

ANDROID APPLICATION DEVELOPMENT FOR SOCIAL NETWORK

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Abstract - *Connectify application is an integration of social networking and E-commerce. It majorly focuses on the freelancer business growth and their development where the fresh faces in the world of business can sell their talent in the form of art, dance, singing, photography, etc to the relevant customer population by the means of our application and online transactional procedure. Connectify networks is build on PHP MySql database using android studio for the structural and design part of the main application. The content from users they have subscribed to will be visible in the subscribed tab and categories they have subscribed to will be visible in the feed tab. Companies are increasingly using online communities to create value for the firm and their customers. Ensuring that brand activity is relevant to a social network's core audience is crucial for advertisers wanting to tap into niche communities. It is a concept derived from the drawbacks of different application with the motive to combine their respective function. This Application will serve them as a good place to share good work and a place where their work will be appreciated by the people.*

Key Words: freelancer business, Social networking, existing brand publicity, freelancing platform.

1. INTRODUCTION

It's the way the 21st century communicates now. Social networking is the grouping of individuals into specific groups, like small rural communities or a neighbourhood subdivision. This project emphasis on gathering people so they can give their point of view on a common interest, The application consist of many categories for the user to register under and view contents of their interest. This app will help the people to share their point of view, information, interest all under one platform and same time they can promote their business if they have one current market suggests that social platform is best to reach your target market. For now social network seems to be the best available platform for the one who wants to promote their business and wants to reach maximum crowd possible. For crying out loud! Social networking site is one of the best for free exposure. As there are lots of ways to get your name out there and most of them are cost effective. It's better to take advantage of Social networking to connect with the artist and recognized person. Android is most utilized portable working framework in world. Android now has more clients, a larger number of telephones and a greater number of tablets worldwide than whatever other versatile working framework. The Google Play app store has been growing at breakneck speed and with almost as many apps as the Apple app store.

The idea of this project came from other famous apps such as youtube, twitter, facebook which bring the users but lack a medium or a platform on which users can discuss on a particular topic and also gain popularity and build business through it. The aim is to combine the use of all the major apps currently being used and enhance the simplicity for the user to make it more user friendly after observing the current giant social network. We did understood that now people are looking for something unique that allows them to communicate with large group of people with the same interest, now social networking has become platform to sell adds due to this actual experience of the user is hampered. Informal communication helps you to reach to potential clients without spending a lot of cash on publicizing. Nearness of your business on mainstream long range interpersonal communication recommends to individuals that your organization and business is on the bleeding edge or if nothing else it can stay aware of the changing circumstances and the prerequisites. Utilizing long range interpersonal communication can be utilized to advance your business, this has many focal points additionally requires some devotion, diligent work, congruity on your part. Social networking helps you to set up a personal connection with your customers.

2. LITERATURE SURVEY

2015 Muhamad Hairulnizam Hasan did performed work on "How Much Privacy We Still Have left on Social Network?"

In this paper "How Much Privacy We Still Have on Social Network?" social networking sites are used by numerous people to communicate with their friends, share their thoughts, photos, and videos. It's important for all computer users to be knowledgeable about computer security and privacy and to know what is required to defend against attacks. Privacy issues in social networking have risen among users. Due to the growth of various social networking sites, everything is shared on the default setting and the privacy setting options has to set manually by the users. At the same time security attacks continue to be a major issue of all users[1].

2007 boyd, danah. Did submitted work on "Social Network Sites: Public, Private, or What?"

In this paper "Social Network Sites: Public, Private, or What?" Today's teenagers are exposed into a society complicated by shifts in the public and private. New social technologies have changed the underlying architecture of social communication and information distribution. They are giving importance to

this change. They do not understand the changes that are taking place and, no matter what, they don't like what they're seeing. In communities around the world, young population are joining social network sites (SNS) like MySpace, Facebook, and Bebo. Once getting into one of these systems, participants to create a profile to represent themselves digitally. Using text, images, video, audios, and surveys, teens generate a profile that shows how they see themselves. These profiles are joined together into a large web through 'Friends' lists[2].

2016 Akshay Singh and Sakshi Sharma performed a work "Android Application Development using Android Studio and PHP Framework".

In this paper "Android Application Development using Android Studio and PHP Framework" writer described that This era is very great and exiting for mobile developers. Android supplies a well-off application structure that permits you to develop imaginative applications and amusements for android cell phones utilizing Java dialect condition. This archive gives insights about how to assemble applications utilizing Android's different APIs and Android Studio. Android proposes a brought together approach for application advancement on cell phones which implies that engineers require produce for the Android, and their applications ought to have the capacity to keep running on various gadgets controlled by Android. Android applications require a few Android particular arrangement documents. The application rationale is basically composed in the Java programming dialect. The Android SDK was produced utilizing the Java programming dialect. So also, Android applications are likewise created utilizing Java. Android advancement requires the establishment of either form 6 or 7 of the Standard Edition of the Java Platform Development Kit. Java is given in both improvement (JDK) and runtime (JRE) bundles. For the motivations behind Android improvement, the JDK must be introduced. Current portable application advancement is centered around ceaseless change and improvement, along these lines each engineer tries to discharge applications rich in components and innovations. As Android gadgets win in the computerized advertise [3].

2015 Deepa V. Jose*, Lakshmi Priya C, G. Priyadarshini, and Monisha Singh performed a work "Challenges and Issues in Android App Development".

In this paper "Challenges and Issues in Android App Development" authors described how Advanced cells have changed the meaning of cell phones by being an intense specialized apparatus unavoidable in our everyday life alongside differed alternatives for the sake of entertainment and excitement. There are numerous Android gadgets running diverse variants of the Android working framework, which makes it inconceivably hard for designers to stay aware of all the distinctive choices. Numerous application engineers concentrate just on the most recent Android adaptations, despite the fact that this approach is profoundly unreasonable in light of the fact that it includes just a little

piece of the Android clients who introduced the latest overhaul of the working framework. Subsequently, the customer who requested the application passes up a major opportunity for the significant piece of potential clients. Another issue as to the product is that Android permits the main Smartphone makers like Samsung, LG, and Sony to tweak the OS, which again prompts changing gauges for every gadget. It is not just the diverse renditions of the OS keeping Android engineers down, additionally the various distinctive gadgets accessible available. The most imperative of which are the show size and determination. Android application creators need to hold up under as a top priority that they have to completely test applications to guarantee that they work over all the major Smartphone and tablet models. This will require critical monetary venture and time assets. The Internet is overflowed with malware, which once in a while influences Google Play in light of Android's absence of strict rules for application advancement instead of Apple. Also, it is to a great degree difficult to manage malware as a result of cell phone discontinuity, as each issue ought to be settled on several different gadgets with various OS adaptations Resulting in Android applications and gadgets being presented to numerous security dangers. As of late there has been a considerable measure of lawful episodes with respect to the infringement of patent issues with respect to Android programming engineers and equipment producers. This can prove one of the major challenges for Android developer[4].

3. APPLICATION DEVELOPMENT

The basic steps for developing applications are shown in Figure 1. The development steps encompass four development phases, which include:

- **Setup:** During this phase we install and set up our development environment. We also create Android Virtual Devices (AVDs) and connect hardware devices, on which we can install our applications.
- **Development:** During this phase we set up and develop our Android project, which contains all of the source code and resource files for our application.
- **Debugging and Testing:** During this phase we build our project into a debug gable .apk package that we can install and run on the emulator.
- **Publishing:** During this phase we configure and build our application for release and distribute our application to users.

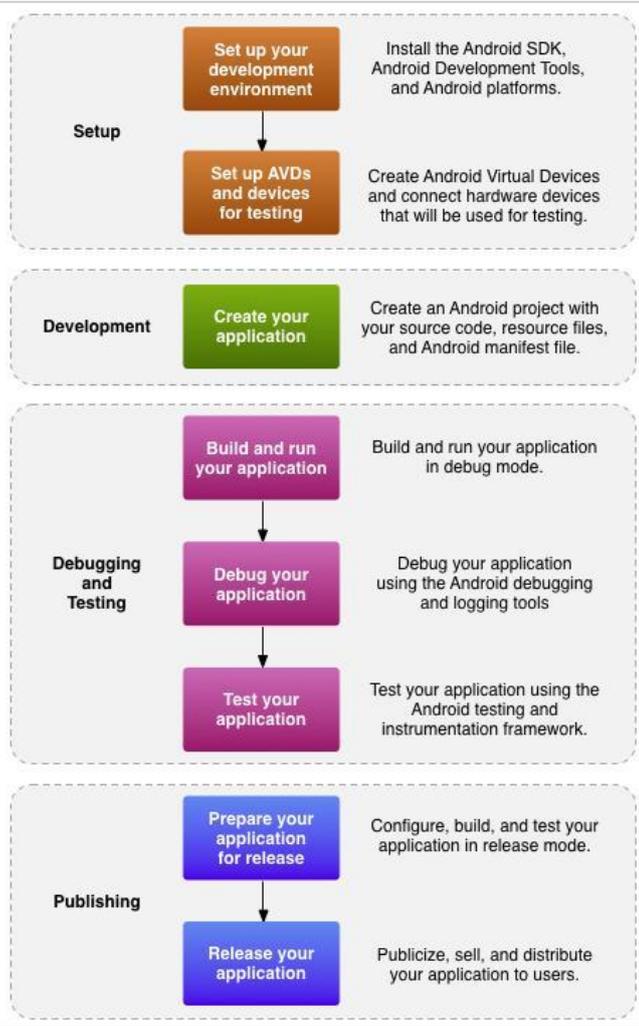


Fig -1: Steps for developing android application



Fig -2: Stages of Agile Development

4. PROPOSED METHODOLOGY

4.1 Agile Methodology Application Development

The main reason behind selecting the Agile method is the simplicity of this strategy which is rapid development without too much need of documentation in case of the android application we need to build, check, correct, rebuild, test continuously and every time we make changes we need to go through these steps to verify the results of our work. Agile methodologies including programming, development and project management involve simplifying the software development into small modules, while combining documentation and quality testing at every step. The regular waterfall methodology includes judging the requirements ahead of time with testing and documentation as end steps rather than being the crucial part of development. This methodology provides improvement techniques that are effective and profitable for portable applications advancement.

4.2 Agile is compatible well with changing mobile application requirements

Highly changing requirements present in android mobile apps require adaptive software development methods that is adaptive. Agile is ideal for projects with high levels of uncertainty or variability and are appropriate for mobile app development.

4.3 Agile development encourages stakeholder involvement in mobile projects

Stakeholder engagement in mobile projects enables monitoring of activities which improves increases productivity, profit, and sustainability.

4.4 Agile increases reliability and leads to continued use of mobile apps

Agile development with its iterative testing and quality assurance practices assists developers to build in more quality and reliability through repeated cycles of testing.

4.5 Agile is flexible

In conventional advancement ventures, we compose a major spec in advance and after that tell entrepreneurs that it is so costly to change anything, especially as the venture goes on. In dread of extension crawl and a ceaseless venture, we oppose changes and put individuals through a change control advisory group to keep them to the basic least. Dexterous advancement standards are distinctive. In coordinated improvement, change is acknowledged. Truth be told, it's normal. Since the one thing that is certain in life is change. Rather the timescale is settled and necessities rise and advance as the item is produced. Obviously for this to work, it's basic to have an effectively included partner who

comprehends this idea and settles on the essential exchange off choices, exchanging existing degree for new.

4.6 Agile is well suitable for faster delivery and short development lifecycle of mobile apps

While the team needs to stay focused on delivering an agreed-to subset of the product’s features during each iteration, there is an opportunity to constantly refine and reprioritize the overall product backlog. New or changed accumulation things can be made arrangements for the following cycle, giving the chance to present changes inside half a month. The sans bug speedy conveyance of item is all around upheld by Agile, A key rule of spry advancement is that trying is coordinated all through the lifecycle, empowering normal investigation of the working item as it creates. This permits the item proprietor to make changes if important and gives the item group early sight of any quality issues.

Wireframes - Elements visible on each of the screen of the mobile application are discussed and noted down as wireframes.

Storyboard - Everything including the images to be shown, icons appearing, theme, color, background, etc is a part of storyboard.

Steps in Agile:

Process Flow - Higher level elements in the application are determined. For example - conditions such as user login or admin login and related steps are defined.

Infrastructure building - Planning and development of application architecture is performed it is done in this phase. Coding is done to give life to the application.

Functionality Inclusion - Database components, social media, and other features are implemented and together integrated in the application.

Demo of Alpha - Developed application along with the merged UI is run on the device to test for a smooth functioning.

Testing - The application is tested for bugs by running various programs, performing checks at different conditions to ensure it is robust and flawless.

Final Release - The thoroughly tested and checked application is finally made available to end users.

The application comprises the following major modules:

Category Module- This module will be the most important aspect of the project as it is the one that separates it from

other common social networking app there will be id for each category and they be will be recognized based on it.

Register Module- This module provides functionalities for those people who want to open an account. Applicants can post their views with personal and professional details. They can also update the profile as frequently as required. The member can also browse through the friends profile available. Members can also get message alerts when their friends message them

5. SYSTEM DIAGRAM

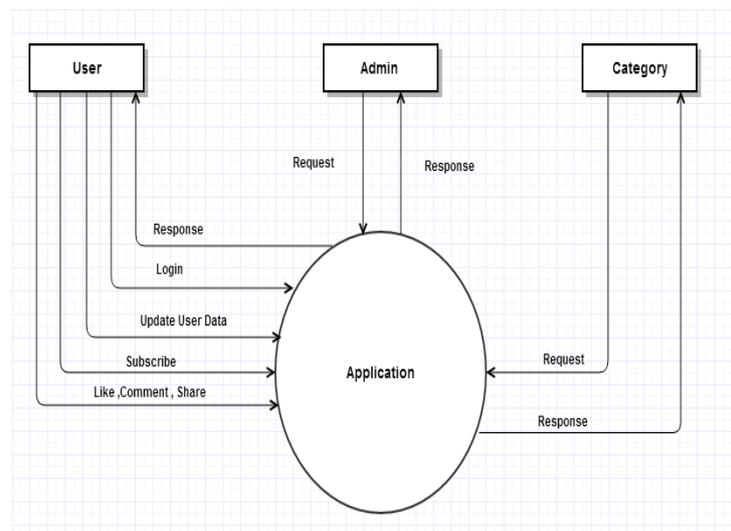


Fig -3: DFD Diagram

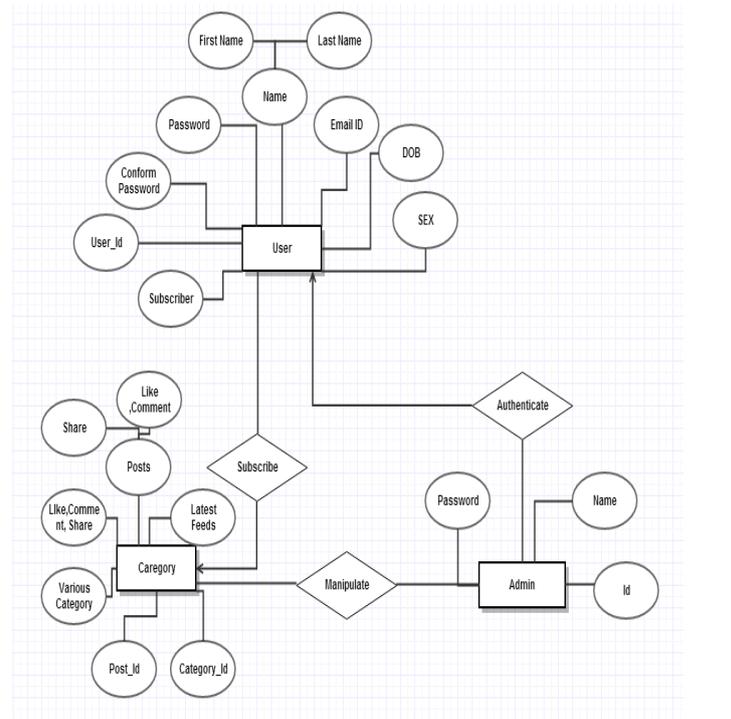


Fig -4: Entity Relationship Diagram

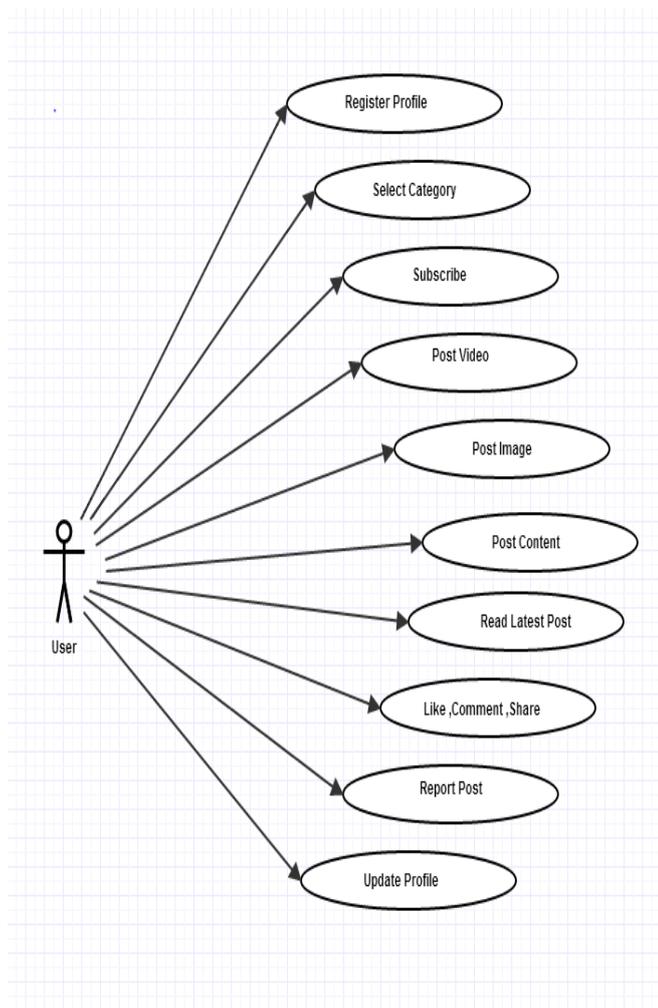


Fig -5: Use Case Diagram

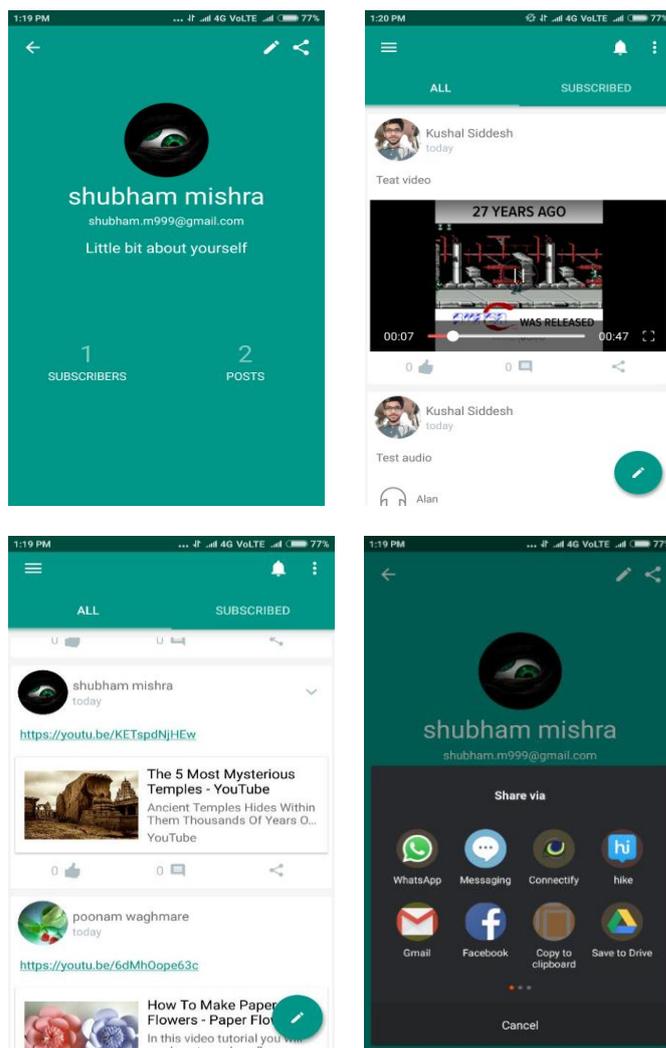
6. IMPLEMENTATION WITH RESULTS

For the implementation of this Application we used android studio along with PHP and MySQL for the database. The test here was to make the application engaging group by making its interface basic and simple to utilize, easy to use and additionally appealing and helpful for the its fundamental reason. Since there exist number of various versions of android and it continuously keeps updating previous one with new software and hardware features due to which developing the app was quite difficult it was tough choice to select best available environment and developing kit that will satisfy all the requirement of our application. Despite these difficulties we finally implemented the idea we had of our application. There are few parameters on the basis of which our app has laid its foundation. Some of the features include audio, video, buying/selling, subscription option. Almost all the apps have something missing out these features which creates a loophole in its expandable functionality. This drawback is overcome through our application. The following is the comparison table to various apps.

Table -1: Result Table

Parameters	Instagram	Facebook	Amazon	Connectify
Video	Yes	Yes	No	Yes
Image	Yes	Yes	Yes	Yes
Buying/Selling	No	No	Yes	Yes
Subscriber	Yes	No	No	Yes
Audio	No	No	No	Yes

7. SAMPLE SCREENSHOTS



8. CONCLUSIONS

The development of app described in present paper has given a strong understanding of various challenges associated with design and development of apps. The experience has been quite challenging, motivating as well as satisfying. connectify network App can be used by everyone conveniently for social and business purpose. Development was done making use of available tools, techniques and

resources – that would generate a proper system for connectify network. While making the system, an eye has been kept on making it as user-friendly. The constraints are met and overcome successfully. The system is designed as it was decided in the design phase. The system is user friendly and gives a better feel of hassle free social networking experience. The application has been tested with live data and has provided a successful result. Hence the software has proved to work efficiently.

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BIOGRAPHY



Siddhant Singh currently in IIIrd year Engineering and pursuing graduation from Ramrao Adik Institute of Technology major in the field of Information Technology and was the Sponsorship Head of IEEE-RAIT(2016-17) and the Membership and Development of IEEE-RAIT(2017-18). His current field of interest include Android Application Development, Artificial Intelligence and Cyber security.