A project report on

DESIGN AND DEVELOPMENT OF VIRTUAL COMMUNITIES

Submitted in partial fulfilment of the requirement For the award of the degree

MASTER OF COMPUTER APPLICATIONS

Of



Visvesvaraya Technological University Belgaum, Karnataka By

NAVEEN G S

1CR18MCA77



CMR INSTITUTE OF TECHNOLOGY 132, IT Park Road, Kundalahalli, Banglore-560037 2019-2020

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Under the guidance of

Internal Guide

Dr. Helen Josephine VL

Associate Professor, MCA Department, CMR Institute of Technology, Bangalore.

External Guide

Ms. Keerthana S Techciti Technologies Pvt.Ltd, Bangalore.



CMR INSTITUTE OF TECHNOLOGY 132, IT Park Road, Kundalahalli, Bangalore-560037 2019-2020

CMR INSTITUTE OF TECHNOLOGY

Department of Master of Computer Applications

Bangalore - 560037



CERTIFICATE

This is to certify that the project work entitled

DESIGN AND DEVELOPMENT OF VIRTUAL COMMUNITIES

Submitted in partial fulfilment of the requirement for the award of the degree of Master of Computer Applications of the Visvesvaraya Technological University, Belgaum, Karnataka, bonafide work carried out by

NAVEEN G S **1CR18MCA77**

during the academic year 2019-2020.

Signature of the Guide Signature of the HOD Dr. Helen Josephine.V.L Ms.Gomathi.T Associate Professor, MCA HOD, MCA

Signature of the Principal Dr. Sanjay Jain PRINCIPAL, CMRIT

External Viva

Name of the Examiners

Signature with date

1.

2.

DECLARATION

I, Naveen G S, student of 6th sem MCA, CMR Institution of Technology, bearing the USN 1CR18MCA77, hereby declare that the project entitled "Design And Development Of Virtual Communities" has been carried out by me under the supervision of External Guide Ms.Keerthana S, Project Manager, and Internal Guide Dr. Helen Josephine V L, Associate Professor, Dept. of Master of Computer Applications and submitted in the partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications by the Visvesvaraya Technological University during the academic year 2019-2020.The reports has not been submitted to any other University or Institute for the award of any degree or certificate.

Place: Bangalore

Naveen G S

Date:

(1CR18MCA77)

ACKNOWLEDGMENT

I would like to thank all those who are involved in this endeavour for their kind cooperation for its successful completion. At the outset, I wish to express my sincere gratitude to all those people who have helped me to complete this project in an efficient manner.

I offer my special thanks to my external project guide Ms. Keerthana S Project Manager, Techciti Technologies Pvt. Ltd., Bangalore, and to my Internal Project guide Dr. Helen Josephine V L, Department of MCA, CMRIT, Bangalore without whose help and support throughout this project would not have been this success.

I am thankful to Dr. SANJAY JAIN, Principal, CMRIT, Bangalore for his kind support in all respect during my study. I would like to thank Ms. Keerthana S, Project Manager, Techciti Technologies Pvt. Ltd., Bangalore, who gave opportunity to do this project at an extreme organization Most of all and more than ever, I would like to thanks my family members for their warmness, support, encouragement, kindness and patience. I am really thankful to all my friends who always advised and motivated me throughout the course.

Naveen G S

(1CR18MCA77)



TechCiti Technologies Private Limited.

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Ref.No.TTPL/2019-2020/HRD/1608 Date: 10th June, 2020

TO WHOMSOEVER IT MAY CONCERN

We would like to inform you that Mr. Naveen G S (1CR18MCA77) has successfully completed his project with our company, he has been working on the project title "Design and Development of Virtual Communities" from 10.01.2020 to 05.06.2020 as "Software Developer – Intern".

We have found him to be a self -starter who is motivated, duty-bound and hardworking. He has worked sincerely on his assignments and his performance is at par excellence.

We wish him all the best for his future endeavors.



Human Resources Department TechCiti Technologies Private Limited.

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CHAPTER 1 INTRODUCTION

1.1 PROJECT DESCRIPTION

It deals with creating an application "Virtual Communities". It deals with creating a proper network among the students and lectures. In this network, students and lectures able to create a new profile for them. Using their authentication information they access the relevant resources. Searching the peoples who they want to communicate in the network and send a request to them. They share their ideas, events, entertainment, job information and guidance. The information maintained confidentially and full secure. We apply a limitation for sending request. It is like social website but it will be used for certain people who are related to the particular college or company tec. It evolves the bonding between the employee or students and they can share their ideas and the comments everything through online so the growth of the company get increased based on their ideas. For creating this virtual committee we are using Django web framework. It is one of the high level framework. Using this python code we can create website application using Django library package. In that default it provide middleware functions to secure the data. Using Cross-Site Request Forgery(CSRF)token we can share the details it is secured way. It provide user authentication library package it is used to check whether the user is authenticated user or non-authorised user. Apart from that if the user is not valid for getting error message we have default message library packages in middleware functions. Using these all the features we can implement virtual committee development in effective manner. It is the easiest way and it is scalable. In this project we are using close customer instruction in that the effective performance of the new framework will simply upon the support of the officials working in that division. Officials will be bestowed the vital preparing on the new innovation. Secondly we are using the End Consumer Education is done after execution and checking. If the system has got to be harder to recognize and more complex, more effort is made to educate them about system, give them lectures and necessary documents and matter on this can be done. Next we are implementing training of software applications, the users must be instruct in new system such as type of help on display display, kind of mistakes when entering facts, required validity verify on each object, and route `of correcting data entered, after the requisite basic machine awareness education. Application software training. The details needed to use the program should then be given by the individual user. Finally we are providing Post Implementation View it is used to get division plans a system for knowing the status of the previous implementing process. The decision makers will arrange the implementation problem and the success of this regular meeting.

1.2 COMPANYPROFILE



TechCiti Technologies Private Limited

VISION

"Technology is boundless". Our vision is to empower individuals and associations understand their latent capacity reevaluating their commitment in characterizing the future utilizing innovation.

GOAL

To accomplish the main situation as a recognized and total start to finish innovative framework and specialist organization.

VALUES

Trust :- Among Our Employees, Vendors & Customers.

Value of Money :- Providing Need Based Cost Effective Solutions to Our Customers.

ABOUT US

TechCiti is a vast comprehensive information technology assistance with compound platform that carefully changes business tasks, upgrades client commitment and increases operational productivity for its clients everywhere throughout the world. TechCiti offers an integrated portfolio of products, solutions and services. Distribute added 1500 clients going from Fortune 500 organizations to rising new companies. Techciti Technologies has evolved as one of the leading Managed Service Provider (MSP's) in APAC region. TechCiti gets its quality from its solid authority group concentrated on motivating a situation of pioneering society leaked in conveying exceptional value the client.

The company network portfolio consists two companies "TechCiti Technologies PrivateLimited" and "TechCiti Software Consulting Private Limited ". TechCiti Technologies

Limited being the parent company and TechCiti Software Consulting Private Limited being the deemed subsidiary of TechCiti Technologies Private Limited.

Alliances And Partnerships

Our collusions have assumed a basic job in our drive for environment based advancement. Our administration contributions and arrangements across industry verticals are reinforced by coalitions with worldwide innovation merchants, clients, and specialty arrangement suppliers













Company Information

Company Identification No. : U72200KA2013PTC068461

•D-U-N-S No. : 87 40 48298

•MSME No. : 290202103461

•GST No. : 29AAECT5834G1Z3

•Registered Company Address: # 22,23,24,25/101/03,JP Nagar-7th Phase,Bangalore,

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•Website: <u>www.techciti.in</u>

CHAPTER 2 LITERATURE SURVEY

2.1 EXISTING AND PROPOSED SYSTEM

2.1.1 EXISTING SYSTEM

In last structure, the communication among the current students, old company people and developers are not formed well. All company people in any location comes into a single network is most complicated. After completing their work most of them missing communication between their friends. The students are lack to aware about the current job offer, seminar, training details because the communication is missing among them.

In the existing social network many category peoples are coming into their network. It becomes into the business motive. So company person need a special application to provide network among them and their guider only. Apart from syllabus they need a friendly relationship and careers guidance from the lectures.

Demerits:

- □ Fully maintained by human efforts
- □ Chance of mishandling of details and information
- □ Time consuming process very expensive
- \Box Details may be lost or damaged

2.1.2 PROPOSED SYSTEM

It clears existing structure disadvantage. Structure is automated which is developed for all type of students and lectures communicate among them.

The newly designed system mainly aims at the following tasks:-*Time consuming process

*Automate communication developers. the between the * Edit the profile well as as photos. * The user can able to give the friend request and either they can receive the friend request from other and they will decided to accept or deny the request from the other user. *we can upload the photos and latest events and appreciation and we can able to create album from this application

Merits:

Fully computerized No chances for mishandling of data Details cannot be lost or damaged All details are stored very securely

1.Web services for virtual simulation

This system is mainly used to developed for distance education and so many people can learn everything through online, Now there is huge growth in the education system everyone are preferring online education. And there is big problem related to the computer networks if the system is more faster then only the user will access that particular application, so if we need to spread the application world wide then there is huge network support we need to implement otherwise entire system become slow. Using this we can't achieve that much accurate results and less in communication problem and internet issue to transmit the data.

2.Developing Virtual Learning Environment 2.0 Using Web Services Approach

Now virtual study system become so popular. So many people need to do all the activities through online. So all over the world all the people can able to access the system and we will get so much of profit. So many people prefer only online education because there is no travelling and there is no chance of expense so everyone will prefer virtual online education system.

3.Virtual artifact: Enhancing museum exhibit using 3D game

Now a days 3D technologies is more popular. All the people need to view the visualization in the form of 3D so the people will understand the thing and they will eagerly learn the new thing. But the cost estimation of this system should be very high and we need high quality configuration software to access the application and there may be chance of slow network the system will

affects.

2.2 FEASIBILITY STUDY

Feasibility study is the requirement that has to be discussed so that existing scenario weakness can be properly understood and according the proposed system can be designed and it has to be judged based on different factors for the feasibility.

2.2.1 TECHNICAL FEASIBILITY

The proposed system is entirely Python Django web framework based technology and it is high level web framework. Using this django platform we developed the Design and virtual committee it is used to interact with all the employees with different domain. Using this software admin can manage all the customer details regarding employees.

2.2.2 ECONOMIC FEASIBILTY

The proposed system is very useful for banking person to get the employee details who all are sharing all the details we can trace easily. As well as it is useful for admin to announce if any important events will going to happen means..It is very efficient way to interact all the employees.

2.2.3 OPERATIONAL FEASIBILITY

The proposed system is scalable and it provides data protection. And it makes all employee to interact with others. Hence the development of gold pledging software operation practical.

2.2.4 LEGAL FEASIBILITY

The proposed structure according the understanding of importance of admin people and customers is liable to the government legal issues. The development of this system is legally feasible.

2.3 TOOLS AND TECHNOLOGIES USED

2.3.1 Hyper Text Markup Language

It represents Hyper Text Markup Language. It purpose html is creation of websites or webpages.For creation of website/webpages we are using Cascading Style Sheet(CSS) it is used to create styles for your webpages like font,color,animation and Javascript it is used for validation purpose.

Web browser get Html file from a web server and we can see the website page in any type of browsers. It specifies formation of a web page. The codes are return using tags.

- It's utilized to structure webpages
- HTML sheet carry block html elements
- Tags are used to specify component of html
- Various tags like heading, style, table, form etc.
- Browsers try not to show the HTML names, yet utilizing the substance of a page to make them.

2.3.2 CSS

It is used while creating webpage adding style in that in a simple and easiest way. CSS is nothing but cascading style sheet. We can use css inorder to make website attractive.

2.3.3 Bootstrap4

Bootstrap is an open source framework used to develop the responsive web applications or responsive designs. Responsive means application should be runs on smaller screens like mobile phones and tablets. Every element of the HTML document get stacked when the page get smaller or minimized. By default bootstrap takes 12 columns of width with equal separation of the columns that means every column having same size. But you can alter the default values and you can make layouts, design according to your requirements using tags.

Bootstrap provide grid system for all kind of devices such as portable, average, huge which can assist to run the app on every devices. Further it provide some stylish buttons, forms, tables and so on. Bootstrap 4 is the newest version with some additional features compare to previous versions. In this project bootstrap 4 is used for the front development along with the django framework.

2.3.4 MACHINE LEARNING

It deals with AI in this it will learn automatically without having the user knowledge(Ex.Robot-in that if we feed the data based on that it will follow instructions and experience by own, we don't need to insist each and every time.

Machine learning has three types:

- Supervised Learning-Name itself denotes it is a supervisor technique. We can simply say it is a lableled data we know both input and o/p based on that we are going to predict the accuracy. It has two types
- ✓ Classification-Discrete or categorical values
- ✓ Regression-Continous values
- 2. **Unsupervised learning**-It is the unlabelled data, it has only input features. Based on the input data itself we need to find and predict the output. It has two types
- ✓ Clustering
- ✓ Association

3. Reinforncement Learning-It is trial and error method

2.3.5 Django

Django is high level web framework in python which is developed and maintain by DSF(Django Software Foundation). Now a days django widely in used because of its more built in functionalities. There are some famous and well-known companies and apps are using django for the development of their websites and those companies and apps are Google, Instagram, Disqus, Spotify, You Tube, Pinterest, .It is used in web development in python. It support templates and static files that means you can easily render the HTML pages by putting all the HTML files in the directory called 'templates' and similarly you can place all the files related to styles like CSS and JS will be placed inside the directory called 'static'. In this project django is used for the front end development. Further django provide more features as compared to other frameworks and those features are given below.

- 1. Built in local host server
- 2. Built in administration facility
- 3. High security

- 4. Rapid development
- 5. Outstanding documentation

2.3.6 NumPy

NumPy is the library for the python language which provide arrays and matrices for the storing the large data. It provides and supports a high-level and more mathematical function which works on these Numpy arrays and matrices.

2.3.7 Pandas

Pandas is the library for the python language which deals administration of data. Which provides some information related to operations and data structures.

SPYDER:

What is Spyder ?

Spyder stands for Scientific **PY**thon **D**evelopment **E**nvi**R**onment, it is an Integrated Development Environment (IDE) for creating, debugging and maintaining code return in python.

Launching Spyder:

Go to Start in Windows and search for Anaconda3 (64-bit), expand the folder and click on Spyder.

2.4 HARDWAREAND SOFTWARE REQUIREMENTS

HARDWARE REQUIREMENTS:

- Processor : 4th generation Intel core i3 or higher
- Disk Space : 50 GB or More.
- RAM : 4GB(min).

SOFTWARE REQUIREMENTS:

- Operating system : Windows,Mac Os,Linux.
- Programming Language : Python,Django
- Data Base : Sqlite3
- Web framework : Django/Flask
- Tools :AnacondaDistribution

CHAPTER 3

SOFTWARE REQUIREMENTS SPECIFICATION

3.1 Users

- **S** Authentication
- Search friends
- Scrap book
- S Event Planner and Job Info

S Authentication

When new customer comes to entry application must be register and create their own profile based on their user type. The authentication information provided to each user to access the relevant resource. Using this authentication only they log on to application and access it. The information provided to each user must be unique and confidentially maintained.

Search friends

In this module, the students entered into the system using their authentication information and finding friends. On clicking find people button all users in this network will be displayed. The users' photo is displayed first. On clicking the photos they entered into their profile. Send a friend request to the persons whom they want to communicate. The students able to send a request to students only.

Scrap book

In this module, the students and lectures communicate among them. They share their ideas, comments etc.. The chatting history is maintained in this module. The data is maintained separately for each user.

S Event Planner and job info

In this module, the lectures provide guidance to the students. They update the recent event details like seminar details, workshop, competition and training details. The lectures update current opening information i.e. interview date, job description, company details and provide guidance for preparing for the interview. These event information and job information access by all students in that network.

Implementation

This is the system which converts the theoretical into practical system. It is the way of implementing the system architecture into the working model. We have to install the requirements and has to build the model and implement the project in the new device. The most important thing in the implementation is to achieve the system to be work more effectively and efficiency of the model should be high compared to the previous system. All the project works involves the following method. They are

End User Training

It is should be very important and implementation of the working model should be based on the employee works. All the employee has to learn the new technologies based on the project requirements and ability to adapt for new technologies.

End User Education

Once implementation working model and testing has to be done then the user has to learn the new technologies. If the project needs some new technologies and it is difficult to implement then the end user has to learn those things to make the new working model. And we have to give some resources to learn for them. Like some documents or material or video it will be helpful for the end user.

Training of application software

Once all the training has to be done, then the user will give the training related to the project. They have to know how the project is working and what all the necessary software need to install, and they have to aware about the type of errors. All the system has error so the user has to aware about those kind of error while entering the data. The user has to check the proper validation. This is will satisfy all the necessary things for the user.

Post implementation view

The regular meeting and daily report and all has to send properly and if any issue regarding the project and all discussed in the meeting to rectify the problem and we have to see the past activities to know the error in the previous system.

3.2 FUNCTIONAL REQUIREMENTS

- Login
 - \circ **Description:** The user has to enter username and password
 - Input: Username and Password
 - **Processing:** Validating user
 - **Output:** Home Screen
 - Post Condition: A new Session would be generate

• Admin Manage Company people

- Input: Details of the company people
- **Processing:** Viewing details about company person
- **Output:** Add the files to database.

Admin Manage Developers

- **Input:** Details of the Developers
- **Processing:** Viewing details about developers
- **Output:** Add the details to database.

• Manage Module

- Input: Details of the module
- **Processing:** Adding details about module
- **Output:** Add the details to database.

3.3 Non-functional Requirements

• Adaptability

All the documents should be changed accordingly based on the customer requirements like sizing of screen, resolution can able to modified, speed of the internet cant varied etc.

• Availability

The database connectivity of the system is completely satisfied and it is easy to access the database and they can able to update the database based on their requirement.

• Maintainability

Everyone has to change the project based on the user requirement without affecting the old project move.

SYSTEM DESIGN

4.1 SYSTEM ARCHITECTURE

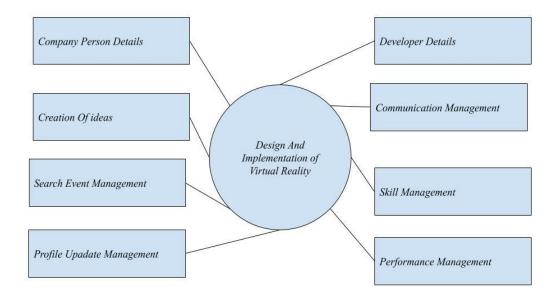


Diagram 4.1.1: System Architecture

4.2 CONTEXT DIAGRAM:

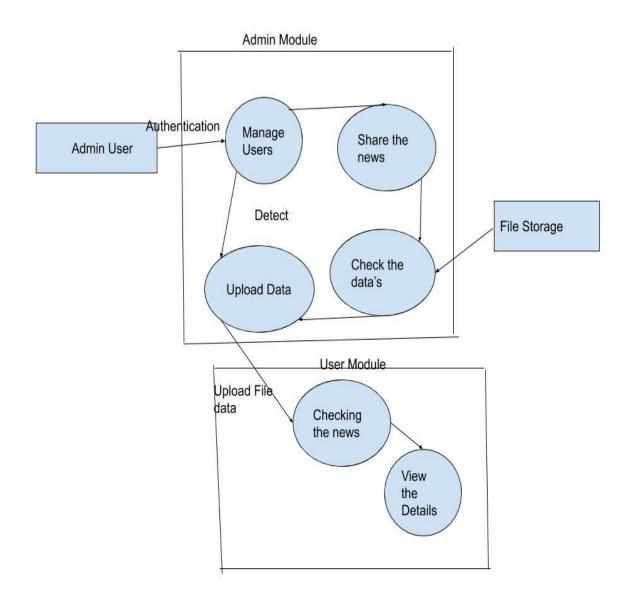
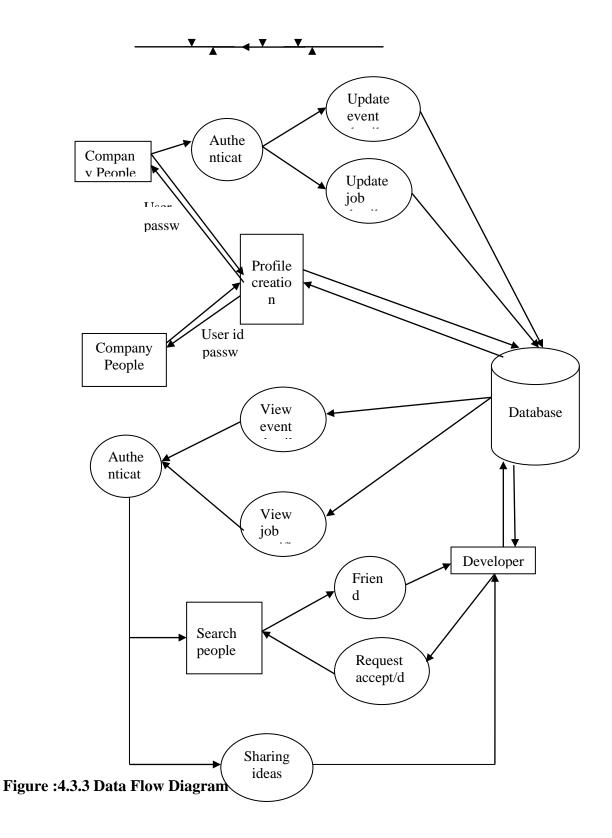


Figure:4.2.2 Context Diagram

4.3 DATA FLOW DIAGRAM

It defines how project flow how will works. It shows all the modules of the data



CHAPTER 5

DETAILED DESIGN

5.1USE CASE DIAGRAM:

Figure shows all modules of the users work related to entity and behavior concepts.

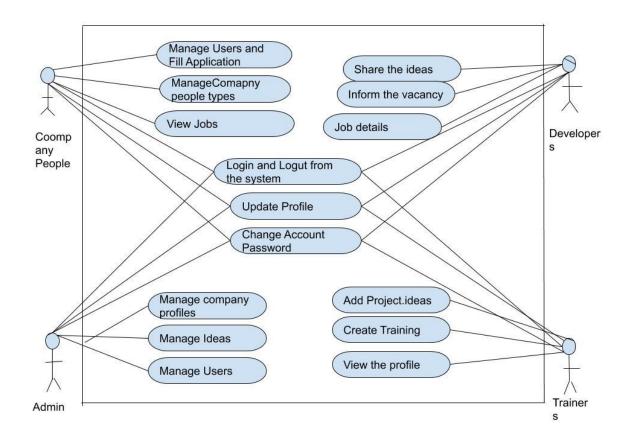


Figure 5.1.1: Use Case Diagram

UML Description

5.2 CLASS DIAGRAM

It communicate all work related to modules attribute and behavior. It shows all the function like whether the user has function like add, delete or modify the information.

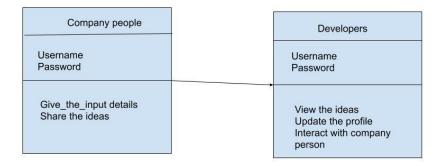


Diagram 4.2.2: Class Diagram

5.3 COLLOBORATION DIAGRAM:

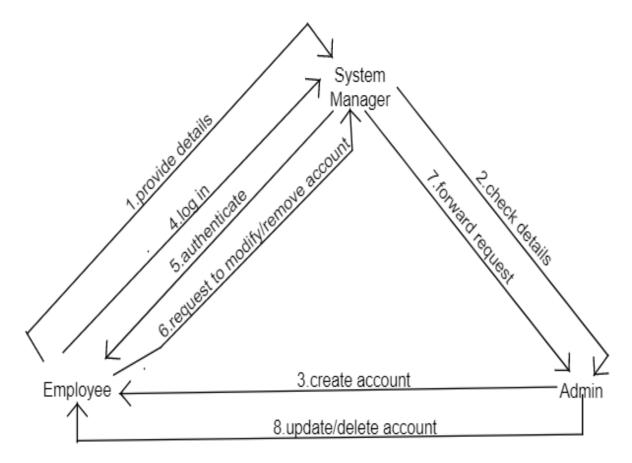
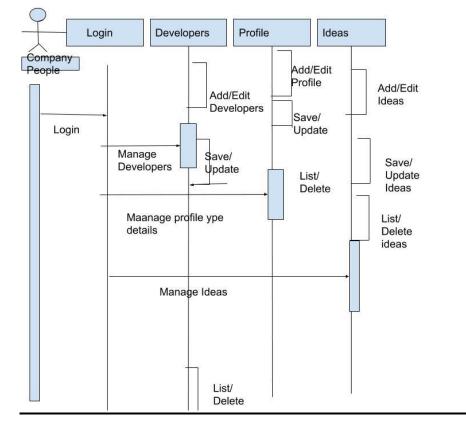


Figure 5.3.3: Colloboration Diagram

5.4 SEQUENCE DIAGRAM:



Also known as event diagrams. It will shows all the modules connection link.

Diagram 5.4.4: Sequence Figure of user

5.5 ACTIVITY DIAGRAM

It is graphical representations whether user has authenticated or not.

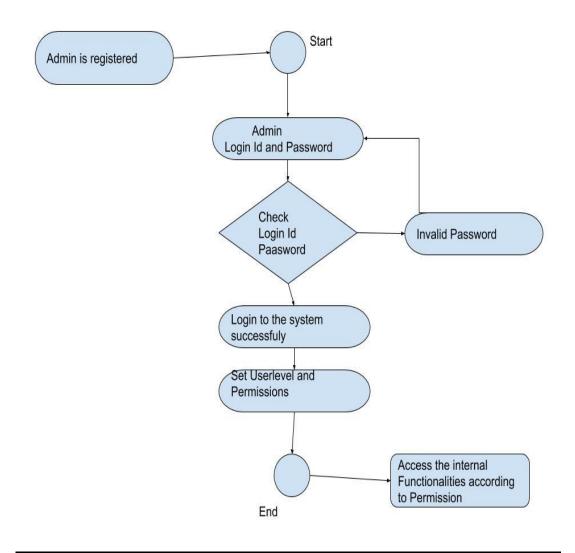


Figure 5.5.5: Activity Diagram

5.6 Database Design

Tables:

User

	Column Name	Data Type	Allow Nulls
8	ID	int	
	Email	varchar(500)	
	Password	varchar(500)	
	Name	varchar(500)	
	City	varchar(500)	\checkmark
	RegisterDate	datetime	\checkmark
	LastLogin	datetime	\checkmark
	Description	varchar(50)	\checkmark
	ImageName	varchar(1000)	\checkmark
	UserType	varchar(50)	\checkmark

Friends

1	BIZNET7-PC.SLIITCom	DB - dbo.Friends BI	ZNET7-PC.SLIIT
	Column Name	Data Type	Allow Nulls
₽ ₿	Id	int	
	MyId	int	
	FriendId	int	
	Message	varchar(5000)	
	FriendStatus	bit	
	FriendShipDate	datetime	
	ImageName	varchar(500)	

<u>Scrap</u>

	Column Name	Data Type	Allow Nulls	
3	Id	int		
	FromId	int		
	ToId	int		
	Message	text		
	SendDate	datetime	v	

Events table

	Column Name	Data Type	Allow Nulls
P	ID	int	
	Date	varchar(500)	V
	Time	varchar(500)	v
	Topic	varchar(500)	\checkmark
	Description	varchar(500)	\checkmark

Messageinfo

	Column Name	Data Type	Allow Nulls	
8	MsgId	int		
	fromid	int	V	
	fromname	varchar(50)	V	
	toid	int	V	
	toname	varchar(50)	V	
	msgsub	varchar(30)	V	
	msg	varchar(140)	V	
	mstatus	varchar(30)	V	

Vacancies

Æ	BIZNET7-PC.SLIITCbo.V	acanciesTable	BIZNET7-PC.SLIIT
	Column Name	Data Type	Allow Nulls
₽₿	ID	int	
	JobName	varchar(500)	V
	Company	varchar(500)	V
	JobDes	varchar(500)	V
	ClosingDate	varchar(500)	\checkmark

MODULE DESCRIPTION

> Authentication

When new customer tries to retrieve application must be register and create their own profile based on their user type. The authentication information provided to each user to access the relevant resource. Using this authentication only they log on to application and access it. The information provided to each user must be unique and confidentially maintained.

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In this module, the students entered into the system using their authentication information and finding friends. On clicking find people button all users in this network will be displayed. The users' photo is displayed first. On clicking the photos they entered into their profile. Send a friend request to the persons whom they want to communicate. The students able to send a request to students only.

> Chating

In this module, the students and lectures communicate among them. They share their ideas, comments etc.. The chatting history is maintained in this module. The data is maintained separately for each user.

> Event Information

In this module, the lectures provide guidance to the students. They update the recent event details like seminar details, workshop, competition and training details. The lectures update current opening information i.e. interview date, job description, company details and provide guidance for preparing for the interview. These event information and job information access by all students in that network.

➤ Messaging

In this module, a student privately sharing data among their friends list. a student able to send a mail to an individual person in their friend list. These private new mails are able to view by the particular person whom they send. This private chat also included in the student interface network.

CHAPTER 6 IMPLEMENTATION

6.1 SCREEN SHOTS

Home page



Registrationpage

Email: Password: Retype Password: User Type: Name:	eady have an Account? Then <u>Sign-In</u> !) pradeep@gmail.com Student v pradeep			
Password: Retype Password: User Type: Name:	••••••• ••••••• Student ~			
Retype Password: User Type: Name:	Student V			
User Type: Name:	Student ~			
Name:				
	pradeep			
City:	Madurai			
	I am a student			
Photo URL:	Browse IMG-20160917-WA0029.jpg			
	Register			
	About Your Self: Photo URL: Events Sig	About Your Self:	About Your Self: Photo URL: Register	About Your Self: Photo URL: Browse. MG-20160917-WA0029.jpg Register

Userlogin home page

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CHAPTER 7 SOFTWARE TESTING

Testing is important as it will play an important role to provide a quality system to users and to maintain a good identity of the organization. Software testing will be performed in such a way that all types of perceptions can be defined in can be checked according to the main requirement perception that is outlined at the time of requirement gathering. Software testing will be done with the help of different types of techniques so that all related scenarios can be tested and can be checked properly. There are various types of tests.

TYPES OF TESTS

Unit testing

Unit test perception will help us to more elaborate the working consideration and it checks the code with user has given valid input to get the valid output or not. Using unit testing method we can check whether the person is authorized or unauthorized it will show error message has invalid input or something u can get red mark indicates in that particular page.

Integration testing

Integration tests are used to check the program page whether the user fill the values or not. Integration testing is used to check whether all the fields are filled with value or not. If some of the fields are not field and it is mandatory means it shows like you need to fill the required value.

Functional Test

This testing will give the demo of the functions tested area and it will satisfy the customer Enterprise and technical specifications, program and user manual documentation. It will validate the user input and output based on the customer satisfaction.

System Test

It mainly used to test in-case customer requirement is completely satisfied or not. The system test will monitor the complete functionality of the software and it will be used to find the complete bugs in the project so the developer can able to find the error at the time of developing and all the validation related errors and missed fields error everything should be done by system test.

White Box Testing

In this testing we have to know the inner working of the project. If tester understand the working then only they can able to do this testing. In this testing the tester can able to see code and they can able to modify code and internal working of the projects. If they changed also the system has to be work fine. This testing should be very important for all the software products.

Black Box Testing

This testing can able to done by anyone. Because working of the projects is not necessary, this testing has to be done based on the user requirement and specification. If no one knows the flow of the projects also can able to do Black box tests, they have to prepare complete document of the testing and test case everything has done by using black box testing.

Non-functional Requirements

• Adaptability

All the documents should be changed accordingly based on the customer requirements like sizing of screen, resolution can able to modified, speed of the internet cant varied etc.

• Availability

The database connectivity of the system is completely satisfied and it is easy to access the database and they can able to update the database based on their requirement.

• Maintainability

Everyone has to change the project based on the user requirement without affecting the old project flow.

TEST CASES:

1.ADMIN LOGIN

7.1 System Testing

This evaluate mainly used test in-case customer requirement is completely satisfied or not. The system test will monitor the complete functionality of the software and it will be used to find the complete bugs in the project so the developer can able to find the error at the time of developing and all the validation related errors and missed fields error everything should be done by system test.

Test Case No.	Test Case Elucidation	Input	Expected Outcome	Remark
110.	Elucidation		Outcome	
1.	Correct userid	Userid and	Login	Pass
	And password	password	successful	
2.	Incorrect userid	Userid and	Login	Pass
	And password	password	Unsuccessful	
3.	Blank userid	Userid and	Prompts	Pass
	And password.	password	message	
			saying	
			required field	

7.2 Unit Testing:

It includes the arranging of experiments and it checks code with user has given valid input to get the valid output or not. Using unit testing method we can check whether the person is authorized or unauthorized person. If the person is authorized it is redirect to next page. If the person is unauthorized it will show error message has invalid input or something u can get red mark indicates in that particular page.

Test Case No.	Test Case Elucidation	Input	Expected Result	Remark
1.	All fields filled	Proper details	New Item added	Pass
2.	Missing fields	Blank input for some fields	Prompt message	Pass
3.	To check String or integer	Wrong input	Asking for correct input	Pass

Test Reports for Admin Login with blank field

2. USER LOGIN

7.1 System Testing

Test Reports for User Login

Test Case No.	Test Case Elucidation	Input	Expected Outcome	Remark
1.	Correct userid And password	Userid and password	Login successful	Pass
2.	Incorrect userid And password	Userid and password	Login Unsuccessful	Pass
3.	Blank userid And password.	Userid and password	Prompts message saying	Pass
			required field	

2.Unit Testing:

Test Reports for User login with blank field:

Test Case No.	Test Case Elucidation	Input	Expected Outcome	Comment
1.	All fields filled	Proper details	New Item added	Pass
2.	Missing fields	Blank input for some fields	Prompt message	Pass
3.	To check String or integer	Wrong input	Asking for correct input	Pass

CHAPTER 8

CONCLUSION

The project "Design and implementation of virtual reality" is a website for the purpose to interconnect Company people and developers provide proper network. The Developers make a friendly network among them to share their ideas, vacancy details.

The website is very user friendly & accessible for any new user. It provides the greater feeling of accomplishment Provides more security by allowing the authorized user. It reduces accessing time and utilizes the resources efficiently.

CHAPTER 9

FUTURE ENHANCEMENTS

There is no possibility to satisfy the user requirement and there requirements should be changed for every time. So based on their requirement we need to update the application and will make the system more attractive.

In this system we will implement some more security to make the system more secure and safe. Now a days there may be a huge chance of hacking the details so if we want to prevent the application from the hackers we need to add security system like two step verification etc.

In future we will implement two step verification for the user to prevent the data leakage. We will provide OTP Pages, like if user logged in into the system every time they need to put the otp to make the application more secure.

APPENDIX A

BIBLIOGRAPHY

References www.python.org www.coursera.org en.wikipedia.org "Python Buildbot". Python Developer's Guide. Python Software Foundation. Retrieved 24 September 2011 "What's New In Python 3.9". Python. Retrieved 28 November 2019 "Built-in Types". Retrieved 3 October 2019.

APPENDIX B

USER MANUAL

Step1 :

Go to command prompt change the drive to project folder Then change the directory into project name using cd

Step 2:

Now give the cmd python manage.py run server

It is used to run the server in browser page we are getting particular port number based on that only we will get output.

Step 3:

Now Go to the browser give localhost:8000 or https:/127.0.0.1:8000

Step 4:

For User home page we should give

Localhost:8000/User/home-In this command we will get home page

Localhost:8000/User/register-For getting register page

Localhost:8000/User/login-For getting login page

Step 5:

For accessing admin module we have to give

Localhost:8000/admin/home-In this command we will get home page

Localhost:8000/admin/register-For getting register page

Localhost:8000/admin/login-For getting login page