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A Practical Demonstration of Social Networking System in a University Setting: A Case Study of Obong University

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I. INTRODUCTION

Communication is a basic human need, and so, man is therefore prone to always find a way of meeting and using this means. The media is the general term for various means of communication, which has become part and parcel of human life. Accordingly, Idakwo (2011) in corroboration with this

statement says that, the earliest forms of personal media, speech and gestures, had the benefit of being easy to use and did not necessarily need complex technology.

The social media and the internet community have extensively increased its operations over the years. The social media has also become a significant part of today's modern way of life, being a trait of how integrated social interactions have become. Therefore, the impact of social media has been seen in reckoned essentially in five different contexts; news, interactions, political landscapes, learning, and marketing according to Guha, (2013). This means that social media has been reckoned by man as a means of communication in terms of networking among all categories of people. Everybody needs social media, thereby increasing the demand for it hence, making its operations to be very expensive.

With over 80 per cent of teenagers according to Chopra (2013), are Internet users who often times resorts to social media sites, and it's no wonder that the real world social lives are seeing some changes. Social media is changing the way people communicate, but in many ways, it's for the better as we expand our social circles and explore new horizons through our online connections.

Social media of any generation makes that age have its beliefs and new technologies, meeting the needs of individuals who are anxious to adjust to new forms of socialization. A time of real change is a period in which society looks for meaning. Information is already a device, the principal tool, which people use to perceive and understand their environment (Idakwo, 2011).

Therefore, the emergence of online forums has become hugely popular in recent times with interactions based on similar discussions, posts and threads according to Xiaolin, et al., (2009), and Sumit & Prasenjit, (2010).

Bedmar (2010) posits that online forums have become powerful tools for sharing information; and Falls (2012) stated that online discussion forums have also, become one of the most popular places to ask and answer questions.

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Online Forums, when compared to other social media sites, have various unique features like threads; and where discussions, posts, RSS feeds, and polls, etc. are made. Online Forums, provides a distinctive type of social environment that enables people to share and use information freely by either starting new topics or leaving comments in the threads of existing subjects as asserted by Xiaolin, et al., (2009).

Social life in most of our Universities is diminishing because of the inability of students not communicating effectively to adapt to their new environment. This imitation have affected some students who become ignorant, especially of their surroundings and not knowing how to relate in their immediate environ and the outside world. In Obong University it was found that socialism was a problem for lack of communication among themselves and other students in other universities. There is, therefore, the need for building a social network website for the students of Obong University to solve the problem of socialism. The development of a social network is imperious as a therapeutic measure by setting up a social arrangement that is made up of individuals or organizations called "nodes," which are connected to one another in friendship, kinship, and having common interest to be able to have financial exchange among them, and to express their dislikes, have common beliefs, knowledge or prestige. Hence, there is a need to create such a social network.

a) *Motivation of Study*

Potential students of an University as an institution, may have had issues in the past or present when it comes to selecting careers, choosing a course of study and making decisions regarding right school to apply for, etc. (Ogu, 2008; Orndorff & Herr, 1996). However, to solve this problem, there is the need to create a platform where students such difficulties can easily relate with people having answers to their questions with respect to helping them solve these issues. Consequently, appropriate requirements have to be taken into consideration while developing a web application to decipher these problems that confront students.

b) *Objective of the Study*

The main objective is to develop a web/online platform where students can share different opinions and to ask questions and receive answers as well as express their views on various topics and make information about any institution available and accessible. In other to achieve our desired objectives, the use of the following specific objectives will be imperative:

- i. To effectively and efficiently communicate between staff and students online.
- ii. To reduce the anti-socialism problem through the use of the common web.

- iii. To create an educative online group to enhance learning.
- iv. To ensure the possibility of making new friends online.
- v. To reduce or eliminate extra cost in buying recharge charges for their phones and internet services.

c) *Method of Study*

The research work was conducted using different sources of relevant data for research by carrying out online surveys, contacting journals, books, and reviews of relevant literature. The requirements needed for the development of this application was got by an evaluation of existing systems. A platform has to be created where users will interact with one another, give answers to questions asked by other users or provide any form of information that will be beneficial to all users, to solve the problems stated above successfully. The online forum was designed to show all the different functions that will be accomplished by using UML diagrams such as used cases, class diagrams, etc. The implementation of the web application can and was done by making use of the design diagrams and programming work is done with PHP and the database management was of MySQL database taking a clue from existing forum software's. The system was evaluated by making use of feedback and reports from relevant users. We went on to:

- i. *Gather the right requirements for this application through*
 - a. Requirements Elicitation
 - b. Review of Existing Systems
- ii. *Modelling the requirements gathered using a Unified Modelling Language (UML) through the:*
 - a. Review of Existing Models
 - b. Using UML diagrams like class diagrams and activity diagrams
- iii. Implementing the system by creating a user-friendly platform makes the use of the application much easier for students to interact with each other and possibly ask questions using threads and foci.

The code for the front-end, i.e. the interface was written in PHP, and the messages and threads were stored using My SQL relational database. Review of Forum Software's like phpBB, vBulletin, etc. was carried.

d) *Scope of the Study*

The scope of this study was centred on designing an automated and webbased application for students' online communication and eliminates or reduces anti-socialism. The system is strictly based on students, management, and lecturer's communication and online seminars presentations and the management of suggestion, and create enabling environment for making friends.

e) *Definition of Terms*

Computerized

Convert to a computer-based system to install or start using a computer system to organize, control, or automate something.

Processing

To deal with somebody or something according to an established procedure.

Communication

Communication means the interaction between two or more persons, or sending of messages from one person to another; and from place to another.

Online

A connection made via a computer attached to or available to a central computer or computer network.

System

Set of computer components i.e. an assembly of computer Hardware, Software and peripherals functioning together.

Automation

The replacement of human workers by technology; and a system in which a workplace or process has been converted to one that replaced human labour with electronic or mechanical equipment.

Web

A complex structure, or design www: a computer-based network of information resources that combine text and multimedia. The information on the www can be accessed and searched out through the internet, being a global computer network.

Database

This refers to any collection of data that is organized for storage in computer memory and is being designed for easy access by any authorized user.

Database Update

Database update simply means applying and maintaining changes in a database after data must have been added, removed or modified.

System Administrator

A system administrator is a person that is designated and accountable for maintaining and operating a computer system.

PHP

PHP being the acronym for Hypertext Preprocessor is a general-purpose scripting language that was originally designed for web development to produce dynamic web pages. Hypertext Preprocessor is the server code used to link the database to the interface of the website.

Apache

It is the server used for designing PHP, python pages.

SQL

Structured query language, it is a code used to query or insert records in a database.

My SQL

My SQL is a interpersonal database management system (RDBMS) that runs as a server providing multi-user access to several databases.

Php My Admin

It is an open-source tool written in PHP and intended to handle the administration of My SQL over the World Wide Web.

Cascading Style Sheet (CSS)

Cascading Style Sheet is a programming language used in the graphics and fine-tuning of the website.

Swish Max

It is animation software used in doing all the animations you can think of on the website, and the Macromedia Dreamweaver; which is software used in organizing the website called Macromedia Fireworks and is the software used to create the graphics and images on the website.

II. LITERATURE REVIEW

The social media is a form of electronic communication that enables the facilitation of interactions between people based on definite interests and characteristics. Social media is the media available for social interaction, which uses highly accessible and scalable publishing techniques. Social media uses web based technologies in transforming and broadcasting media monologues into social dialogues (Idakwo, 2011). A social media network platform is one that provides a medium for interaction by groups of people making it easy to share information (such as lecture materials, pictures, and ideas) across a circle of people or groups Statistics have shown that the use of a social networks such as Facebook, Twitter, and LinkedIn is on the increase among young individuals, the crop of which are students of tertiary institutions (Ikhu-Omoregbe et al., 2012).

a) *The Impact of Social Network Services on People*

A social network service is set to have focused on building and reflecting on social networks among people, who share common interests and activities. A social network service basically consists of a representation of each user often called a profile, his/her social links, with a variety of additional services. A lot of social network services are web-based and provides avenues for users to interact with one another over the internet, in the form of sending e-mail and instant messaging. These social network services are known as online community services which are considered as a social relations service in a sense, meaning an

individual-centred service whereas online community services are group-centred. Shelly, (2000) stated that social networking sites allow users to share ideas, activities, events, and interests within their networks.

Social networking services encompass category places involving former school-year or classmates, meaning to connect with friends (usually with self description pages) and a recommendation system linked to trust. Popular methods today are combined with many of these sites, ie. Facebook, Twitter, and Bebo which are widely used worldwide according to Shelly (200) are: LinkedIn and MySpace are the most widely used in North America; whereas Nexopia are used mostly in Canada; while Bebo, Hi5, Hyves are the networks used mostly in The Netherlands. The StudiVZ is popularly used in Germany, iWiW used basically in Hungary, and Tuenti in Spain. Other network services so pronounced in in parts of Europe are Decayenne tagged, XING, Badoo and Skyrock; Orkut and Hi5 are the services recognised in South America and Central America; while Friendster, Mixi, Multiply, Orkut, Wretch, Renren and Cyworld in Asia and the Pacific Islands, and Orkut and Facebook in India.

Shelly (200) went on to say that there have been attempts made to standardize these services as to avoiding duplicate entries of friends and interests; yet, there are some of the largest social networks founded on the notion of digitizing real-world connections, couple with other networks that focuses on categories from books and music to non-profit business to motherhood as ways of providing both services and community networks to individuals with shared interests (Shelly, 2000).

b) Brief History on Social Networking Website

The essence of computer networking is to facilitate new forms of computer mediated social interaction. The efforts made by people to support social networks via computer-mediated communication were made during early online services provided, such as Usenet, ARPANET, LISTSERV, and bulletin board services (BBS). Chiemeke et al, (2008) stated that many prototypical features of social networking sites were features found in online services such as America Online, Prodigy, and CompuServe.

In the initial stage of development, social networking on the World Wide Web (www), were in the form of generalized online communities such as Theglobe.com (1994), Geocities (1994) and Tripod.com (1995). These early communities preoccupied with bringing people together through chat room to interact with each other and encourages users to share personal information and ideas via personal web pages using easy-to-use publishing tools and free or inexpensive web-space. Chiemeke et al., (2008) further stated that a number of communities - such as Classmates.com - took a different approach in the use of social network by

merely making people link up to each other via email addresses; and this was rampant in the late 1990s, where user profiles became a dominant feature of social networking sites, which allow users to compile lists of "friends" and also search for new users having similar interests.

Social networking methods were developed in late 1990s with many other sites that develop more advanced features for users in finding and managing friends. This newer generation of social networking sites began to flourish with the emergence of Friendster in 2002, and soon became part of the Internet mainstream.

Friendster was followed by MySpace and LinkedIn a year later, and finally, Bebo. Attesting to the rapid increase in social networking sites' popularity, by 2005, MySpace was reportedly getting more page views than Google. The launching of Facebook was in 2004 and has since become the largest social networking site in the world. As of 1998, Meleond (1998) stated that over 200 active sites using a wide variety of social networking models exist.

c) Emerging Trends In Social Networking Website

With the increase in popularity of social networking, new uses for the technology are constantly being observed. At the forefront of emerging trends in social networking sites are the concept of "real-time" and "location-based" that allows users to contribute content, which is then broadcasted as it is being uploaded, and the concept being similar to live television broadcasts. Twitter was said to have set the trend for "real-time" services, where users are permitted to broadcast to the world what they are doing, or the thoughts of their minds within a 140 character limit. Facebook was not left behind as their "Live Feed" site where users' activities are run as soon as it happens. Twitter focuses on words, Clixtr, a real-time service focuses its attention on group photo sharing where users can update their photo streams with photos while at an event. Friends and nearby users can contribute their photos gallery and make comments on them, thus contributing to the "real-time" aspect of broadcasting photos and comments on them. In the location-based social networking space, foursquare site gained popularity according to Parker, (1998)

Some of the social networking websites allow users to "check-in" to places that they are frequenting at that moment. Gowalla is another such service which functions in much the same way with what Foursquare network does, leveraging the GPS in Phones to create a location-based user experience. Calix to, though in the real time-space, is also a location-based social networking site as events created by users are automatically geotagged, and users can view such events occurring nearby through The Clixtr iPhone app. Recently, Yelp announced its entrance into the location-

based social networking space through check-ins with their mobile app; whether or not this becomes detrimental to Foursquare or Gowalla which is yet to be seen as it is still considered as a new space in the internet technology industry (Parker, 1998).

One prevalent word use for this new technology is social networking among companies who saw social networking sites such as Facebook and Twitter as great and marvellous invention to build their brand image. Jody Nimetz, writer of Marketing Jive, stated that there are five major uses of social media to or businesses namely:

- i. To create brand awareness,
- ii. As an online reputation management tool for recruiting,
- iii. A platform to learn about new technologies,
- iv. An avenue to know competitors, and
- v. As a lead gen tool to intercept potential prospects.

These companies according to Parker (1998) can drive traffic of their customers to their online sites and encouraging them as their clients to have mutual discussions on how to improve or change products or services. One other use that is being discussed is the use of Social Networks in the Science communities.

Julia Porter (2000) has published a study on how New Biotechnology firms are using social networking sites to share exchanges in scientific knowledge. He further stated that by sharing information and knowledge, people can "increase knowledge which ordinarily was not possible within a self-contained hierarchical organization. He went on and stated that social networking in scientific groups expands knowledge of users who share ideas through communication or else, their theories would become "isolated and irrelevant."

Social networks are both used by teachers and students as a communication tool, and while a lot of students are already acquainted with the use of a wide range of social networking sites, teachers have just begun to familiarize themselves with this application to their advantage. Teachers and professors have learnt to create chat-room forums and groups in which extended classroom discussions are incessantly held, and posting of assignments, tests and quizzes, as well as homework outside of the classroom setting are done. Social networks are similarly being used to foster teacher-parent communication; which makes it possible and convenient for parents to ask questions and voice out their concerns without having to meet with the teacher face-to-face.

Activists use social networks as a means of reaching out to the low-cost grassroots organizations. Therefore, the continues use of a range of social networking sites enabled the organizers of the "2009 National Equality March", to mobilize an estimated 200,000 participants to march in Washington D.C. with a

cost savings of about 85% per participant over previous methods used.

Jerry (2006) has affirmed that libraries uses online social networks in her communication with users of her services, seeing its use an increasingly prevalent and growing tool among individual libraries.

Furthermore, Jerry (2006) stated that social networking is being used by college professional students for internship and job seeking opportunities. Therefore, studies have shown that effectiveness of networking online in a college setting is much in prevalence as succinctly summarized by Phipps Arabie and Yoram Wind in their work on "Advances in Social Network Analysis."

d) *Ways in Which Social Networking Websites can be used*

i. *Government Applications*

Social networking is used extensively in recent times by various governments. The use of social networking tools by the government made it easy for her to get quick response of public opinion and their enlightenment. The use of social network especially the popular children's site Whyville and the National Oceanic and Atmospheric Administration made it possible for easy vaccination of children, and the demonstration of disease control in Centres for Disease Control which has a virtual island on Second Life where people can explore underground, caves or explore the effects of global warming. In the same way, NASA has taken advantage of social networking tools of Twitter and Flickr to aid the review of U.S. Human Space Flight Plans Committee, whose goal was to ensure that the nation was on a vigorous and sustainable path in its bid to achieving the boldest aspirations in space as opined by Meleond (1998).

ii. *Business Applications*

In the area of business Fraser et al. (2008) stated that the use of social network services in enterprises has the potential of having a real impact on the world of business and work (Fraser et al, 2008). The social network connects people at low cost, and this can be beneficial for entrepreneurs and small businesses that are looking forward to expanding their contact bases. These networks often act as a customer relationship management tool for companies selling products and services as orated by Abomaye-Nimenibo & Effiong (2019).

Waggoner et al. (1996) also talked about companies using social networks in their advertisement in the form of banners and text ads. Social networks make it easier for companies to keep in touch with contacts around the world such as LinkedIn.com, which aims to interconnect professionals, and has over 40 million users in over 200 countries.

Further use of the social network is the physical spaces made available to its members such as Hub Culture, an invitation-only to its members who are



entrepreneurs, and other business influentials, with pavilions in major cities such as London, UK; and having physical presence of memberships, allows its members to network in the real and virtual worlds, which added extra business value. Businesses having brand names are capable of creating their functional sites and sectors referred to as brand networking. Therefore, Waggoner et al (1996) cried out that the idea of a brand can build its consumer relationship by connecting their consumers to the brand image on a platform that provided them with relative content, elements of participation, and a ranking or score system that is of a peculiar form. Brand networking today stands as a new social marketing tool.

iii. *Dating Applications*

Dating application also found its feet in social networks by providing an online environment for people to communicate, and exchange both pleasantries and personal information for dating purposes. Dating intentions vary in terms of relationships ranging from one time date, short-term relationships, and long-term relationships. As is common in social networks, online dating services require users to give out certain pieces of information about themselves including user's age, gender, geographical location of persons, personal interests, and possibly a picture. The release of personal information is ordinarily discouraged for safety precautions which allows users to search for such information where it is of utmost importance using some sort of criteria. However, people are permitted to maintain a degree of anonymity similar to most online dating services. Online dating sites allow the creating of profiles to meet and communicate with others, whose activities on such sites are for the sole purpose of finding a person of interest to date. It is of prime importance to state that social networks do not necessarily have to be for dating; as many users just use it for keeping in touch with friends, loved one, family members and colleagues as envisaged by Cowper wait et al. (2002). The only difference between online dating and social networks sites is the payment of fees in the case of online dating site while the other has no charge attached to it. The fees charges by online dating industry experiences massive decrease in revenue as users of this site resort to using the social network site. Online dating site such as Yahoo Personals, Match.com, and eHarmony.com are experiencing a massive decrease in the number of users, while social networks of MySpace and Facebook are experiencing increase in the number of users. Hence, the total users of internet in the U.S. that visit online dating sites has fallen drastically from a peak of 21% in 2003 to 10% in 2006 and has further deteriorated in the number of users of this online dating site. The fall in usage is indubitable but for what reason is the fall in usage of this online dating site is not clear, whether is the cost of the services, the variety of

users with different intentions, or any other reason. These facts are also the stand of Cowper wait et al. (2002).

iv. *Educational Applications*

The National School Boards Association reported that almost 60 per cent of students who use social networking talk about educational topics online and, surprisingly, more than 50 per cent talks are precisely based on schoolwork. However, the vast majority of school authorities do not accept the use of all forms of social networking during the School day hours and accordingly impose stringent measures its usage, although there were few problematic behaviours cases so reported by students and parents. Although social networks focuses on supporting relationships between teachers and students using it as aids to learning, as an educator professional development, and content sharing. Social network such as Ning for teachers, Learn Central, Teach Street, and other sites are being built to foster relationships that include educational blogs, report folios, formal and ad-hoc communities, as well as effective communication in terms of discussion threads, chats, and synchronous forums meant for content sharing and rating features, according to Nova, (2006).

v. *Medical Applications*

Healthcare professionals has adopted social networks as means of managing institutional knowledge, highlight individual physicians and institutions, as well as disseminates peer to peer knowledge. The social networking is of especial interest to pharmaceutical companies who spend approximately 32 per cent of their marketing budget in attempts at influencing the opinion leaders of social networks. A new trend has emerged using social network created to help its members with the treatment of various physical and mental ailments. For people suffering from life-threatening diseases, Patients Like Me offers its members the chance to connect while dealing with similar issues and research patient data related to their condition. For alcohol and drug addicts, Sober Circle gives the addicts the opportunity to talk with one another and strengthen their recovery through the encouragement of others who can relate well to their situation. Nonetheless, Daily Strength being a website offers support groups a wider range of topics covered, and conditions that include the support topics presented by Patients like Me and Sober Circle, as well as Spark People offerings to the community and social networking tools for peer support during weight loss (Chiemeké et al, 2006).

III. REQUIREMENTS ANALYSIS AND DESIGN

The requirements for Followme Hub were gathered by observing the existing systems and their operations. We also provide details on the analysis and

design of the web application; the method of study, and design that was used in modeling the application with the necessary Unified Modelling Language (UML) as well as diagrams that will be used to analyse the architecture of this system.

a) *Analysis of the Existing System*

The social media system is a system that is carried out in terms of communication by students and staff, a system in which all the messages are passed on with ease, relating one with another within the University campus and with The outside world being introduced accordingly in 2015. Before the introduction and operation of this system, the school has no social life interaction and communication among students was at its lowest peak and passing of information to one another was equally low with the high cost of dissemination of information. There was no thing like

online seminars, and students don't have where to post some of their comments online as to their gathering or assembling to receive lectures etc.

b) *Benefits of Existing System*

With an existing system on the ground, we have easy access to information, rationalized interaction between students, in order to fostering social interactions, with no loss of information, security & access from anywhere. It is flexible and requires nothing more than a computer system with access to the web. Followme social network proposes to allow prospective students and staffs gets answers to their questions from fellow university students etc. and start-up any discussion with them.

c) *System Architecture*

The architectural drawing of the system is depicted in figure 3.1 below.

Figure 3.1: Web Application

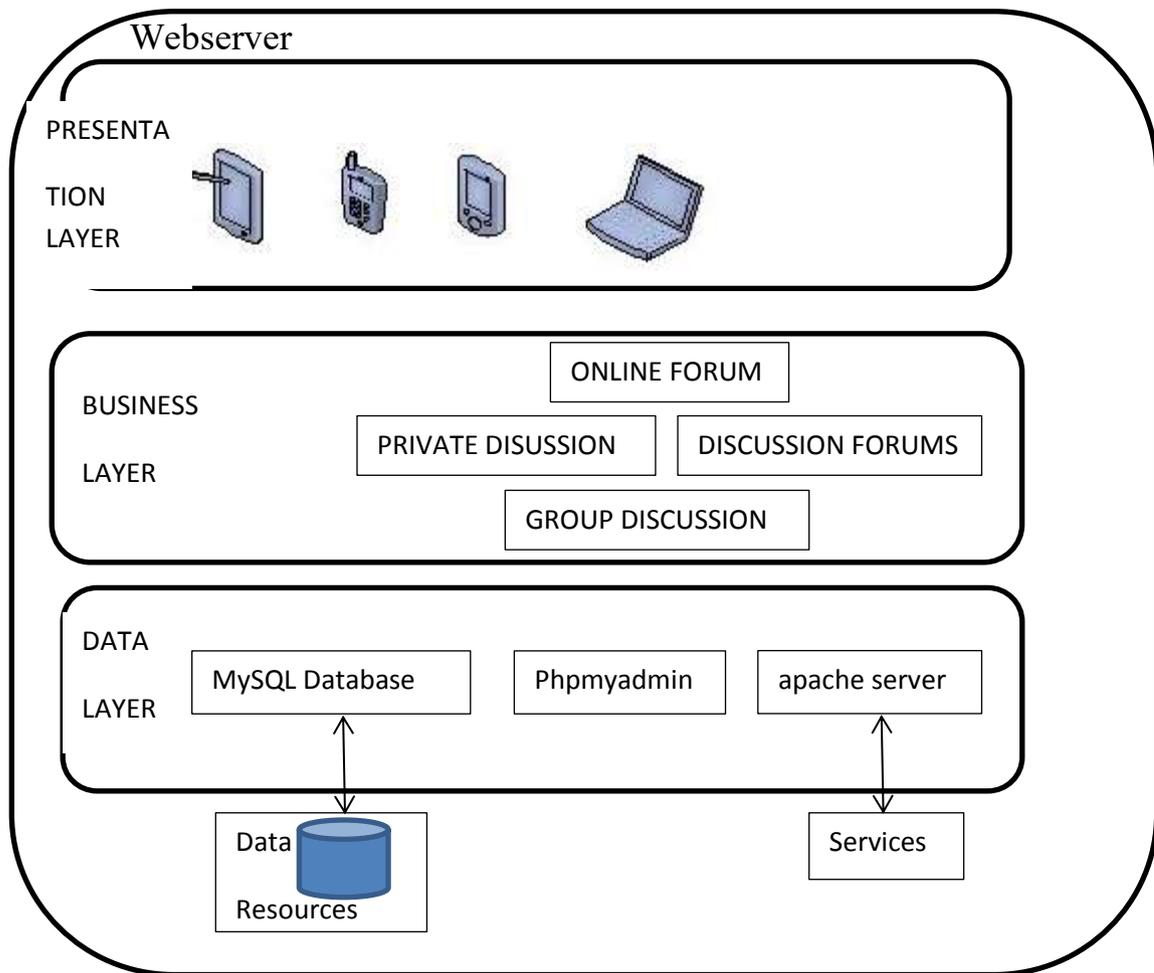


Figure 3.1: System Architecture Diagram



d) Flow Chart Diagram

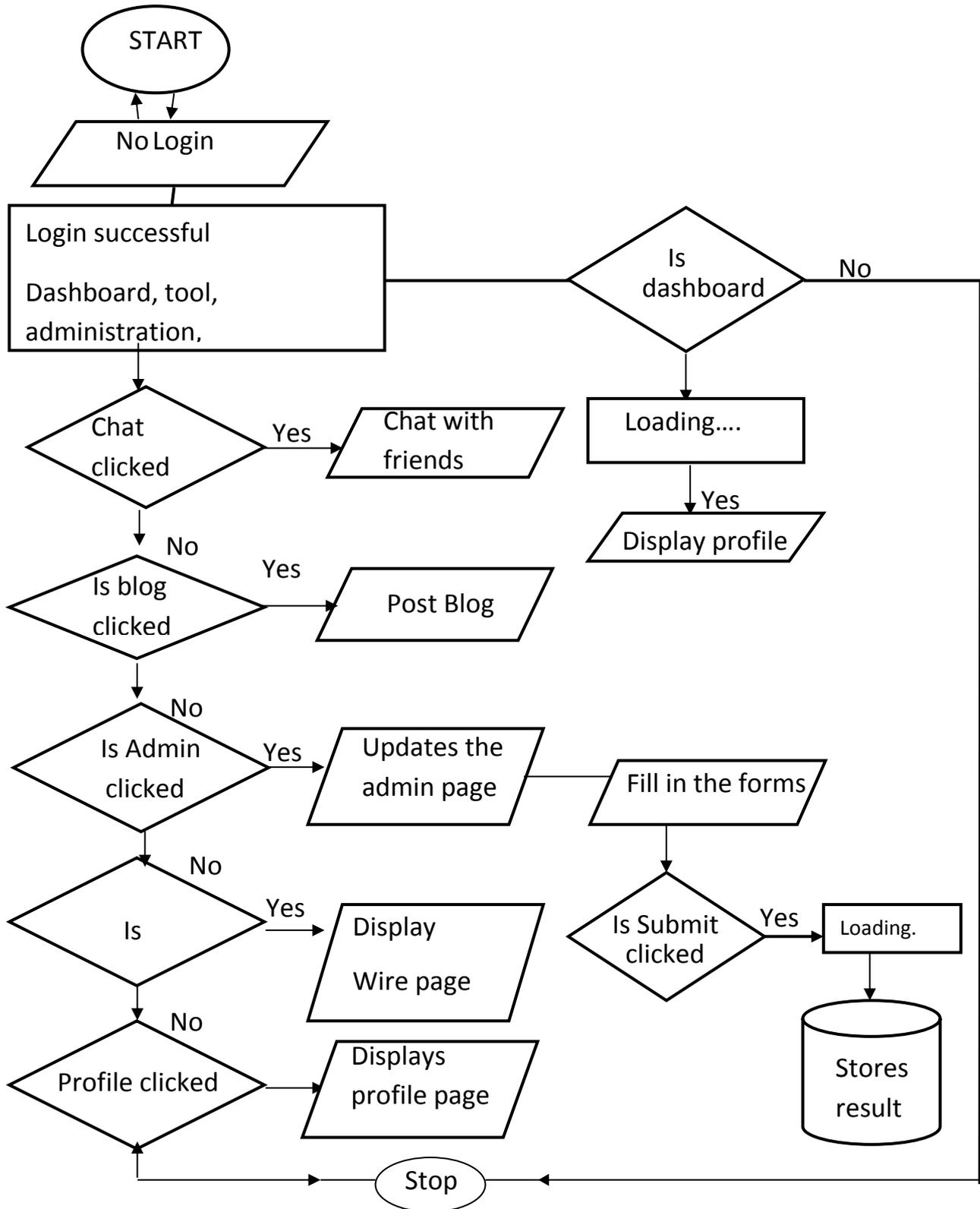


Figure 3.2: Flow Chart of (Followme) Obong University Social Network

e) *Database of the System*

Database of the system refers to the structure of the database used in the design of the system. It consists of tables which are in turn made of rows

(records) and fields (columns). Each table has a name, and the fields are defined as a number, date, text, etc. with well-defined data size.

Table 3.1: Login Table

S/N	FIELD NAME	DATA TYPE	SIZE	DESCRIPTION
1	User Name	Text	50	Unique User's Name for login
2	Password	Text	20	Unique User's Password

Researchers Computation

This stores login information and ADMIN users of the System.

Table 3.2: Student Table

The student table stores information about the student for reference purposes.

The required field includes student id, first name, last name, gender, etc.

FIELD	TYPES	FUNCTION	NULL	DESCRIPTION
Student_id	int(11)	Optional	Null	student's position in the database
Id_no	varchar	Optional	Null	student's i d
First name	varchar	Optional	Null	student's first name
Last name	varchar	Optional	Null	student's last name
Gender	varchar	Optional	Null	student's gender(M/F)
Course	varchar	Optional	Null	student's course
Yr_sec	varchar	Optional	Null	student's level at school

Researchers Computation

Table 3.3: Staff Member Table

The staff table stores information about staff status for reference purposes.

FIELD	TYPES	FUNCTION	NULL	DESCRIPTION
Staff_id	Int(11)	Optional	Null	Staff position in the database
Id_no	Varchar(20)	Optional	Null	Staff id
First name	Varchar(50)	Optional	Null	Staff first name
Last name	Varchar(50)	Optional	Null	Staff last name
Gender	Varchar(20)	Optional	Null	Staff gender(M/F)
Address	Varchar(500)	Optional	Null	Staff address

Researchers Computation

Table 3.4: The member table stores information about the member on the social Network

FIELDS	TYPE	FUNCTIONS	NULL	DESCRIPTION
Member i_d	Int(11)	Options	Null	Member i_d
Username	Varchar(20)	Options	Null	Member username
Password	Varchar(16)	Options	Null	Member password
First name	Varchar(30)	Options	Null	Member first name

Last name	Varchar(30)	Options	Null	Member last name
Address	Varchar(200)	Options	Null	Member address
Contact_no	Varchar(40)	Options	Null	Member contact
Email	Varchar(100)	Options	Null	Member email address
Birthdate	Varchar(100)	Options	Null	Member birth date
B_month	Varchar(20)	Options	Null	Member b_month
B_day	Varchar(20)	Options	Null	Member b_day
B_year	Varchar(20)	Options	Null	Member b_year
Gender	Varchar(6)	Options	Null	Membergender(M/F)
Relationship	Varchar(20)	Options	Null	Member relationship
Interest	Varchar(200)	Options	Null	Member interest
Quote	Text	Options	Null	Member quote
Hometown	Varchar(100)	Options	Null	Member hometown
College	Varchar(100)	Options	Null	Member college
High school	Varchar(100)	Options	Null	Member high school
About me	Text	Options	Null	Member about me
Image	Medium text	Options	Null	Member image
Type	Varchar(20)	Options	Null	Member type
Course	Varchar(100)	Options	Null	Member course
Yr_sec	Varchar(100)	Options	Null	Member Yr_sec
Batch	Varchar(20)	Options	Null	Member batch
I_d no	Varchar(20)	Options	Null	Member i_d no
Status	Varchar(20)	Options	Null	Member status
configuration	Varchar(5)	Options	Null	Member configuration

Researchers Computation

Table 3.5: Forum Table

Show the content of information that was broadcast over the social network.

FIELD	TYPE	FUNCTION	NULL	VALUE
Forum_id	Int(11)	Options	Null	Forum_id
Category	Varchar(100)	Options	Null	Forum category
Title	Medium text	Options	Null	Forum title
Content	Longtext	Options	Null	Forum content
Authors_id	Int(11)	Options	Null	Forum authors_id
Date	Varchar(100)	Options	Null	Forum date

Researchers Computation

f) *Input Specification And Design*

The input to the new system was derived at the Signup portion of the social media, on the part of the students and the lecturers to feel in the right information required which was used in registering them to the

online social media platform. At the end of the registration, after clicking the Signup button the information gathered will be stored inside the database automatically.



Researchers Computation

Figure 3.3: Shows the Signup form.

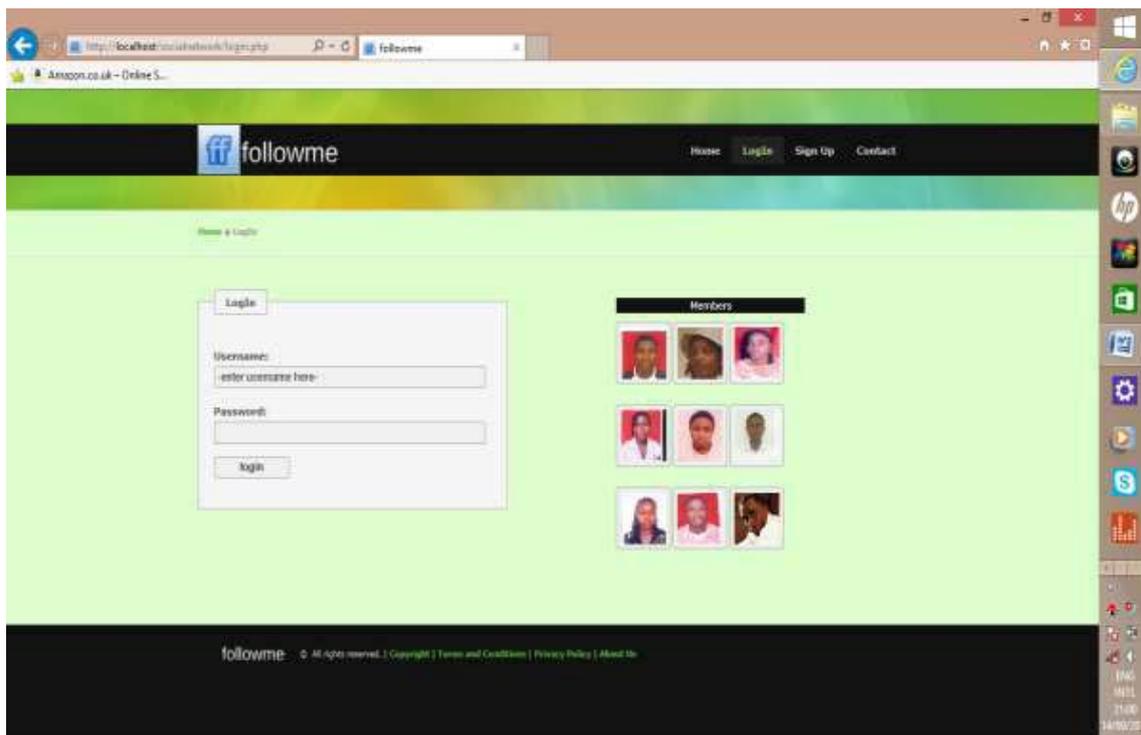


Figure 3. 6: Output Specification and Design

The output design was based on the inputs of the students, lecturers, and administrator. The system can log in the student, lecturer, and administrator as a member of the social network where he/she will be able

to see other members and communicate with other members who are also on the same platform or network.

On clicking the "Login" button, based on the option selected, the page will look like this:

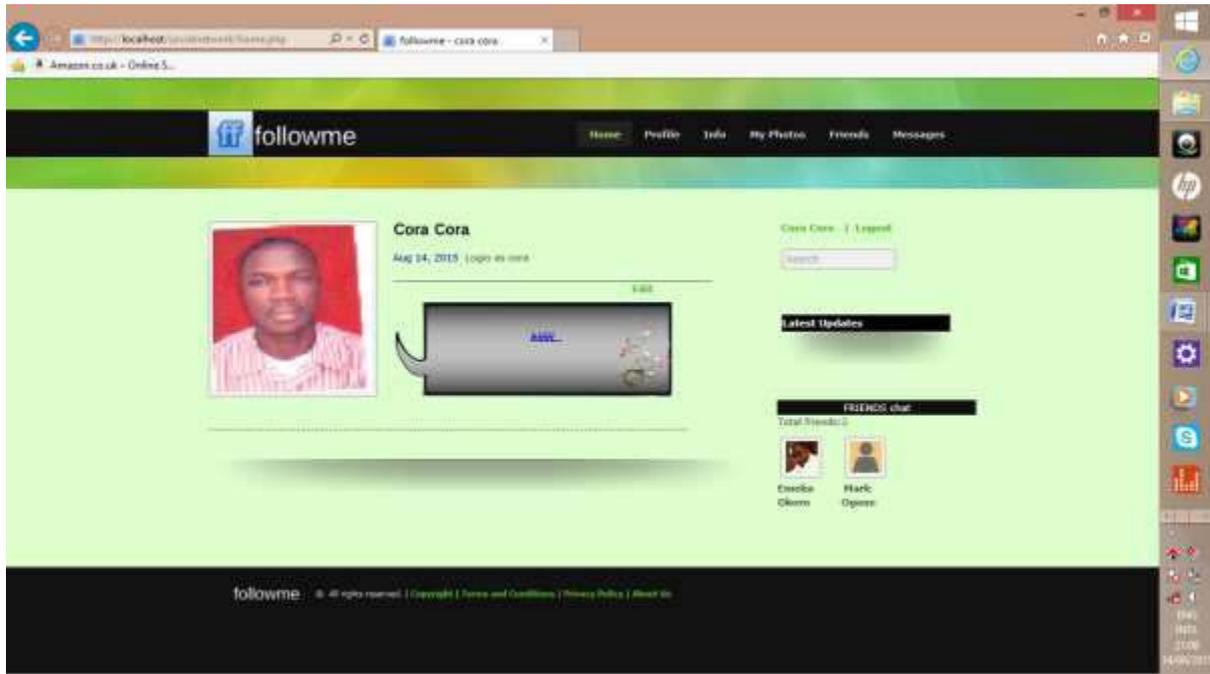


Figure 3.4: Output specification----result

g) System Design

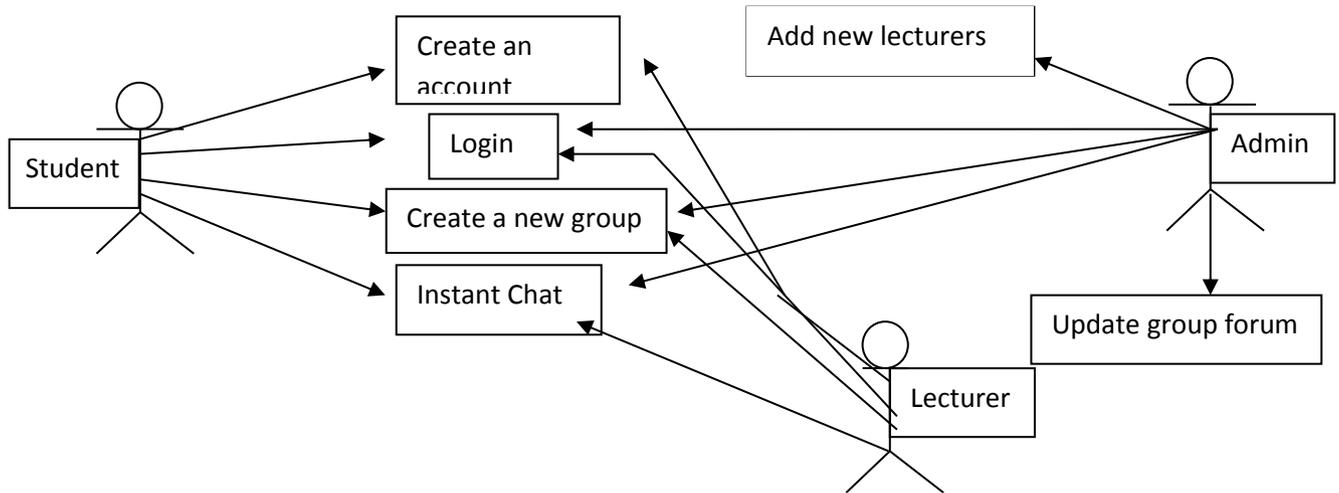


Figure 3.5: Use Case diagram for Online Social Network

IV. IMPLEMENTATION AND DOCUMENTATION

In this section, we discussed the implementation of (Followme), Obong University Social Media. Implementation is the realization of an application by following through several execution phases of planning, modelling, design, and analysis. After a thorough process of system analysis, system design and an exhaustive requirement specification, the system was implemented and test-ran using appropriate tools.

The section provided an overview of the choice of platform, tools and programming languages, software and hardware requirements, and the different modules and interfaces that were implemented.

a) *Implementation*

The website or portal for online communication system was implemented, using PHPMy Admin, Macromedia Dreamweaver, Mysql database, swish max, fireworks and apache server. System implementation follows the approval of the system proposals and its object thus it is to arrive at a satisfactory, implemented, wholly evaluated and functioned from the automated system. The system implementation embodies the preparation of resources including equipment and personnel with the testing of the system.

b) *Choice of Programming Language*

The requirements of the Obong University Social Network website system demands that a capable programming language should be used for its implementation. Hence PHP was chosen.

PHP: Hypertext pre-processor is a widely used, general-purpose scripting language was originally designed for web development, and production of dynamic web pages. PHP code is embedded into the HTML source document, to be interpreted by a web server that has a PHP processor module, which generates the web page document. PHP is a general-purpose programming language, which PHP code is processed by an interpreter application in command-line mode performing desired operating system operations and producing program output or its standard output channel. It may also function as a graphical application. PHP is a processor for most modern web servers and a standalone interpreter on most operating systems and computing platforms.

Why I found it appropriate to choose it in implementing this project was that it is a powerful debugging facility that provides useful hints and suggestions for error handling.

c) *Program Description*

The program starts with the default home page. Here you can log in as a STUDENT, LECTURER, or ADMIN. There are Six (6) tabs: Home, Profile, Info, My photos, Friends, and Messages. The Home tag is a

portion which welcomes non members and members of the social network and allows them to Login or register using the Signup tab. After the Student, Lecturer or Admin must have Login to the social network, the next tab is the Profile tab of the member allowing him/she as a member to view his/her profile picture, and also getting them to see some update (such as friend's comment on another friend profile picture or a friend changing his photo). The Info tab gives the member access to view his/her details that were supplied when signing up and remains valid and still in progress and also to provide additional information. My photo tab is a portion where members can upload their favourite photo and also make comment on them. Friends tab is a portion where a member gets to see all the number of friends he/she has and also get to see friends that are available on the social network. Message tab is a portion where all messages are seen. Mails which are sent are stored in the sent items folder, while those received are stored in the inbox folder, and the trash folder contains those that are sent on broadcast within a group.



4.3.1: HOME PAGE

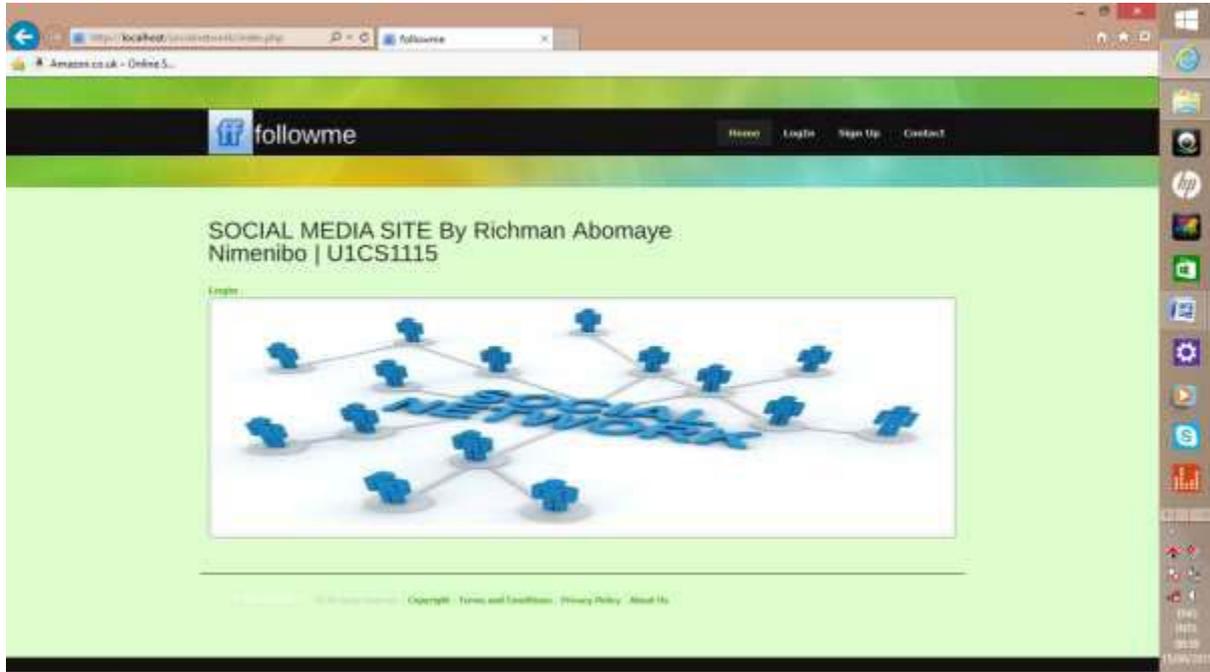


Figure 4.1: Showing home page

4.3.2 PROFILE

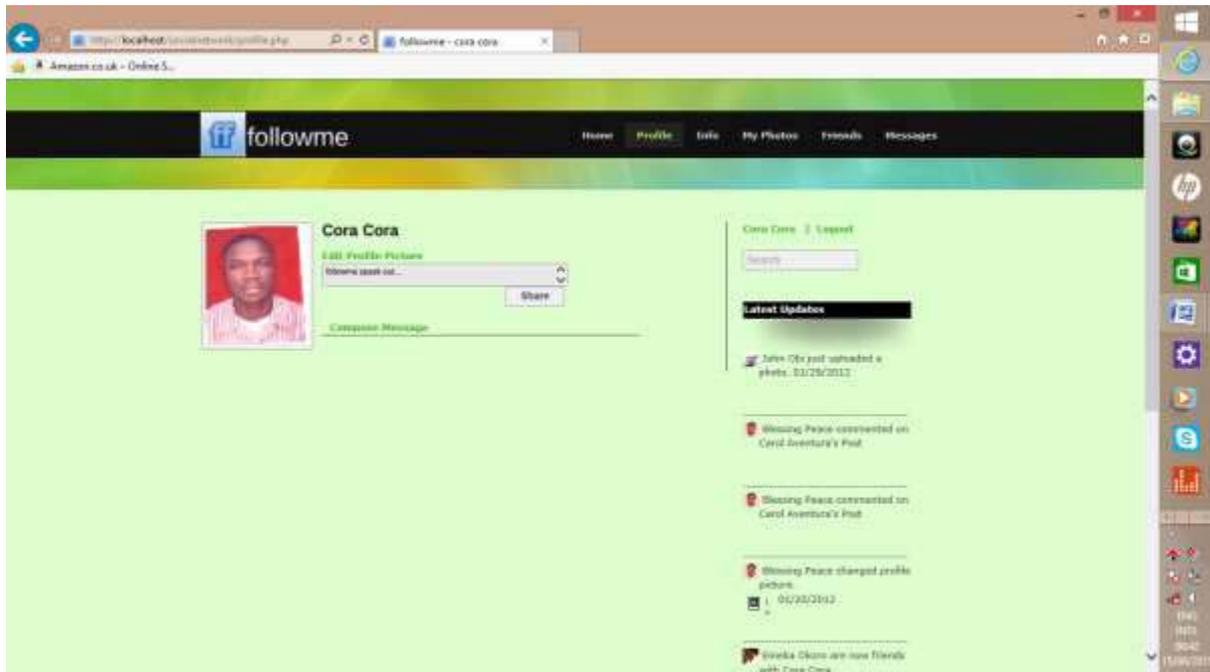


Figure 4.2: Showing the Profile page

4.3.3 INFO

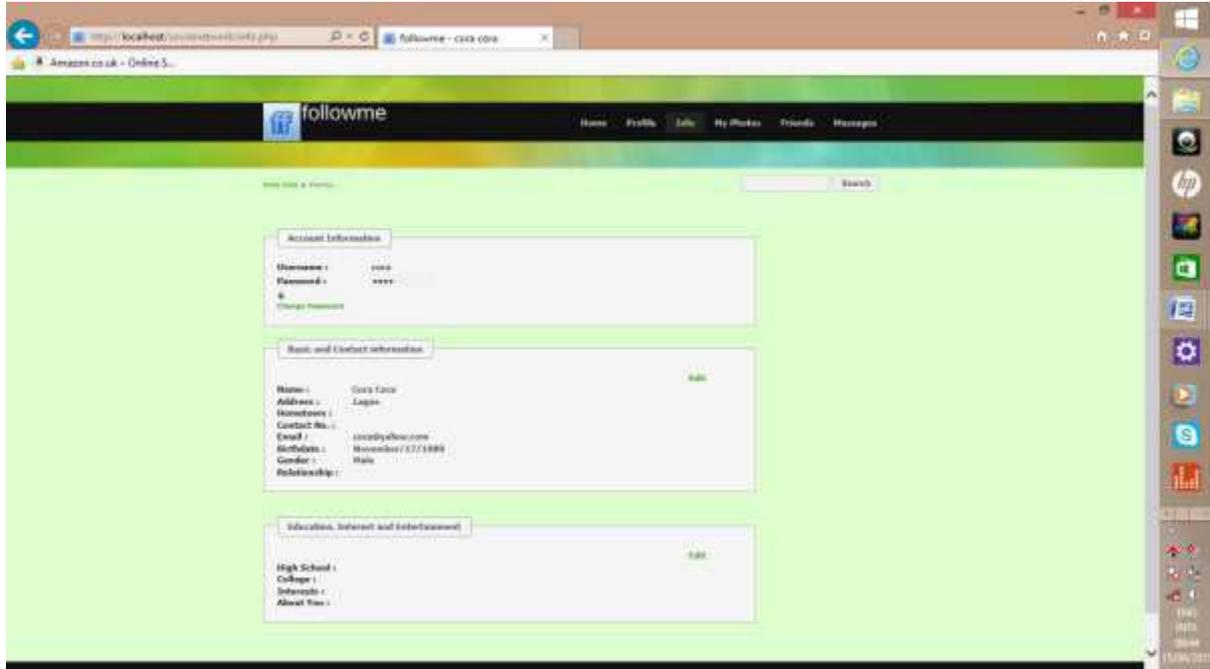


Figure 4.3: Showing the information about the individual Member

4.3.4 My Photos

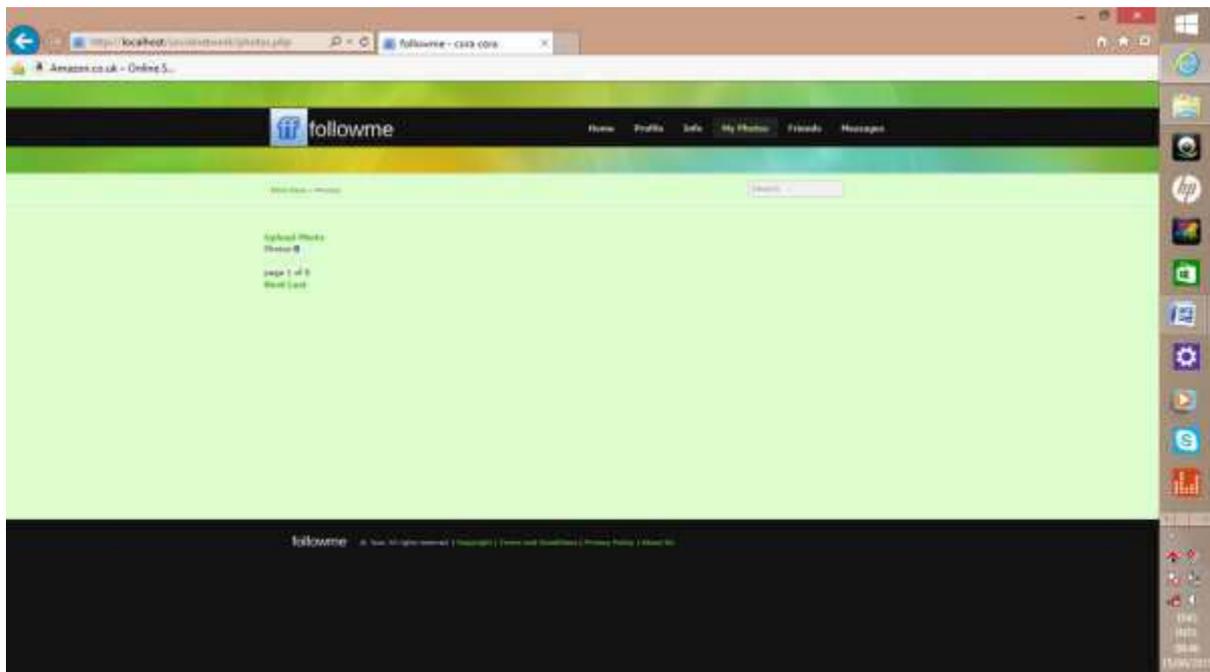


Figure 4.4: Showing the page that will display once you clicked on the individual dashboard



4.3.5 FRIENDS

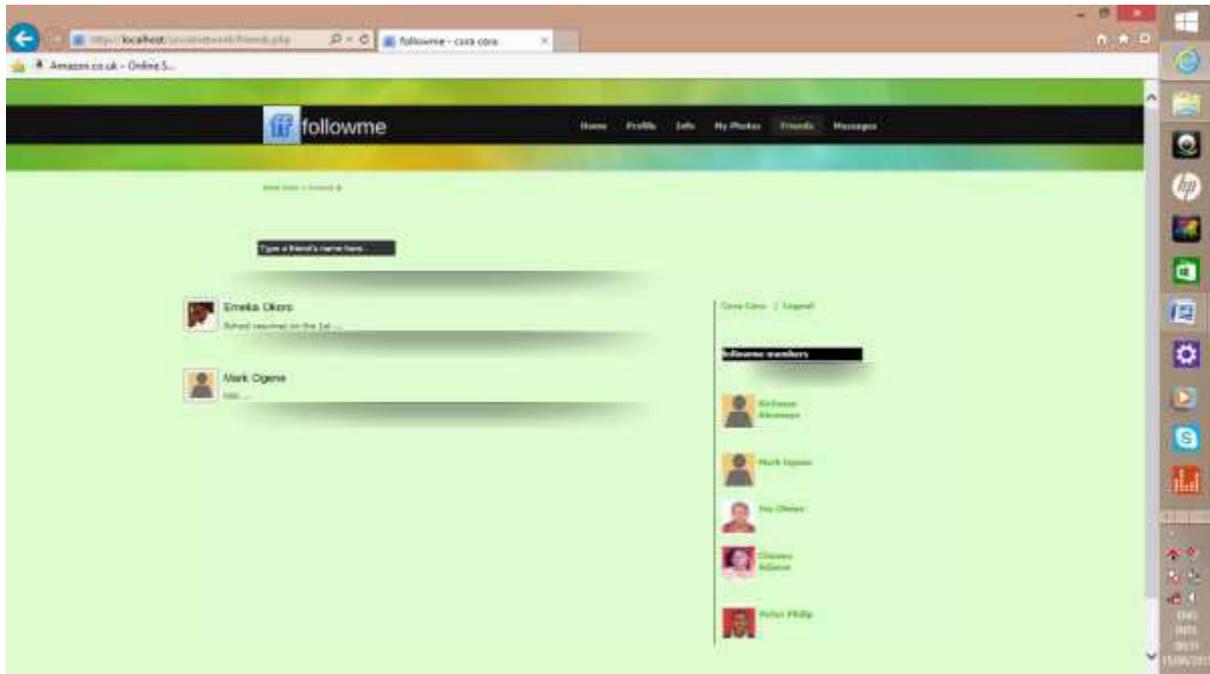
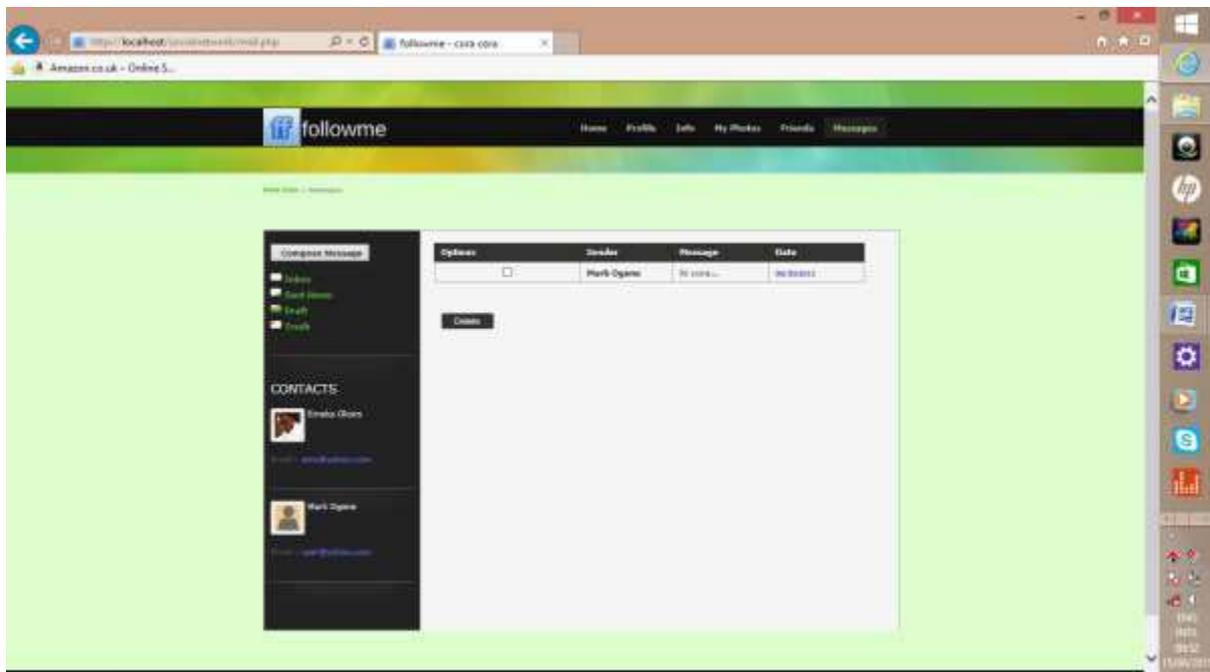


Figure 4.5: showings of friends on the link

4.3.6 MESSAGES



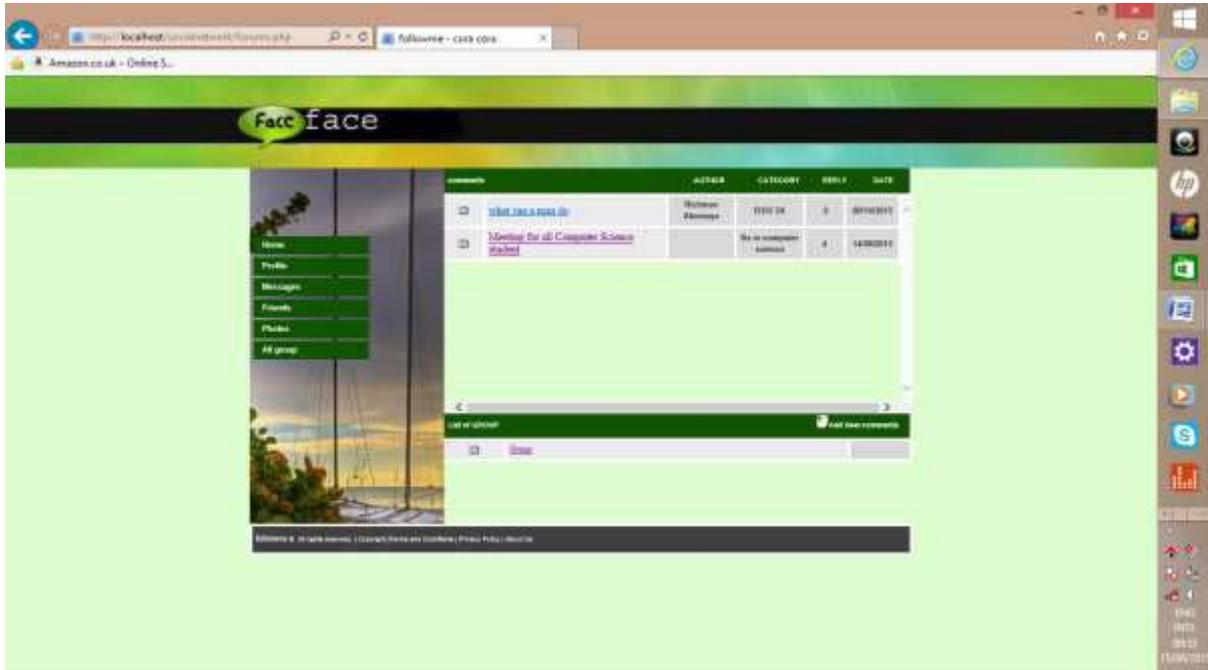


Figure 4.6: showing the individual messages display board

d) *System Requirement*

The system for running this project involves both the hardware and the software parameters.

i. *Hardware requirements*

- Pentium III processor (minimum)
- 256MB – 4GB RAM/memory space
- 10GB Hard disk space (minimum)
- SVGA colour monitor
- Standard keyboard
- Mouse
- CD ROM drive or DVD drive
- A Stabilizer
- 1500v uninterrupted power supply (UPS)
- Local Server

ii. *Software Requirements*

- Operating system:* Window XP professional edition or windows vista, other versions of windows include Windows 7, 8.0, 8.1, and 10.
- Internet service application
- Internet Explorer 6.0
- Macromedia family: consisting of Dreamweaver 8, Firework 8, and Flash player 8.
- MySQL database
- Apache server
- Phpmyadmin

iii. *User Requirements*

The computer user should be given proper orientation on how the new system works. Training improves the efficiency of both the user and the designed system. All staff has to be promptly notified

whenever new modifications are made. The students and staff using this system must be trained in the operation of the system.

e) *System Maintenance*

System maintenance is the last phase in the development of computer software. It deals with adjusting, improving the systems performance, reliability, efficiency, and effectiveness through system audits, user feedback, and periodic evaluation. Furthermore, it is the maintenance that involves upgrading and updating of the system(s) to keep them in place with new products, services, customers, demand, government regulations, and so forth.

V. SUMMARY, CONCLUSION AND RECOMMENDATION

This section presents the summary of the research work, recommendations, and the general conclusion of the research work.

a) *Summary*

People have used the idea of social network loosely for over a century to indicate complex sets of relationships among members of social systems at all levels, from interpersonal to international. Social network analysis has now moved from being a suggestive metaphor to an analytic approach and a paradigm, with its theoretical statements, methods, social network analysis software, and researchers. Analyst's way of reasoning is from whole to part; from structure to relations and individual; and as well from behaviour to attitude. This web-based system can be implemented

online or locally. This programme was developed to the local taste and is still running on localhost as well as on intranet which is in support of MySQL, MyPhpAdmin, Apache server and PHP. The system database is updatable, reliable, and secure and enables students' applications to be processed and well documented.

VI. CONCLUSION

The benefits of using the social networking website system cannot be overemphasized, since the system will increase the speed of communication, online seminars, group chats, networking, and many more.

VII. RECOMMENDATIONS

We recommend this work to the management of Obong University or any other institute of learning for ease of use of both staff and students that are cost-effective and save them of the stress of manual system of communication or the restriction in the social life of the students. With the deployment of this social networking website, there will be growth in students' population when effectively used of networking. The programme is cost-effective. We also recommend this work to all institutions and organizations that deal with many employees and a large student population. We are ready to install in any institution or workplace.

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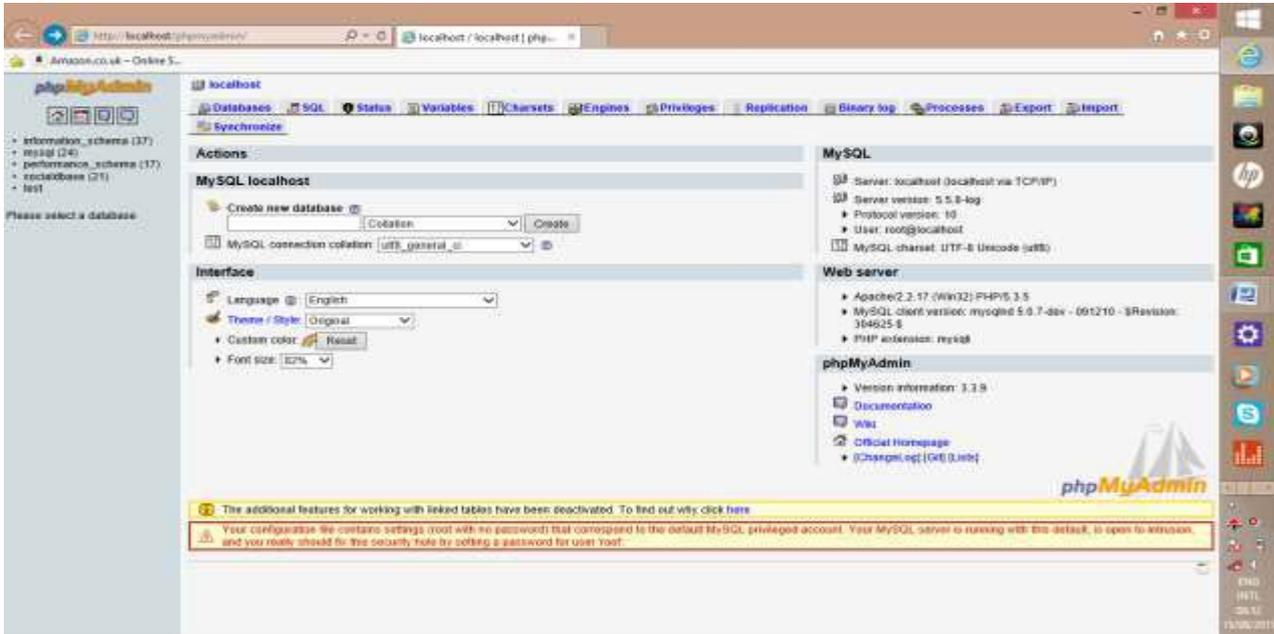
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URL

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- http://www.w3schools.com/tags by w3schools.
- http://en.wikipedia.org/wiki/Hierarchical database by Wikipedia.
- http://www.tekmom.com/buzzwords by Tekmom Buzzwords.

APPENDIX ONE

SCREENSHOTS OF SOME DEVELOPMENT TOOLS



php myadmin interface.

APPENDIX TWO
SOURCE CODES

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

  <link rel="stylesheet" type="text/css" href="css/style.css" />
  <link rel="stylesheet" type="text/css" href="css/cycle.css" />

  <!-- Here is where your page title must go -->
  <title>followme</title>

  <link rel="shortcut icon" HREF="images/logo.png" />

  <!-- Metadescription and MetaKeyWords are used for SEO -->
  <meta content="Metadescription" name="Insert the description of this
page here" />
  <meta content="MetaKeyWords" name="Insert the keywords that describe this
page here" />
  <script type="text/javascript" src="js/jquery.js"></script>
<script type="text/javascript">
$(document).ready( function() {
```

```

        $("#bi").click( function() {
            $("#backin").fadeIn();
            $("#bi").fadeOut();
        });

        $("#mis").click( function() {
            $("#mission").fadeIn();
            $("#mis").fadeOut();
        });

        $("#vis").click( function() {
            $("#vision").fadeIn();
            $("#vis").fadeOut();
        });

        $("#man").click( function() {
            $("#mandate").fadeIn();
            $("#man").fadeOut();
        });

        $("#int").click( function() {
            $("#intrams").fadeIn();
            $("#int").fadeOut();
        });

        $("#che").click( function() {
            $("#cheer").fadeIn();
            $("#che").fadeOut();
        });

        $("#ac").click( function() {

            $("#acq").fadeIn();
            $("#ac").fadeOut();
        });
    });
</script>
<!-- JQUERY -->
<script type="text/javascript" SRC="js/jquery-1.4.2.min.js"></script>
<!-- -END- JQUERY -->

<!-- Cycle -->
<script type='text/javascript'
SRC="js/jquery.cycle.all.min.js"></script>
<script type="text/javascript">
    $(document).ready(function() {
        if ($('#slides').length > 0) {
            $('#slides').cycle({
                fx: 'fade',
                speed: 750,
                timeout: 6000,
                randomizeEffects: false,
                pager: '#slidepager',
                cleartypeNoBg: true
            });
        }
    });
};

```

```

</script>
<!-- -END- Cycle -->

<!-- Superfish Menu -->
<script type="text/javascript"
SRC="js/superfish/hoverIntent.js"></script>
<script type="text/javascript"
SRC="js/superfish/superfish.js"></script>
<script type="text/javascript"
SRC="js/superfish/supersubs.js"></script>
<script type="text/javascript">
    $(document).ready(function() {
        $("ul.sf-menu").supersubs({
            minWidth:    12,    // minimum width of sub-
            menus in em units
            maxWidth:    27,    // maximum width of sub-
            menus in em units
            extraWidth:  1     // extra width can ensure
            lines don't sometimes turn over
                                // due to
            slight rounding differences and font-family
        }).superfish(); // call supersubs first, then
            superfish, so that subs are
                                // not display:none
            when measuring. Call before initialising
                                // containing tabs for
            same reason.
        });
    </script>
<!-- -END- Superfish Menu -->

<!-- IE6 PNG Transparency Fix -->
<script type="text/javascript"
SRC="js/jquery.pngFix.pack.js"></script>
<script type="text/javascript">
    $(document).ready(function() {
        $(document).pngFix();
    });
</script>
<!-- -END- IE6 PNG Transparency Fix -->

<!-- CUFON Font Replacement -->
<script SRC="js/cufon-yui.js" type="text/javascript"></script>
<script SRC="js/Liberation Sans font.js"
type="text/javascript"></script>
<script type="text/javascript">
    Cufon.replace('h1,h2,h3,h4,h5,h6');
    Cufon.replace('.logo', { color: '-linear-gradient(0.5= #FFF,
0.7= #DDD)' });
</script>
<!-- -END- CUFON Font Replacement -->

</head>
<body>
    <div id="header">
        <div class="container_12">

```

```

        <div class="grid_3">
            <h1 class="logo">
                <a href="index.php"><span
style="margin-left:10px;">followme</span></a>
            </h1>
        </div><!-- end grid -->
        <div class="grid_9">
            <ul class="sf-menu">
                <li>
                    <a class="current"
HREF="index.php">Home</a>
                </li>
                <li>
                    <a href="login.php">LogIn</a>
                </li>
                <li>
                    <a HREF="reg.php">Sign Up</a>
                </li>
                <li><a
HREF="contact.php">Contact</a></li>
            </ul>
        <!-- end sf-menu -->
    </div><!-- end grid -->
</div><!-- end container -->
<div class="clear"></div>
</div><!-- end header -->
<div id="content">
    <div class="container_16 clearfix">
        <div id="featured">
            <div class="grid_12">
                <div id="slideshow"><h2>SOCIAL MEDIA
SITE By Richman Abomaye Nimenibo | U1CS1115 </h2><font size="6"
color="green"><a href="login.php">Login</a></font>
                <div id="slides">
                    <img class="framed"
SRC="images/featured/slide1.jpg" alt="Slide 1" />
                </div>
                <div id="slidepager"></div>
            </div><!-- end slideshow -->
        </div><!-- end featured -->
    <div class="grid_4">
        <p align="justify">
    </div>

```

```
<div id="sub_footer">
  <div class="container_12 clearfix">
    <div class="grid_12">
      <a class="logo left" href="#">followme</a>
      <p><small>&copy; All rights reserved. | <a href="copyright.php">Copyright</a> | <a href="terms.php">Terms and Conditions</a> | <a href="privacy.php">Privacy Policy</a> | <a href="about.php">About Us</a> </small></p>
    </div><!-- end grid -->
  </div><!-- end container -->
</div><!-- end subfooter -->

<!-- For CUFON Under IE -->
<script type="text/javascript"> Cufon.now(); </script>
</body>
</html>
```

SIGNUP

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
<script>
function verifyEmail() {
var emailRegEx = /^[A-Z0-9._%+~]+@[A-Z0-9.-]+\.[A-Z]{2,4}$/i;
  if (document.alokm.email.value.search(emailRegEx) == -1) {
    alert("Please enter a valid email address.");
  }

  return false;
}
</script>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<link rel="stylesheet" type="text/css" href="css/style.css" />
<link rel="stylesheet" type="text/css" href="css/pswd.css" />

<title>followme</title>

<link rel="shortcut icon" HREF="images/logo.png" />

<meta content="Metadescription" name="Insert the description of this page here" />
<meta content="MetaKeyWords" name="Insert the keywords that describe this page here" />

<script type="text/javascript" SRC="js/jquery-1.4.2.min.js"></script>
```

```

        <script type="text/javascript"
SRC="js/superfish/hoverIntent.js"></script>
        <script type="text/javascript"
SRC="js/superfish/superfish.js"></script>
        <script type="text/javascript"
SRC="js/superfish/supersubs.js"></script>
        <script type="text/javascript">
            $(document).ready(function() {
                $("ul.sf-menu").supersubs({
                    minWidth:    12,
                    maxWidth:    27,
                    extraWidth:   1

                }).superfish();
            });
        </script>

        <script type="text/javascript"
SRC="js/jquery.pngFix.pack.js"></script>
        <script type="text/javascript">
            $(document).ready(function() {
                $(document).pngFix();
            });

function passwordStrength(password)
{
    var desc = new Array();

    desc[0] = "Very Weak";
    desc[1] = "Weak";
    desc[2] = "Better";
    desc[3] = "Medium";
    desc[4] = "Strong";
    desc[5] = "Strongest";

    var score = 0;
    if (password.length > 6) score++;

    if ( ( password.match(/[a-z]/) ) && ( password.match(/[A-Z]/) ) )
score++;

    if (password.match(/\d+/)) score++;
    if ( password.match(/.[!,@,#,$,%,&,*?,_~, -, (,)]/) ) score++;
    if (password.length > 12) score++;
    document.getElementById("passwordDescription").innerHTML =
desc[score];
    document.getElementById("passwordStrength").className = "strength" +
score;
}
        </script>

        <script SRC="js/cufon-yui.js" type="text/javascript"></script>
        <script SRC="js/Liberation Sans font.js"
type="text/javascript"></script>
    
```



```

});

});

//-->
</SCRIPT>

</head>
<body>
<div id="header">
  <div class="container_12">
    <div class="grid_3">
      <h1 class="logo"> <a href="index.php"><span style="margin-left:10px;">followme</span></a> </h1>
    </div>
    <!-- end grid -->
    <div class="grid_9">
      <ul class="sf-menu">
        <li> <a href="index.php">Home</a> </li>
        <li> <a href="login.php">LogIn</a> </li>
        <li> <a href="reg.php">Sign Up</a>
          </li>
        <li><a href="contact.php">Contact</a></li>
        <li></li>
      </ul>
    </div>
  </div>
  <div class="clear"></div>
</div>
  <div id="breadcrumb">
    <div class="container_12 clearfix">
      <div class="grid_9">
        <p><a href="index.php">Home</a> ♦ Sign Up</p>
        <p></p>
      </div>
    </div>
  </div>
  <div id="content">
    <div class="container_12 clearfix">
      <div class="right" align="right" style="margin-left: 0px; padding-left: 20px;">
        <h1>Welcome to followme.....</h1><br>
        It is free and always will be....<br>
        <br>
      </div>
      <div class="grid_12" style="width: 350px;">
        <fieldset>
          <legend>Sign Up</legend>
          <form id="form1" method="post"
            action="reg.php" name="alokm">
            <input name="image" type="hidden"
              value="uploads/propic.jpg" />
            <h3>&nbsp;</h3>
          </form>
        </fieldset>
      </div>
    </div>
  </div>

```

```
<p>
    <label>Username:
    <input id="username"
style="width: 250px; font-weight: bold; color: #222;
text-transform: none;" type="text" name="username" /><br /><span
id="status"></span></label>
</p>
<p>
    <label>Password:
    <input style="width:
250px; font-weight: bold; color: #222;
text-transform: none;" name="password" type="password"
onkeyup="passwordStrength(this.value)" /></label>
    <br />
    <span id="passwordDescription"></span>
    <span id="passwordStrength" class="strength0"></span>
</p><br />
<p>
    <label>Firstname:
    <input style="width:
250px; font-weight: bold; color: #222;
text-transform: capitalize;" type="text" name="firstname" /></label>
</p>
<p>
    <label>Lastname:
    <input style="width:
250px; font-weight: bold; color: #222;
text-transform: capitalize;" type="text" name="lastname" /></label>
</p>
<p>
    <label>Email:<br />
    <input type="text"
style="width: 250px; font-weight: bold; color: #222;
text-transform: none;" onblur="verifyEmail()" name="email" /></label>
</p>
<p>
    <label>City:<br>
    <input style="width:
250px; font-weight: bold; color: #222;
text-transform: capitalize;" type="text" name="address" /></label>
</p>
<p>
    <label>Birthdate:<br />
    <input
name="birthdate" type="hidden" size="25" />
    <div id="bmonth"><select
class="" style="width: 100px;
font-weight: normal;
color: #222;" name="birthday_month" ></div>
        <span id="valmonth" style="display:none;">
        <option value="-1">Month:</option>
        <option value="January">Jan</option>
        <option value="February">Feb</option>
        <option value="March">Mar</option>
        <option value="May">May</option>
        <option value="June">Jun</option>
        <option value="July">Jul</option>
    </span>
    </p>
```

```
<option value="August">Aug</option>
<option value="September">Sep</option>
<option value="October">Oct</option>
<option value="November">Nov</option>
<option value="December">Dec</option>
</select></span>
<span id="bday">
  <select name="birthday_day" style="width: 100px;
```

```
font-weight: normal;
color: #222;" autocomplete="on"></span> <span id="valday"
style="display:none;">
```

```
<option value="-1">Day:</option>
<option value="1">1</option>
<option value="2">2</option>
<option value="3">3</option>
<option value="4">4</option>
<option value="5">5</option>
<option value="6">6</option>
<option value="7">7</option>
<option value="8">8</option>
<option value="9">9</option>
<option value="10">10</option>
<option value="11">11</option>
<option value="12">12</option>
<option value="13">13</option>
<option value="14">14</option>
<option value="15">15</option>
<option value="16">16</option>
<option value="17">17</option>
<option value="18">18</option>
<option value="19">19</option>
<option value="20">20</option>
<option value="21">21</option>
<option value="22">22</option>
<option value="23">23</option>
<option value="24">24</option>
<option value="25">25</option>
<option value="26">26</option>
<option value="27">27</option>
<option value="28">28</option>
<option value="29">29</option>
<option value="30">30</option>
<option value="31">31</option>
```

```
</select></span>
<span id="byear"> <select name="birthday_year"
```

```
style="width: 100px;
font-weight: normal;
color: #222;" autocomplete="on"></span><span id="valyear"
style="display:none;">
```

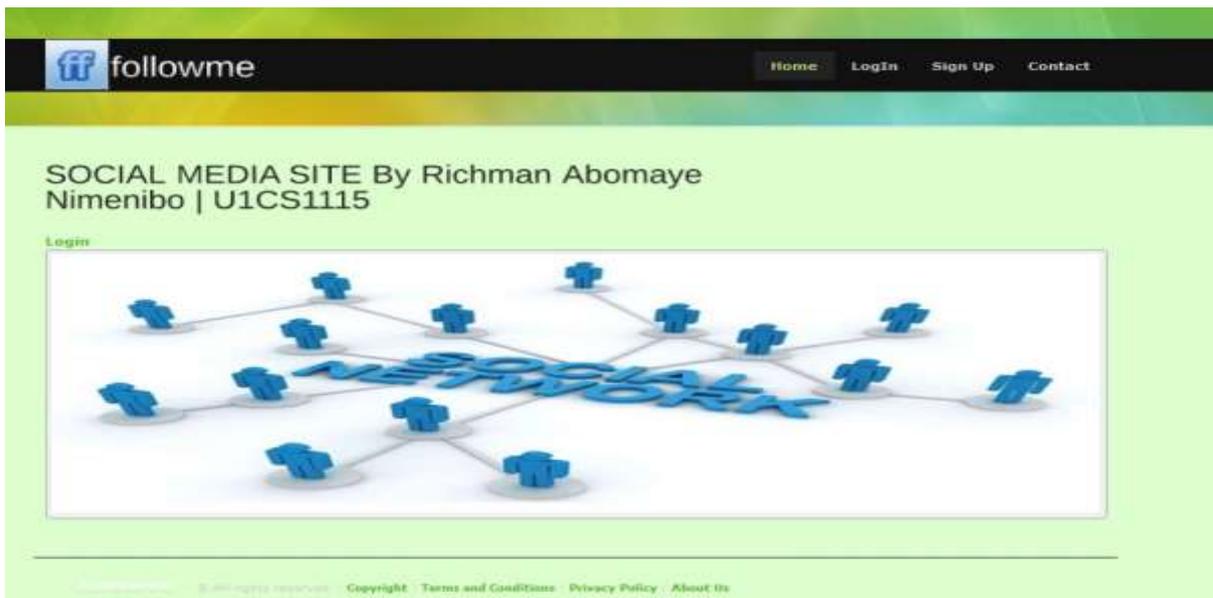
```
<option value="-1">Year:</option>
<option value="2011">2011</option>
<option value="2010">2010</option>
<option value="2009">2009</option>
<option value="2008">2008</option>
<option value="2007">2007</option>
<option value="2006">2006</option>
<option value="2005">2005</option>
<option value="2004">2004</option>
```



```
<option value="2003">2003</option>
<option value="2002">2002</option>
<option value="2001">2001</option>
<option value="2000">2000</option>
<option value="1999">1999</option>
<option value="1998">1998</option>
<option value="1997">1997</option>
<option value="1996">1996</option>
<option value="1995">1995</option>
<option value="1994">1994</option>
<option value="1993">1993</option>
<option value="1992">1992</option>
<option value="1991">1991</option>
<option value="1990">1990</option>
<option value="1989">1989</option>
<option value="1988">1988</option>
<option value="1987">1987</option>
<option value="1986">1986</option>
<option value="1985">1985</option>
<option value="1984">1984</option>
<option value="1983">1983</option>
<option value="1982">1982</option>
<option value="1981">1981</option>
<option value="1980">1980</option>
<option value="1979">1979</option>
<option value="1978">1978</option>
<option value="1977">1977</option>
<option value="1976">1976</option>
<option value="1975">1975</option>
<option value="1974">1974</option>
<option value="1973">1973</option>
<option value="1972">1972</option>
<option value="1971">1971</option>
<option value="1970">1970</option>
</select></span>
</p>
<p>
<label>Gender:
<select name="gender"
style="width: 300px; font-weight: bold; color: #222;
text-transform: none;">
<option value="-1" selected="selected">-Select
Gender-</option>
<option>Male</option>
<option>Female</option>
</select></label>
</p>
<p>
<label>country:
<input style="width:
300px; font-weight: bold; color: #222;
text-transform: uppercase;" type="text" name="yr_sec" /></label>
</p>
<br />
<p><input type="radio"
name="checkbox" id="check" checked/>
<a href="termsfuse.php">Terms of Use</a><br
/><br />
```

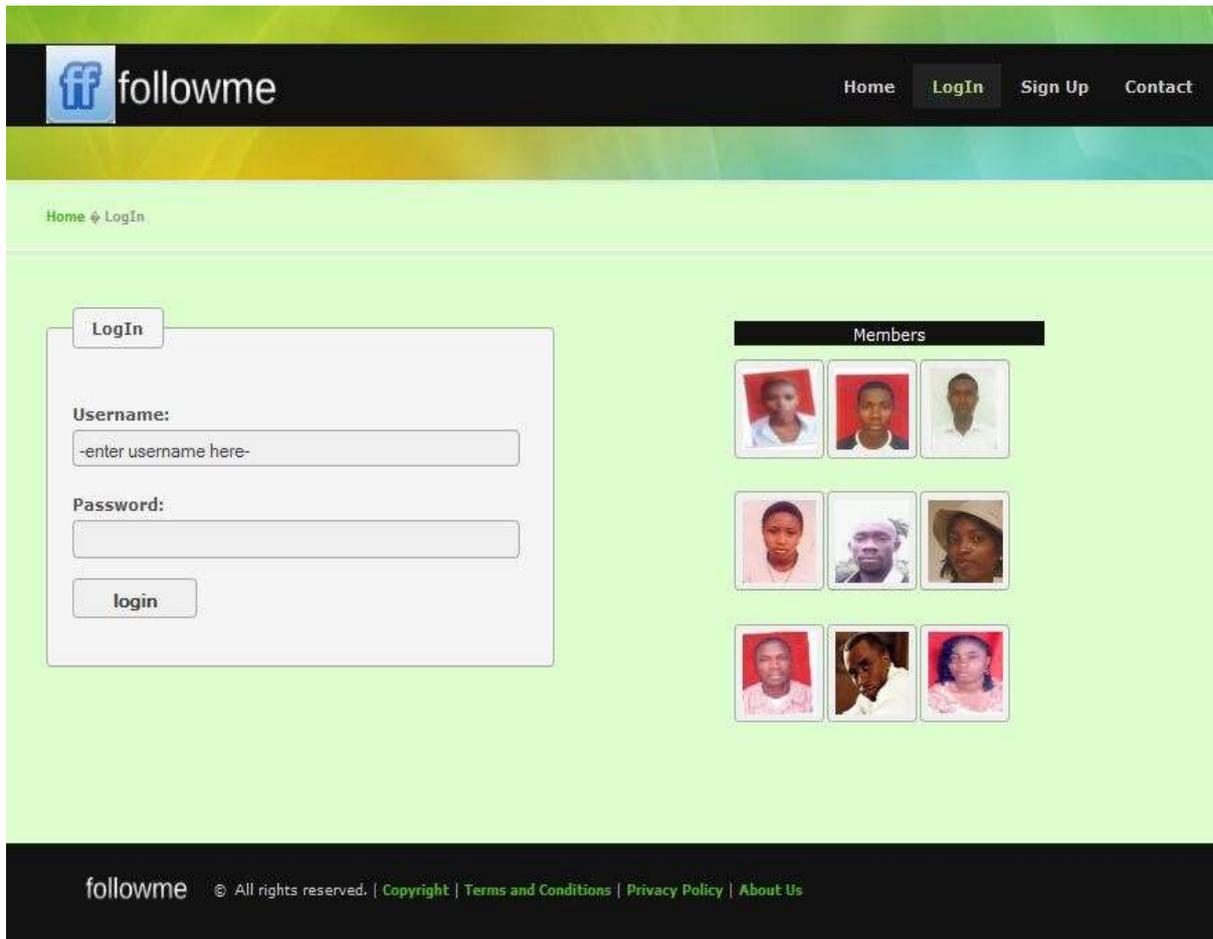
```
value="Sign Up" type="submit" name="register" />
<input class="button"
</p>
</form>
</fieldset>
</div>
<!-- end grid -->
</div><!-- end container -->
</div><!-- end content -->
<!-- end footer -->
<div id="sub_footer">
<div class="container_12 clearfix">
<div class="grid_12"> <a class="logo left" href="#">followme</a>
<p><small>&copy;&nbsp; All rights reserved. | <a
href="copyright.php">Copyright</a> | <a href="terms.php">Terms and
Conditions</a> | <a href="privacy.php">Privacy Policy</a> | <a
class="current" href="about.php">About Us</a></small></p>
</div>
</div>
</div>
<script type="text/javascript"> Cufon.now(); </script>
<script type="text/javascript"> Cufon.now(); </script>
</body>
</html>
```

APPENDIX THREE



APPENDIX FOUR

Login Page



APPENDIX FIVE

Friends

