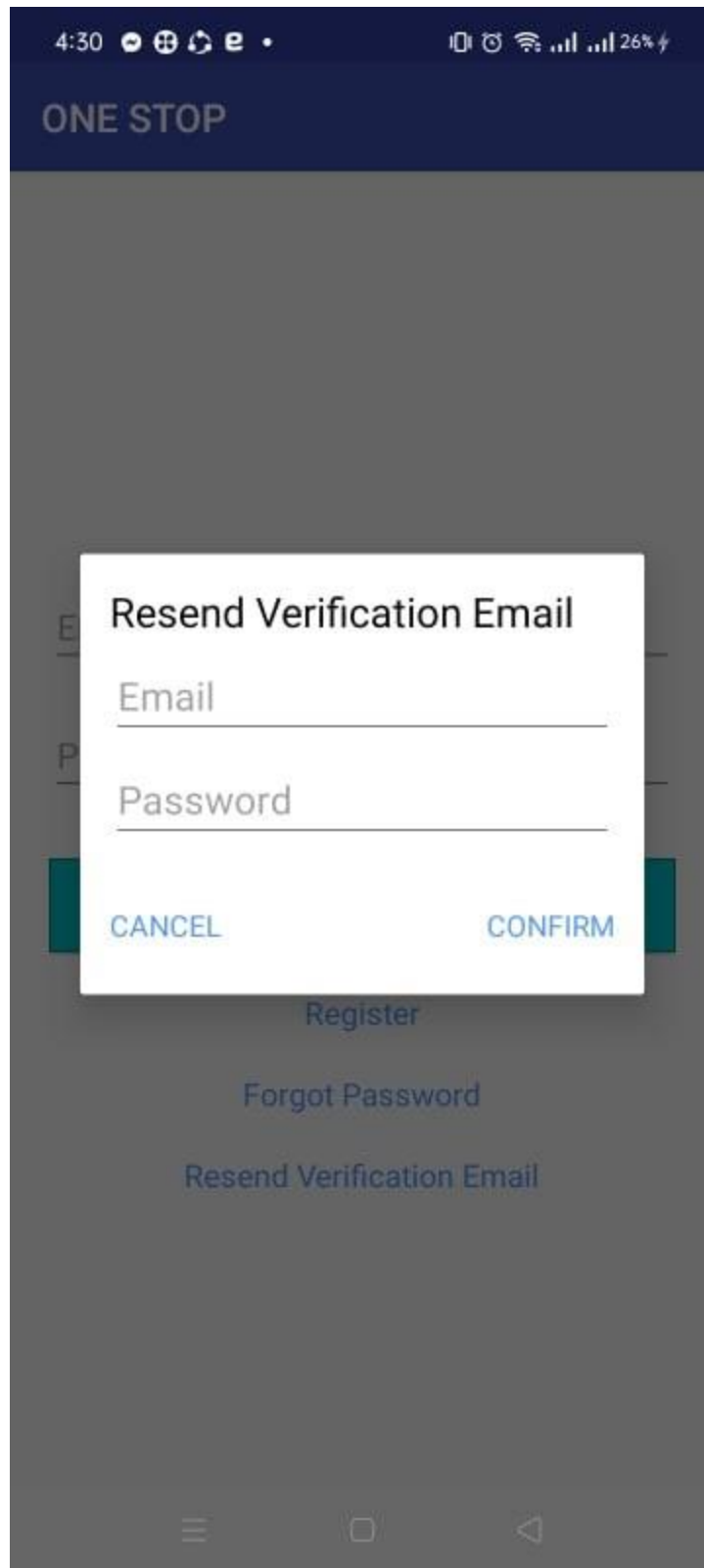


Figure 4.1.4: Verification page



Figure 4.1.5: Home Screen Page (One Stop App)

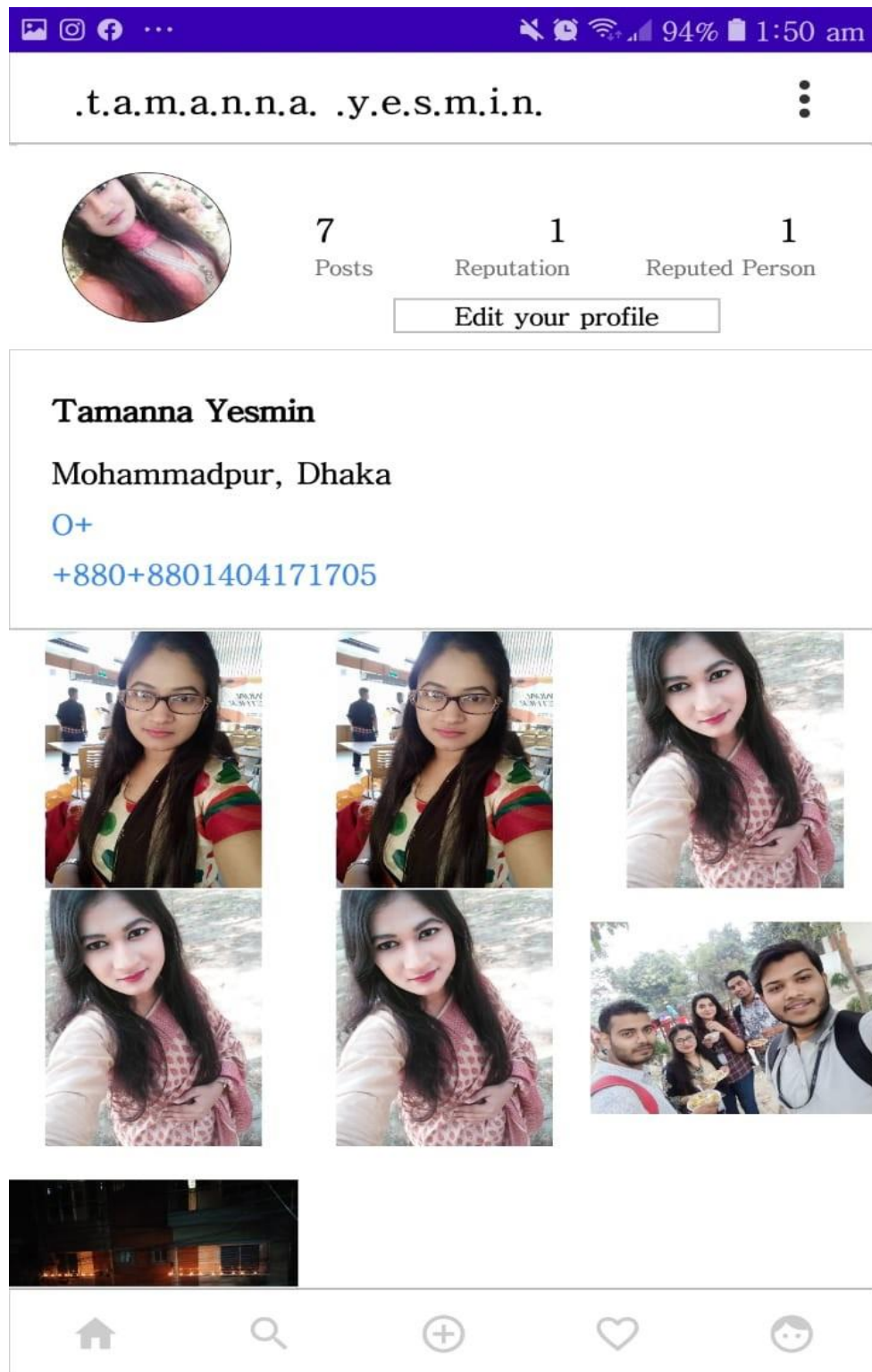


Figure 4.1.6: My Profile Page (One Stop App)

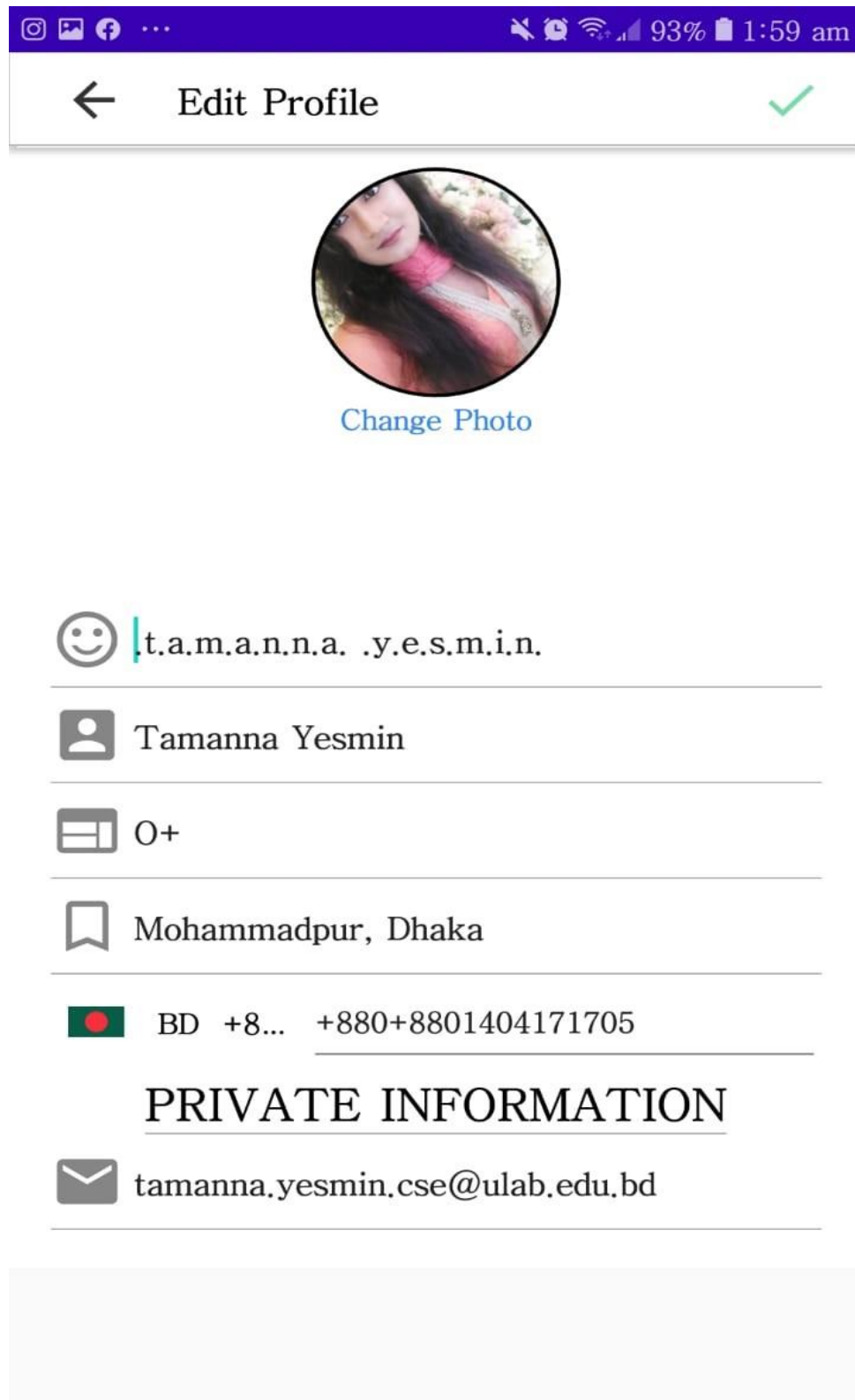


Figure 4.1.7: Edit Profile Page

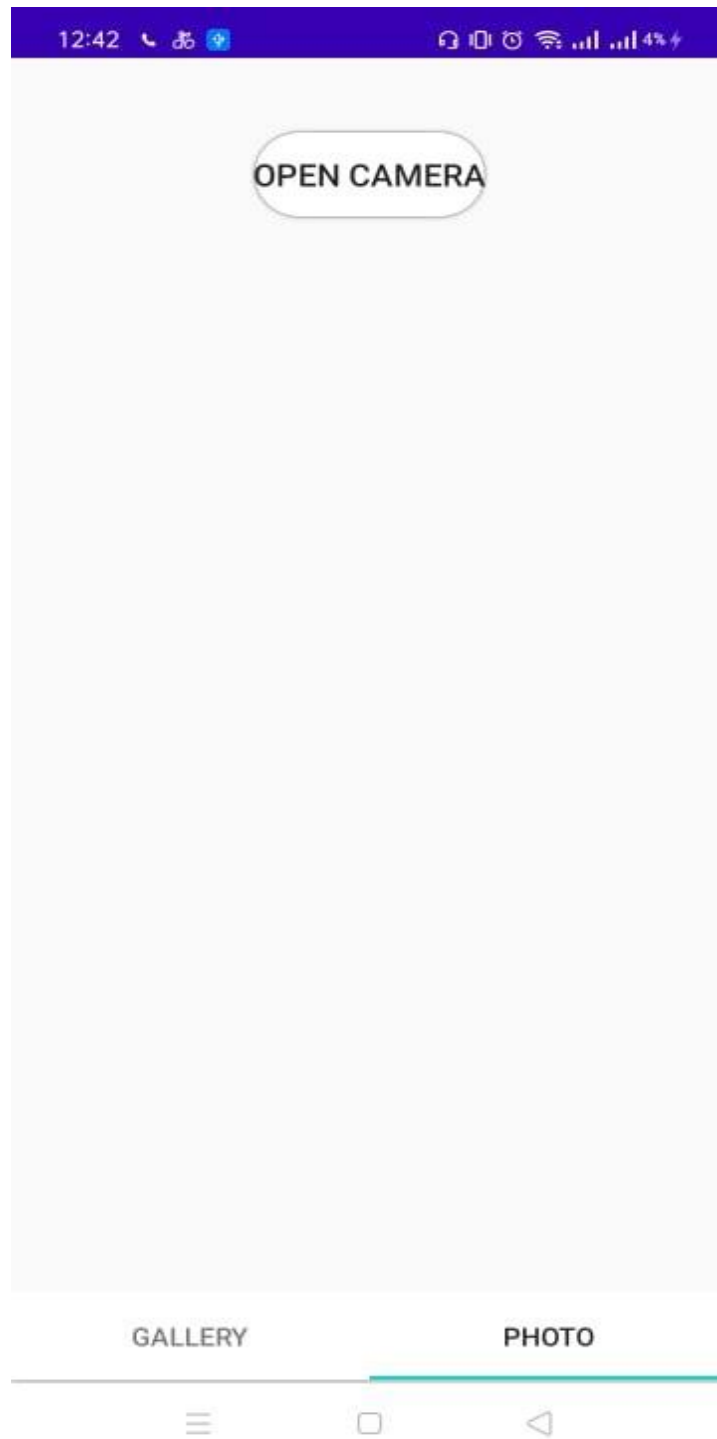


Figure: 4.1.8: Add post picture select

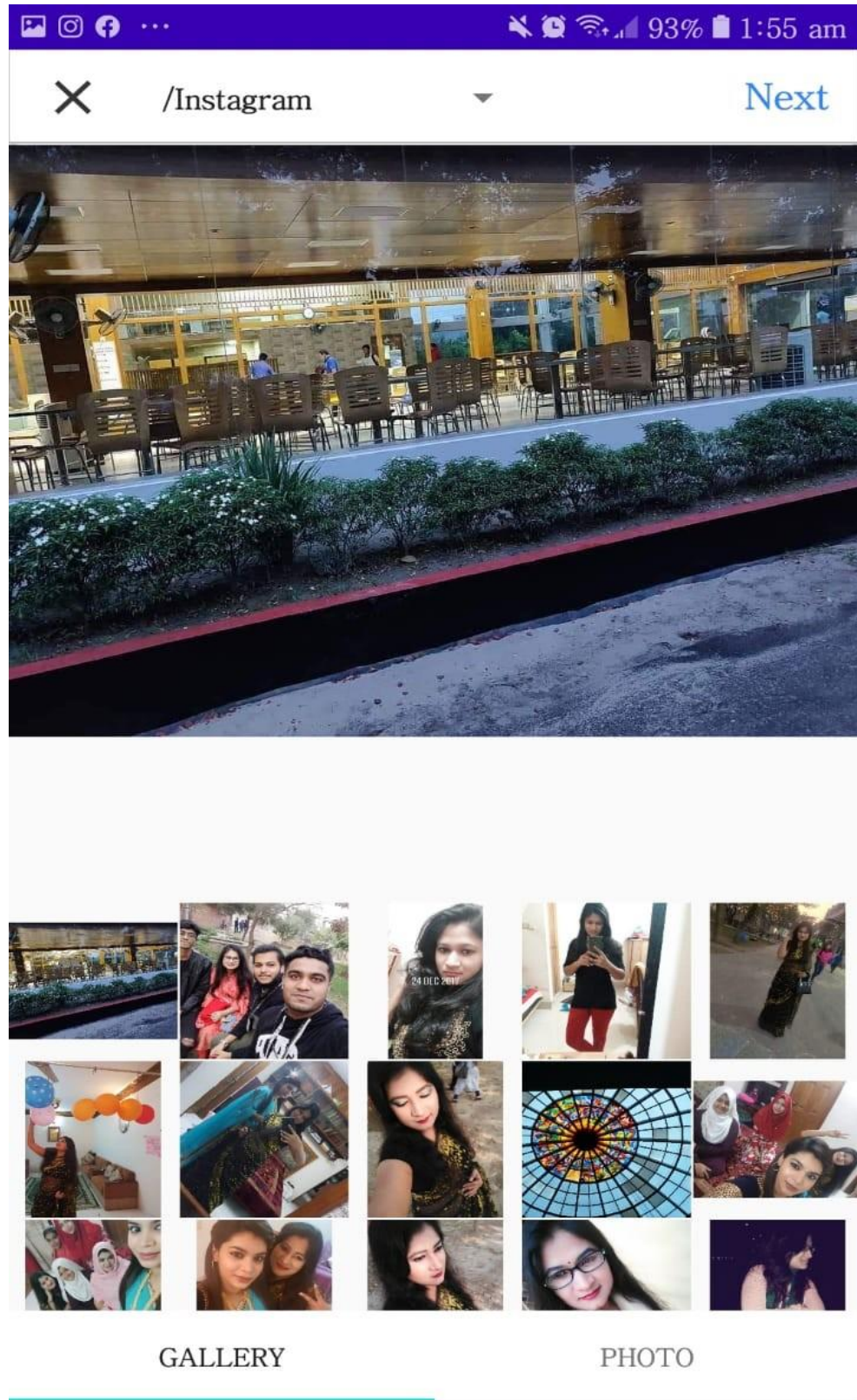


Figure 4.1.9: Select picture from gallery

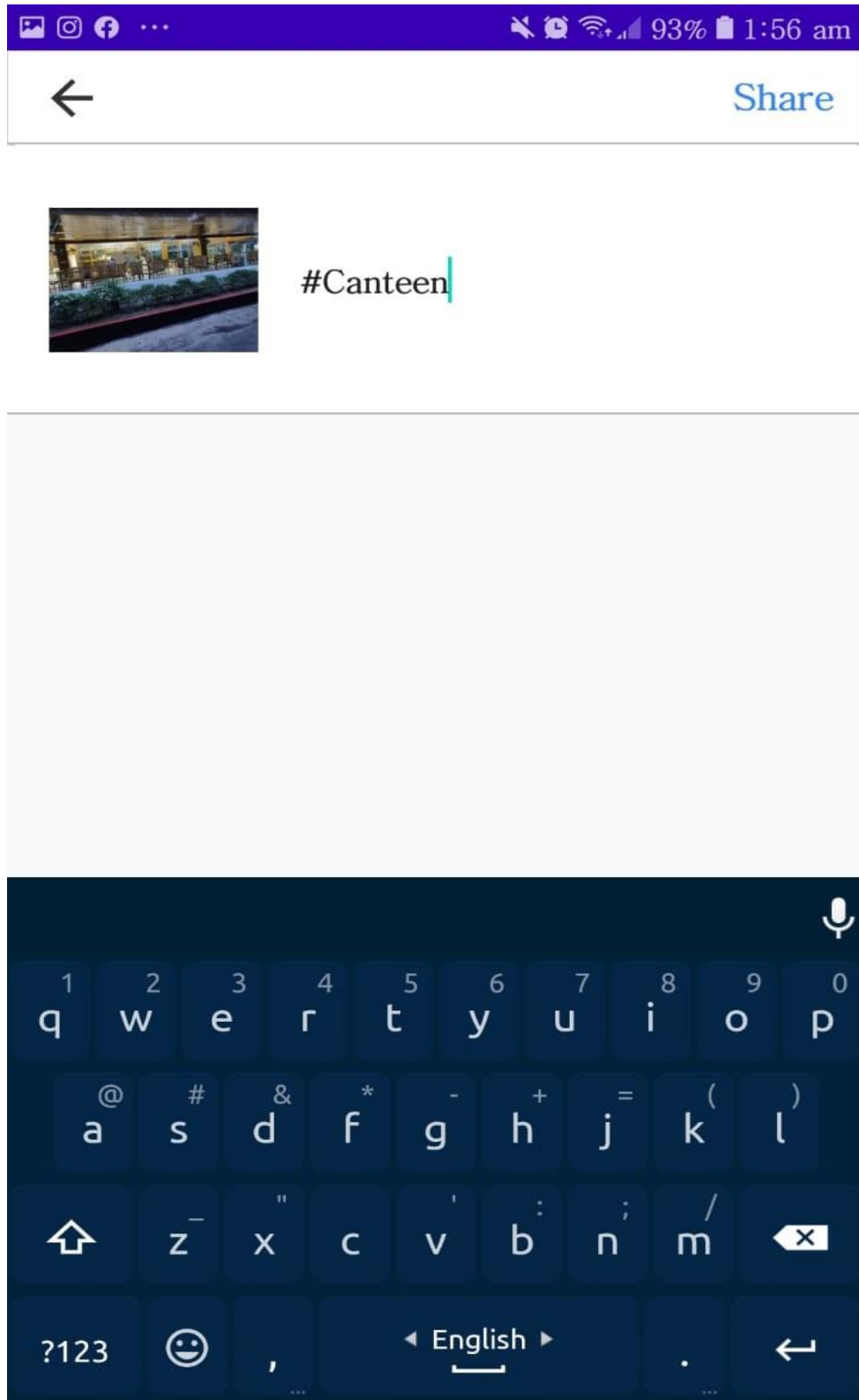


Figure 4.1.10: Write something in the post

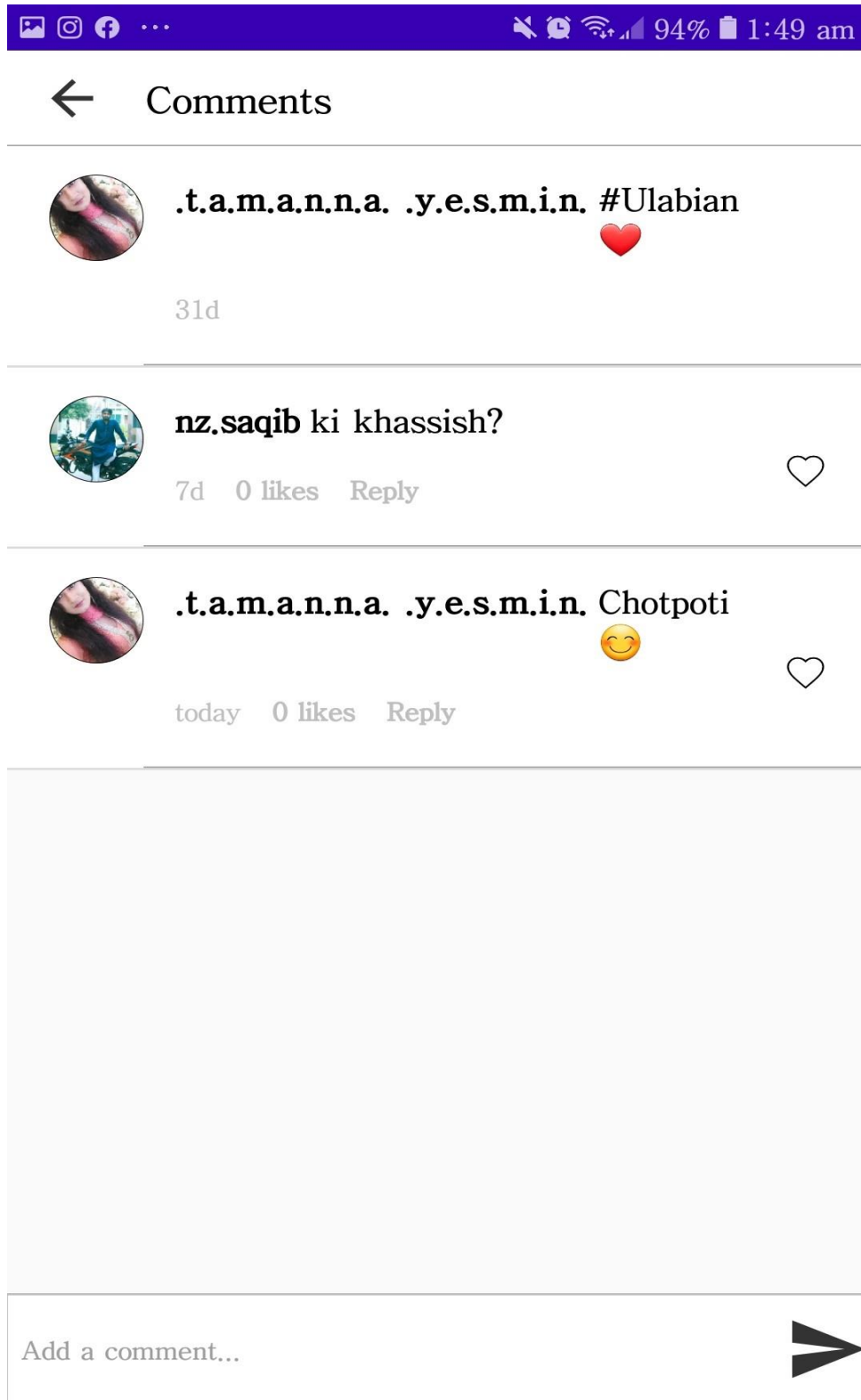


Figure 4.1.11: Comment Section

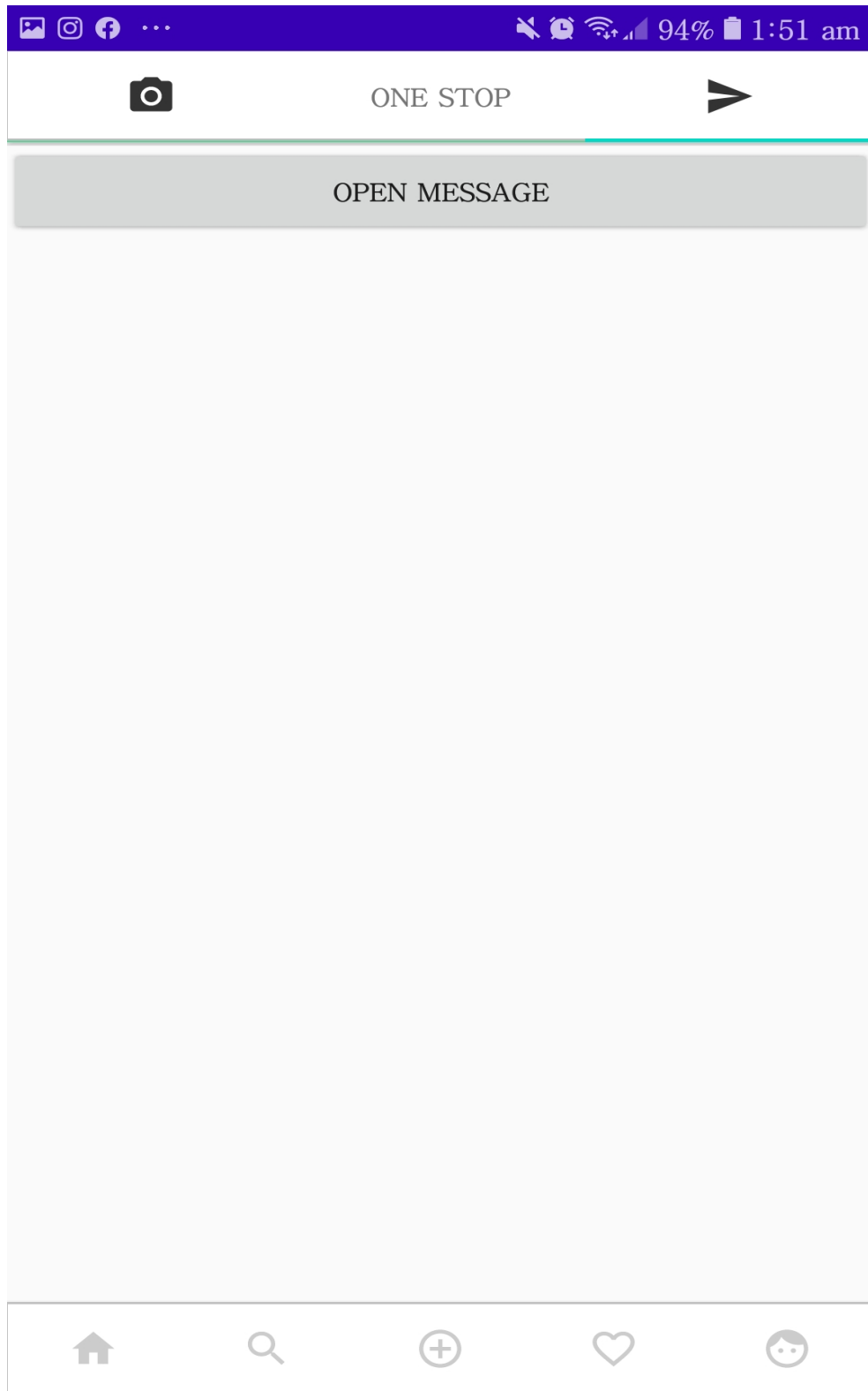


Figure 4.1.12: Message page Option

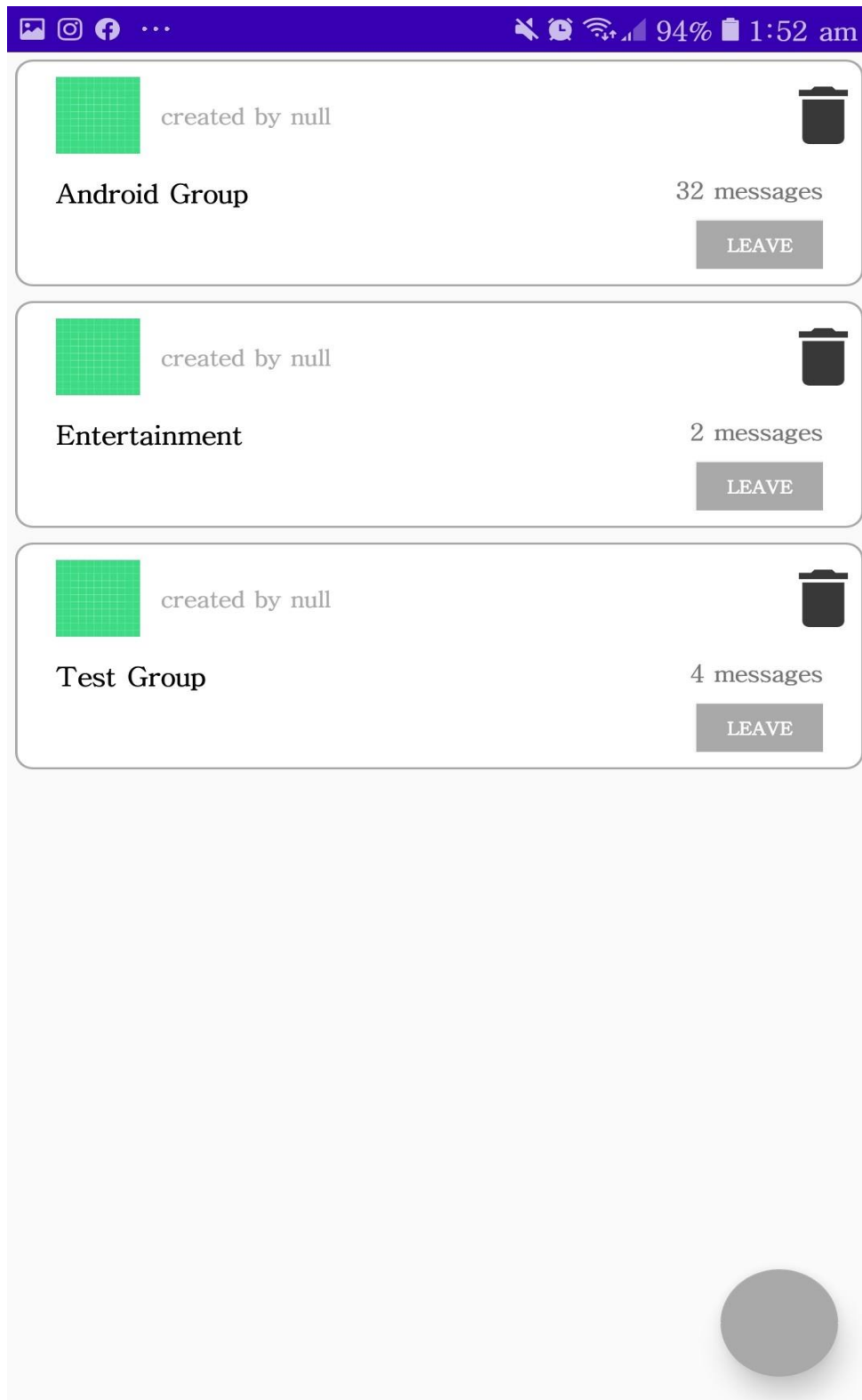


Figure 4.1.13: Chat Page

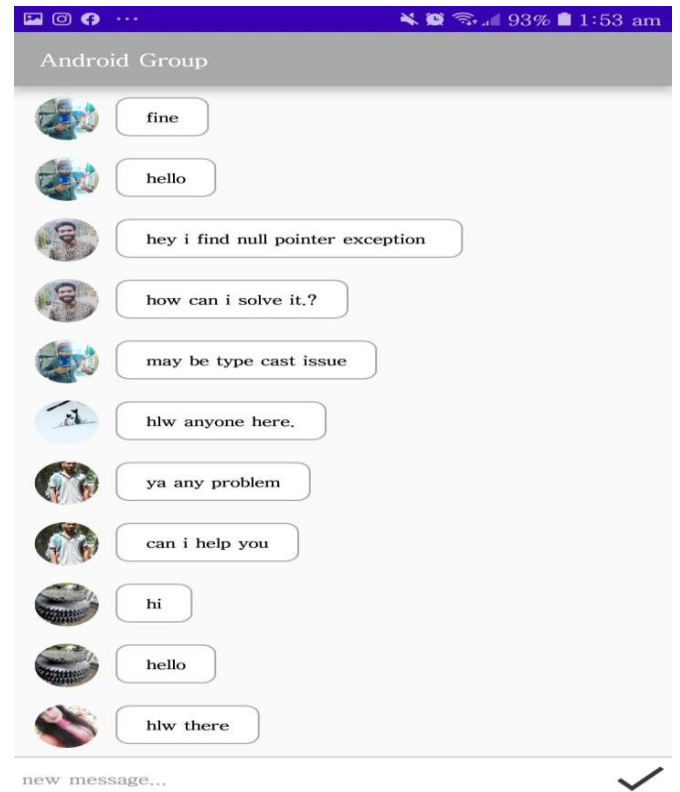
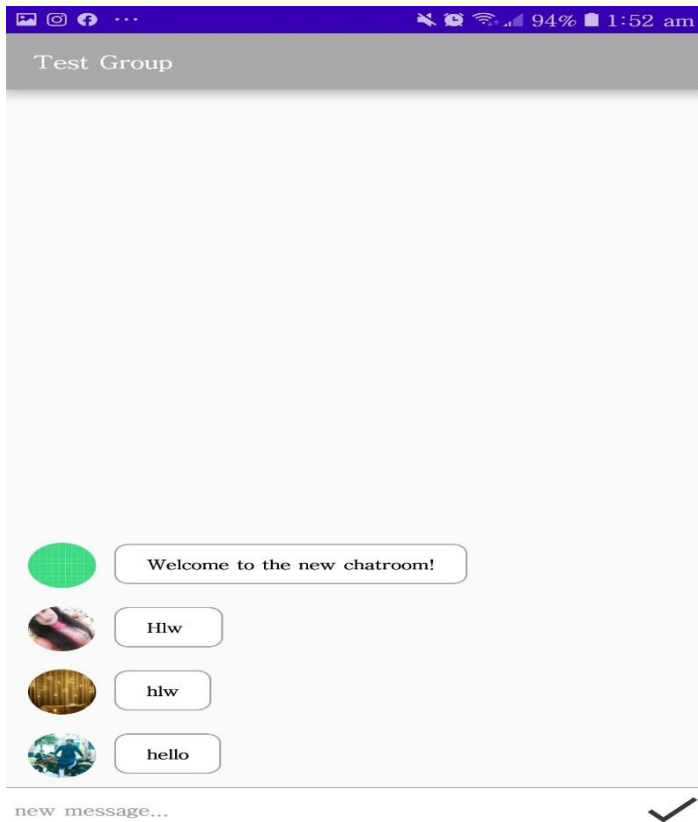


Figure 4.1.14: Inbox of a Conversation

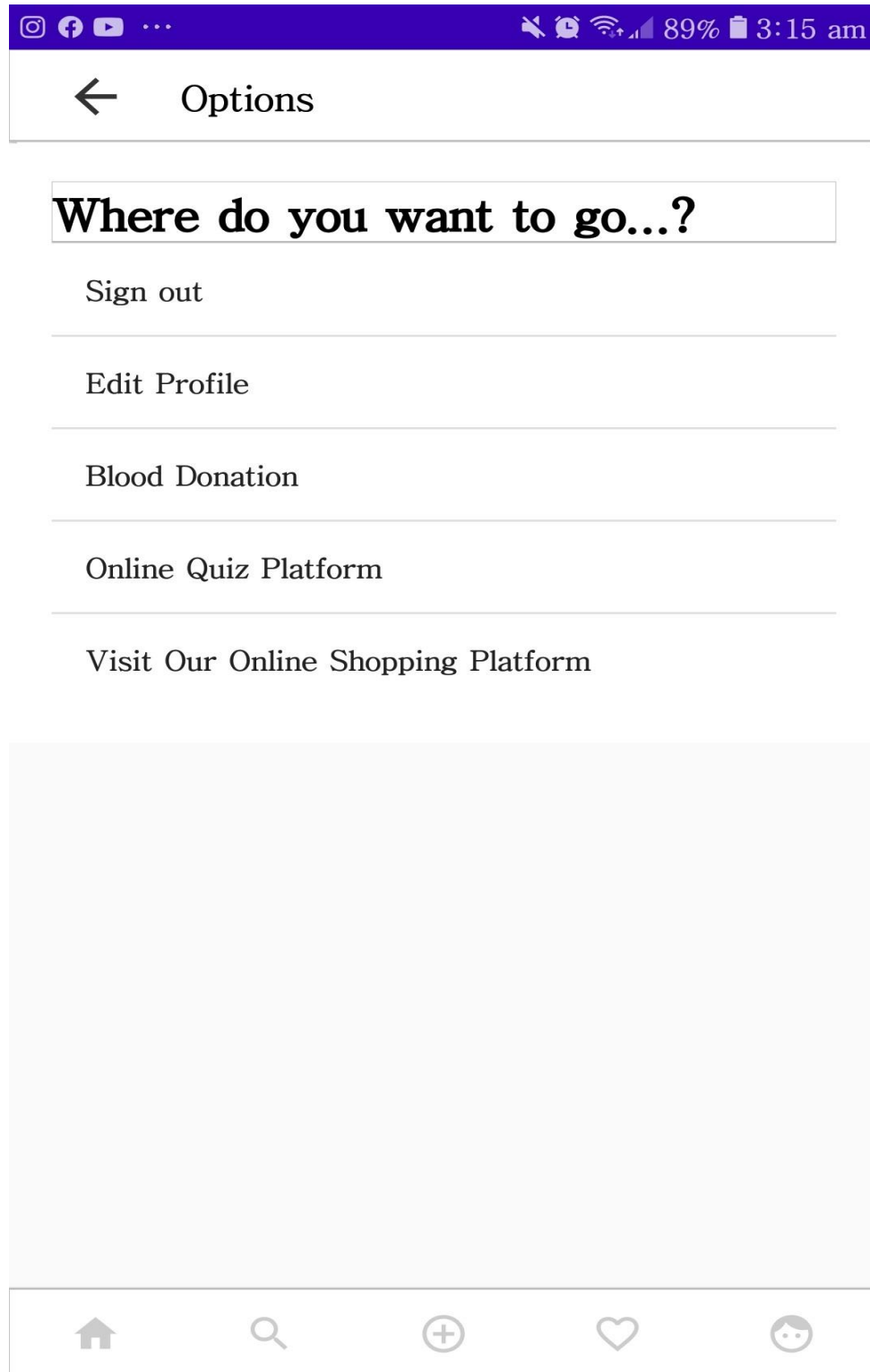


Figure 4.1.15: Sign Out Page (for One Stop App)

4.2 Back-End Design

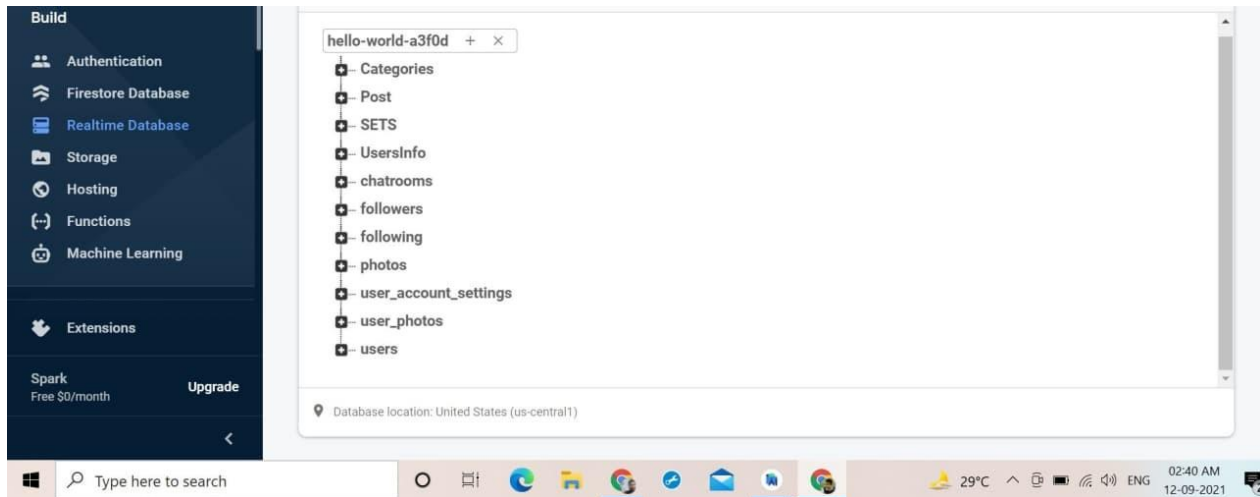


Figure 4.2.1: Realtime Database hello-world

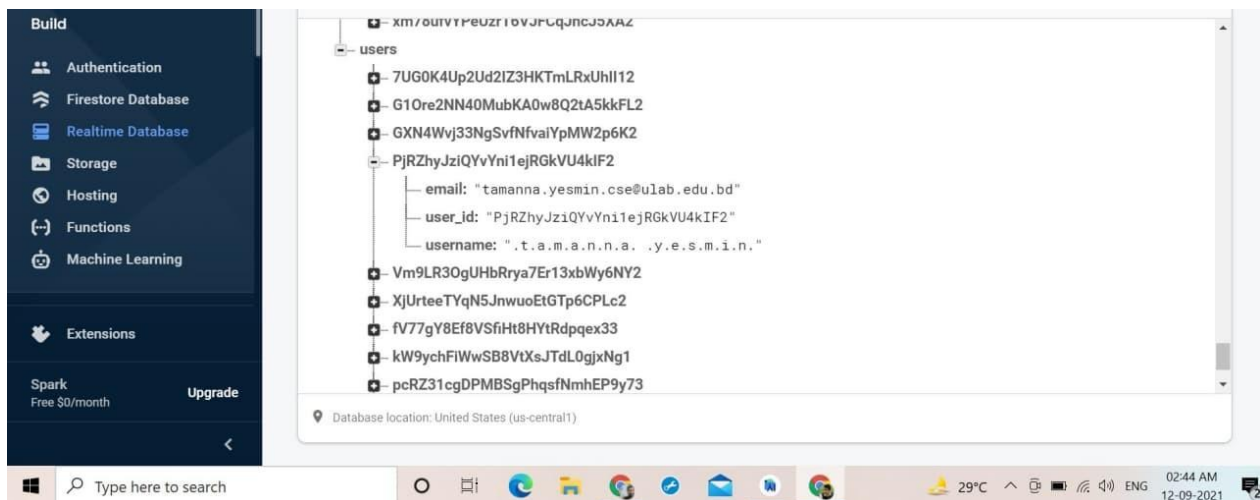


Figure 4.2.2: Realtime Database users

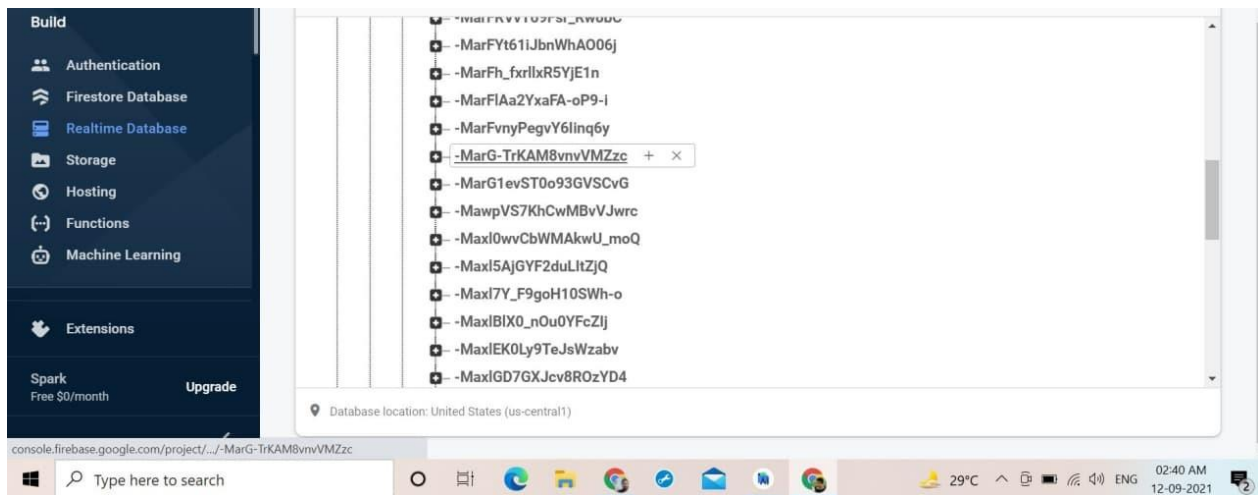


Figure 4.2.3: Realtime Database log in

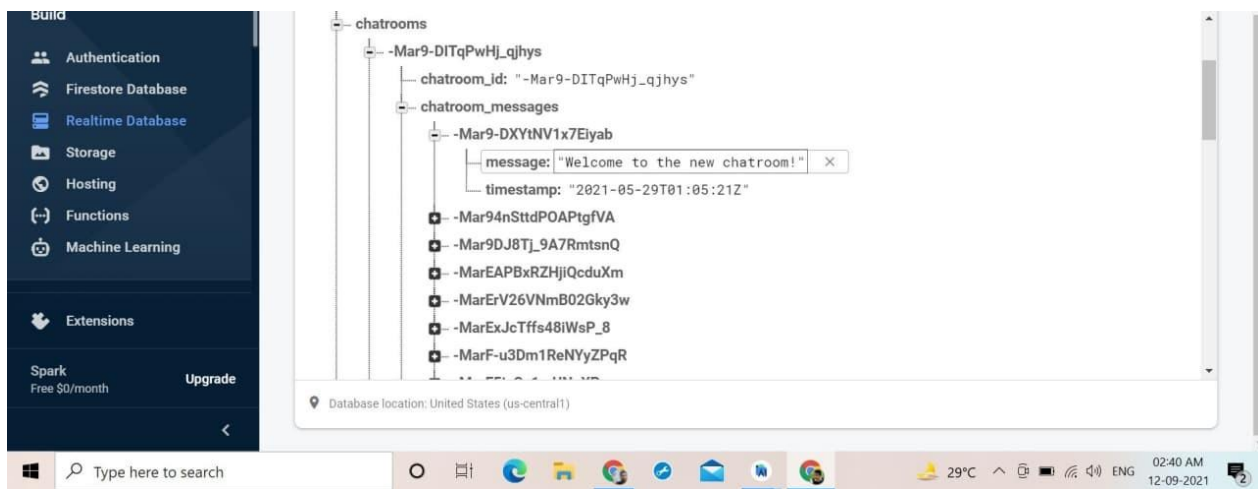


Figure 4.2.4: Realtime Database message with chatrooms

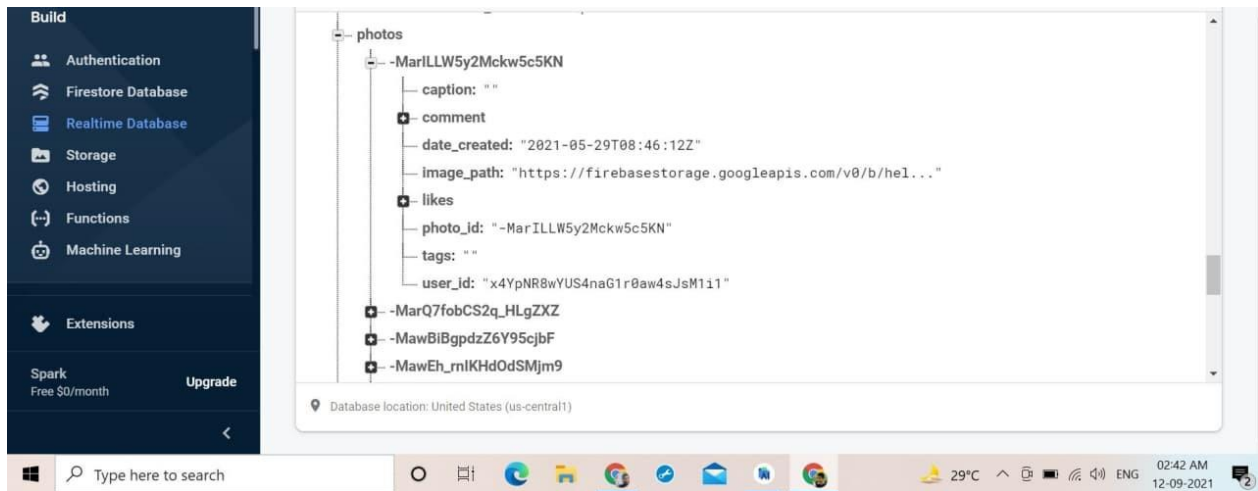


Figure 4.2.5: Realtime Database photos

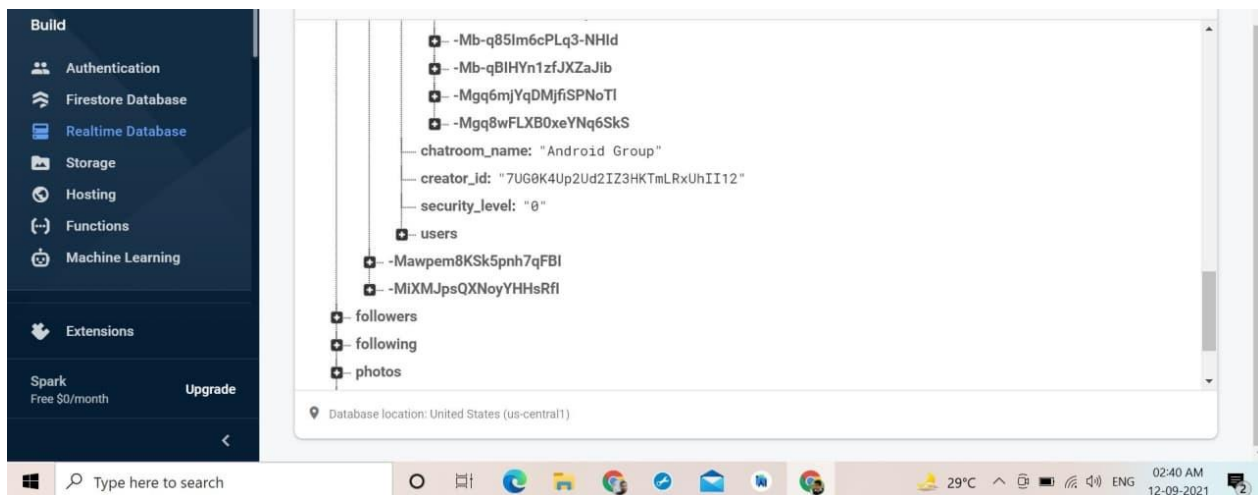


Figure 4.2.6: Realtime Database comment

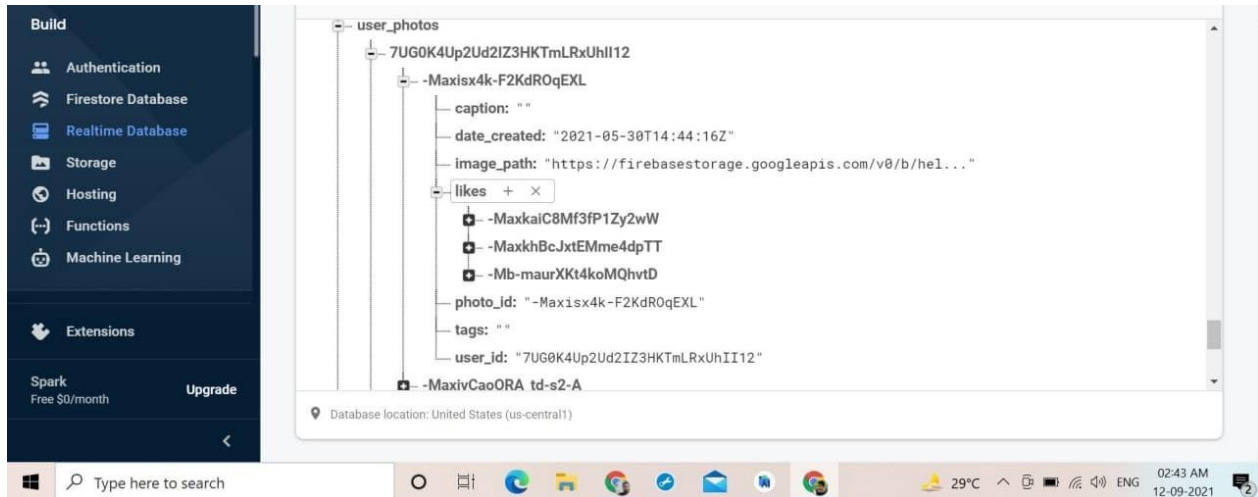


Figure 4.2.7: Realtime Database date_created with tags

4.3 Interaction Design and User Experience (UX)

User one module from Log in and Create account for launching at a tome if the log in after pressing log in it will validate the input. If the process is successful then user will go to the Home Screen page. User can reset it in case he/she forgets the password. clicking forget password a confirmation mail will be sent in order to verify the user. Enter new password then re-type new password then confirm. Then user will go to home screen.

User can view others. User can love react these posts. User can also comment on those posts. User can take picture from camera option with extra effects Step. User can also Send P2P messages. User can also search contents or accounts here. After that it will take them into a page where they can select photos. They can select photos from their phones gallery or they can open camera and take picture. Then they can push the post in the apps. In the notification page it will show notification about who reacted in my posts or commented. In the profile page user can view their profile. They can also edit their profile. User can also logout from here. Then it will take them to log in page again.

4.4 Implementation Requirements

4.4.1 Algorithm for “Software Developers Community (Home Screen)”

Application:

Step 01: START

Step 02: Select one module from “Log in” and “Create account” for launching one of them at a time.

If the log in module is selected then -

Step 01: After pressing login it will validate the input

Step 02: If the process is successful then user will go to the Home Screen page

Step 03: If the process is failed means email or password is incorrect

Step 04: User can reset it in case he/she forgets the password.

Step 05: By clicking forget password a confirmation mail will be sent in order to verify the user.

Step 06: After verifying it user can reset the password

Step 07: User need to enter new password then re-type new password then confirm

Step 08: It will then take them to log in module

Step 09: Now Step 03 will run again if it is success then user will go to home screen

And if the user selects create new account then-

Step 01: Enter email address

Step 02: Enter password

Step 03: verify email

Then it will go again to log in page to log in the user

4.4.2 Algorithm for “Home Screen” Module

Step 01: User can view others post

Step 02: User can love react these posts

Step 03: User can also comment on those posts

Step 04: User can take picture from camera option with extra effects

Step 05: User can also Send P2P messages

Step 06: User can also search contents or accounts here

Step 07: User can posts from this application

Step 08: At first user presses the “add” floating action button

Step 09: After that it will take them into a page where they can select photos

Step 10: They can select photos from their phones gallery or they can open camera and take picture directly

Step 11: Then they can push the post in the apps

Step 12: In the notification page it will show notification about who reacted in my posts or commented

Step 13: After clicking profile button it will take user to the profile page

Step 14: In the profile page user can view their profile

Step 15: They can also edit their profile

Step 16: They can also posts they have added and view from the profile page

Step 17: User can also logout from here.

Step 18: Then it will take them to log in page again

Step 19: END

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

Navigate to the Firebase console's Realtime Database area. You'll be precipitated to choose an current Firebase project. Follow the database advent workflow. Realtime Database ships with cellular and net SDKs so that you can construct apps with out the want of servers. You also can execute backend code that responds to occasions induced with the aid of using your database the usage of Cloud Functions for Firebase.

5.2 Implementation of front-end design

First START Select one module from “Log in” and “Create account” for launching one of them at a time. If the log in module is selected then - After pressing login it will validate the input and If the process is successful then user will go to the verify email and then user input the process Home Screen page. If the process is failed means email or password is incorrect. Then User can reset it in case he/she forgets the password. And, By clicking forget password a confirmation mail will be sent in order to verify the user. After verifying it user can reset the password and the User need to enter new password then re-type new password then confirm. It will then take them to log in module will run again if it is success then user will go to home screen. And if the user selects create new account then- Enter email address, Enter password, verify email. Then it will go again to log in page to log in the user.

And Second step, User can view others post and User can take picture from camera option with extra effects then select one pic post this app. Then User can love react these posts. User can also comment on those posts. User can also Send P2P messages. Then, User can also search contents or accounts here.

And, User can posts from this application. At first user presses the “add” floating action button. After that it will take them into a page where they can select photos. They can select photos from their phones gallery or they can open camera and take picture directly. Then they can push the post

in the apps. In the notification page it will show notification about who reacted in my posts or commented. After clicking profile button it will take user to the profile page. In the profile page user can view their profile. They can also edit their profile And They can also posts they have added and view from the profile page. User can also logout from here. And the last one Then it will take them to log in page again.

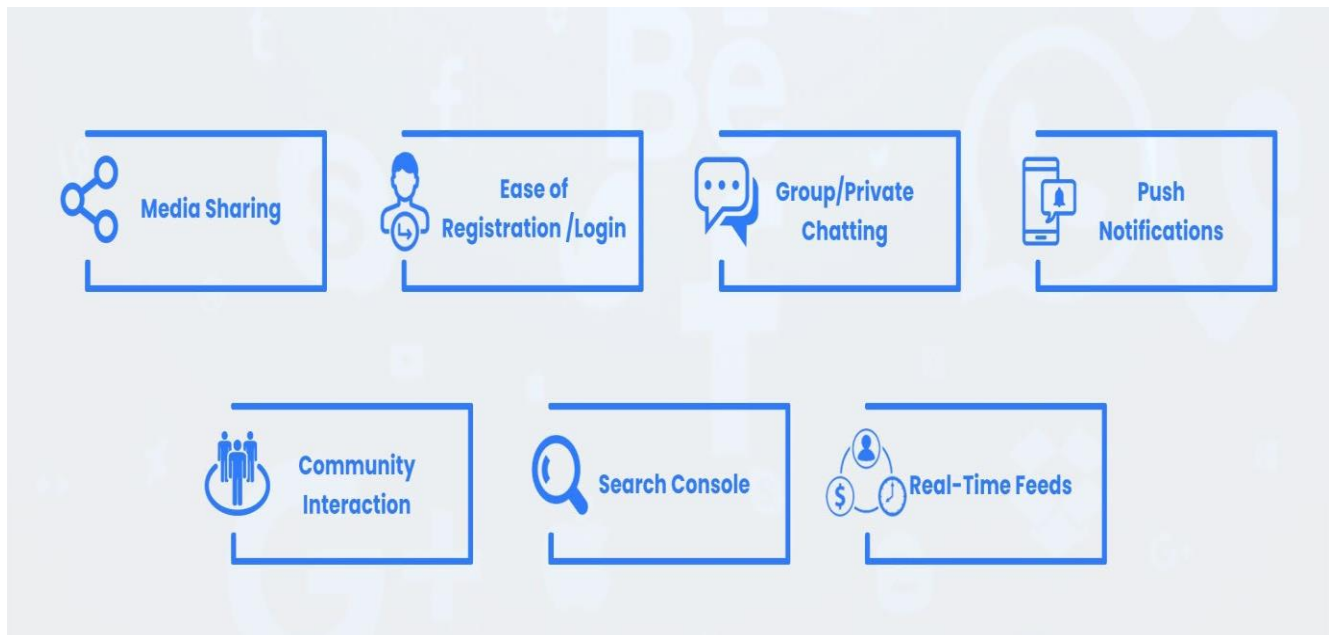


Figure 5.2.1: Implementation front-end design

5.3 Software Developers Community Test Case

5.3.1 Login:

Table 5.3.1: Login (Software Developers Community)

Conditions	Email	F	T	F	T
	Password	T	F	F	T
Actions	Expected Result	Error: Enter Correct Email	Error: Enter Correct password	Error: Enter Correct email & password	Log in Successful

5.3.2 Reset Password:

Table 5.3.2: Reset Password (Software Developers Community)

Condition	New Password	T	T
	Re-type new Password	F	T
Actions	Expected Result	Error: password does not match	Password matched & changed Successful

5.3.3 Create Account & Forget Password:

5.3.3 Create Account & Forget Password (Software Developers Community)

Conditions	Expected Result	Result
Create Account	Successfully Created new account	Successfully Created new account
Forget password	Successfully changed password	Successfully password changed

5.3.4 Comment & React:

Table 5.3.4: Comment & React (Software Developers Community)

Conditions	Expected Result	Result
Comment	Comment M added	Successfully comment added
Like or love react	Love react added	Successfully love react added

5.3.5 Home Screen & Other Actions:

Table 5.3.5: Home Screen & Other Actions (Software Developers Community)

Conditions	Expected Result	Result
Camera	Successfully added effect	Successfully added effect
Add post	Post Added Successfully	Post Added Successfully
Search	Search account & post from database	Successfully Searched account & post from database
Notification	Show notification	Successfully notification showed
Message	Send, receive and delete messages	Successfully Send, receive and delete messages
Profile	Edit profile and log out	Successfully edited profile and logged out

5.4 Test Results and Reports

After analyzing the result of the project, I can come to a few points. There were Successfully all features is well established. According to the listed features the product came out good.

As a project developer, I have learned some really amazing technologies which are practiced in the Business world of Software Industry.

In my three months of project period I have learned Android Studio for App Development. After a little bit of research, I came to know that this framework introduced by Google. Which the most are demanding technology in the present time for app development. In my Desktop development project, I worked with Android Studio. I learned why it is better than other technologies, why it is easy to learn and implement and the ways to make my future as a project developer.

Also, In Bangladesh we really need this kind of application so that people can feel free to walk anywhere without wearing surgical mask. It will also give them full security and help to prevent this app features from spread out.

CHAPTER 6

IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY

6.1 Impact on Social

Young humans use the cell tele cell smartphone in high-quality approaches to organise and hold their social networks. However, there also are bad affects on younger peoples' peer relationships. These can encompass ostracism and cyber bullying.

6.2 Impact on Environment

The Natural Resources Defense Council observes that lead, mercury and cadmium discovered in private digital gadgets including cellular telephones can “launch risky pollutants into our air and water whilst burned or deposited in landfills improperly.” In those situations, there may be full-size environmental impacts.

6.3 Ethical Aspect

As an impact of smartphones on kids and teens, their behaviors with human beings now no longer simply on-line can be altered. Experiencing or witnessing cyber bullying or threats outcomes now no longer simply teenagers however all of us on-line. More human beings study the risks of smartphones and what hassle they are able to motive, however considerable quantities of customers on line nonetheless victimize of include sufferers of cyberbullying; this will motive troubles with a persons' emotional and bodily well-being.

6.4 Sustainability Plan

Sustainable design - the important thing capabilities for sustainable telephones are: use of sustainable and recycled substances, the usage of much less electricity and green charging, durability, and final however now no longer least they have to be clean and cheaper to repair. The greater substances are recovered and reused from recycling, the greater sustainable.

CHAPTER 7

FUTURE OUTCOME & CONCLUSION

In the previous chapter I have discussed about the implementation of our project and in this chapter, I have discussed about the timeline I have taken to build this project and social, legal, ethical and environmental issues.

7.1 Future Outcome

I still haven't add the camera effect I will add them in future. I want to add a video upload feature in future. I also want to add video and audio calling feature in the near future. I also want to add a quiz game system in the app. I also want to add a blood donation a system and an online shopping platform also. These is my future plan for this project.

7.2 Project Timeline

A mobile Application for Software Developers community is a public essential system. This project will be beneficiary for the government. According to my findings, designs and research it is estimated to be a successful project if worked on properly. The goal of my work was to develop an application that will work practically in real life.

To develop the system, I have maintained a well generated timeline and worked according to it. Gantt Chart below:

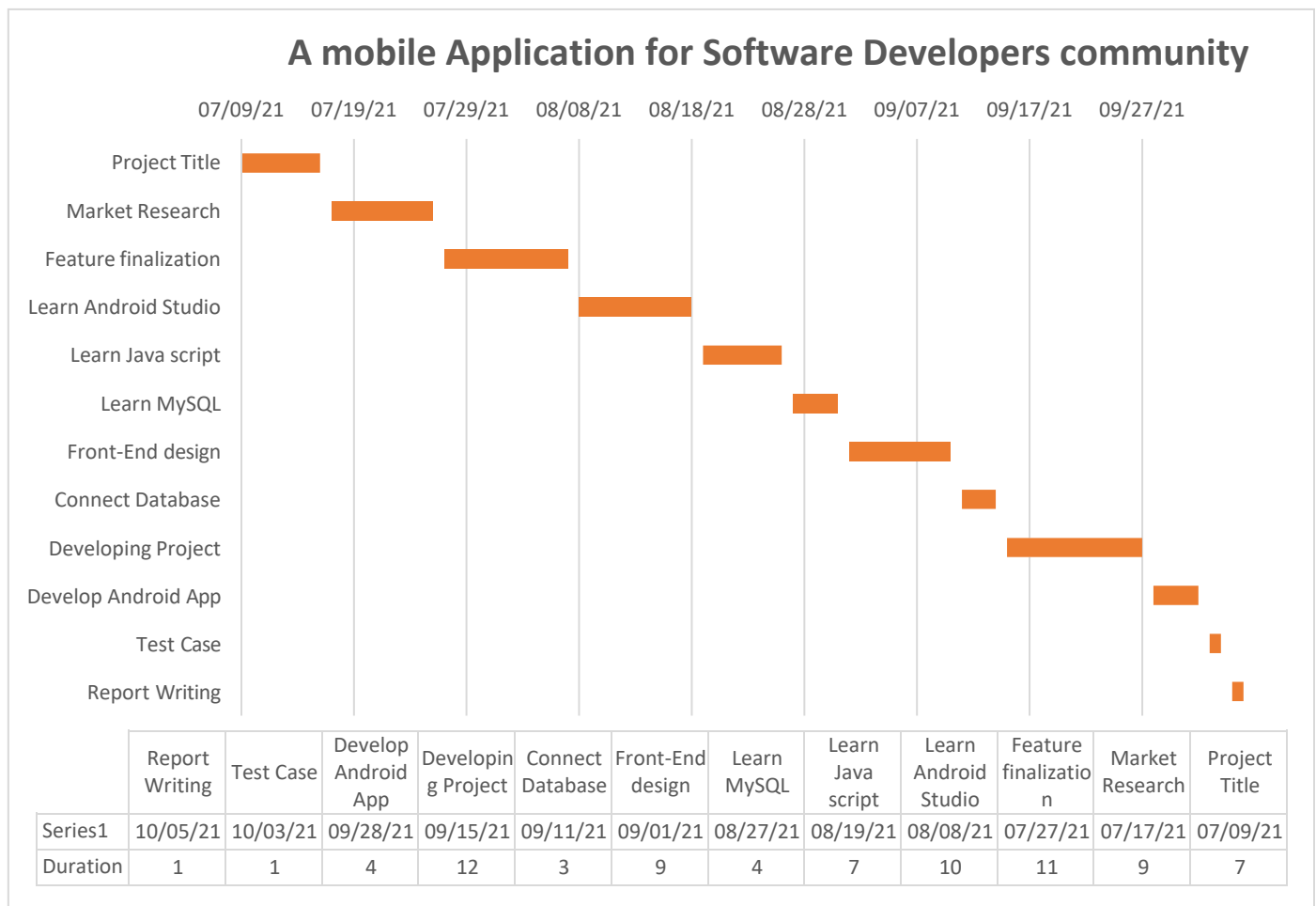


Figure 7.2: Gantt Chart

7.3 Conclusion

By means of my project I tried to make the Social media apps as user friendly as possible. I am hoping one day my app will be a popular social media app which will not only be popular in our country but also in abroad. I hope that I can create a community where people and software developers can interact with each other and help each other out.

REFERENCES

- [1]Chapter 1.1- [https://www.scribd.com/document/285159215/Social-Media-Applications-for- Project-Management](https://www.scribd.com/document/285159215/Social-Media-Applications-for-Project-Management)
- [2] Chapter 2.0 for background study we have studied different documentation of different software
<https://developers.facebook.com/docs/>
- [3]<https://developers.facebook.com/docs/whatsapp/>
- [4]<https://www.instagram.com/developer/>
- [5]<https://core.telegram.org/>
- [6]https://developers.weixin.qq.com/doc/offiaccount/en/Getting_Started/Overview.html
- [7]<https://developers.viber.com/docs/>
- [8]<https://play.google.com/store/apps/details?id=com.linkedin.android&hl=en&gl=US>
- [9]<https://play.google.com/store/apps/details?id=com.snapchat.android&hl=en&gl=US>
- [10]<https://play.google.com/store/apps/details?id=jp.naver.line.android&hl=en&gl=US>
- [11]<https://play.google.com/store/apps/details?id=com.classmate.com.classmate&hl=en&gl=US>
- [12]<https://play.google.com/store/apps/details?id=com.vkontakte.android&hl=en&gl=US>
- [13]<https://itstillworks.com/negative-effects-lcd-monitors-7478611.html>

Thank You