

Online buddy network “Afghan friends community”: A boon to society

Gulab Jan Sajjad

Student of MSC, Department of Computer Science and IT, SHIATS, UP, India, gulab.sajjad@gmail.com

Abstract

Recently social networking sites are rapidly increasing. These sites are playing very important role in the current world. They are used for different purposes ranging from daily communication to business networking. This piece of work aims to propose online buddy network titled “Afghan friends community”. It is a Social networking site which enables a user to exchange the information in form of the scraps and messages, over a network; a person will be able to make his account, which is necessary to exchange the information. In this site you will see all new features of social networking sites, profile creation, sending and receiving scraps, seeing others profile, if they have profile visibility ‘on’.

By this website everyone can easily send or receive messages and interact with those who are listed in their friends list. But, the most important point is that for using **online buddy network** services you must have an internet or intranet connection and a registered **ID** getting which is very easy.

Index Terms: Online social networking, Interconnection, Content exchange, User level trust.

I. INTRODUCTION

Nowadays, everyone busy in their work schedules or any other activities and because of that they don't have some extra time to go outside and meet someone. In this high-tech world we have lot of ways to communicate with or interact with the people who are geographically or physically separated with us. The use of social networking site leads to instant online community in which people communicate rapidly and conveniently with each other.

Organizations which are having many departments in the fields like banking, government offices people face lot of problem in order to complete their work, why because existing system use manual process where user will submit application to one department and it will be transferred to other department and this will go on which is a time taking process, In this process there are more chances of losing data. This leads to the inconsistency of information. So we need a system which is both quick and accurate.

And, by analysing these problems I tried to solve it by developing the website i.e. online buddy network titled “Afghan Friends Community”. This web site provides you all the required and necessary features that are needed in social networking sites or chatting and sending or receiving scraps even when you are “offline!” By this website everyone can easily send or receive messages and interact with those who are listed in their friends list.

Online buddy network provides a social community for people interested in a particular subject or interest together. Members of online buddy network create their own online profile with data,

pictures, and any other information. They communicate with each other by sending and receiving scraps and messages.

This social networking website can run any network either on “intranet” or “internet”. The scope of online buddy network is to handle all messages and friend lists. This social networking website “**Online buddy network**” describes a proper creation of profile, deletion of profile, adding your friends in your profile list, safety and security of any user's profile is more highlighted in our project. This application is cheaper and useful for small to medium sized organization. It is very beneficial for the banks. It can also be used in a company or campus for communication between departments which will be cost effective and secured as an alternative for a web based application.

II. COMPARISON WITH EARLIER SYSTEM

Traditional e-mailing system is no longer faster than the required scenario. Moreover accessing all your buddies at the same time through the e-mail is difficult. Many websites provides this facility but accessing them through only their email ID is tiresome.

The present mailing systems cause you to misplace or lose messages and not have a reliable way to share knowledge generated through e-mail conversation. Social networking websites or SNS can overcome these problems. SNS is expected to make our modern social life more convenient, efficient and inexpensive. Online buddy network titled “Afghan friends community” is also a social networking website that can be used by any simple individual in its daily life for managing its buddy relationships. Anyone can find it simple to use and provides essential features which they might use regularly. This application provides messaging facility

with the convenience of tracing a conversation taking place among many conversations.

This application needs no internet connection so it would be useful for any small to medium sized organization free of cost and it will fulfil the requirements to conduct sending and receiving scraps and messages in elaborate manner also this site is an attempt to remove the existing flaws in the manual system with less effort.

The user needs not to be familiar with the site "Online buddy network" he needed not to be trained to use this website. The user may be man, woman, friend, boyfriend, girlfriend, brother, sister, teacher, student or anyone else. Everyone can use this site. There is no legal age for using this site.

This software will require maintaining the records of the numbers users. This will also reduce the time required to retrieve the details of a particular user and generate reports for the same. Conclusively this software will provide following benefits to its users:

- Make information retrieval quicker and easier.
- Saves time and energy in locating the details of the users.
- Make report generations easier and faster.
- Protect the information from unauthorized users by user names and passwords.

III. MOTIVATION

Online buddy network is a valuable and convenient resource to keep in contact with others. This application is cheaper and useful for small to medium sized organization. Motivations for using online buddy network fell into the following categories:

- Staying in touch with current friends
- Staying in touch with family members
- Connecting with old friends you have lost touch with
- Connecting with others with shared hobbies or interests
- Making new friends
- Reading comments by celebrities, athletes or politicians
- Finding potential romantic or dating partners
- Keep in contact with coworkers
- Communicating with followers
- Accessing information

IV. OBJECTIVE

The objective of online buddy network "Afghan Friends Community" is to provide a messaging application which provides following facilities:

- Holds messages of all buddies at one place.
- Manages conversation by keeping record of previous and latest messages of individual buddy.
- Manages user profiles.
- Manages friend list and contact list.

V. STUDY OF THE SYSTEM

In the flexibility of the uses the interface has been developed a graphics concept in mind, associated through a browser interface. In the main page any end user is allowed to register with the system, User can simply fill the specified form which after validation allows the user to register with the "Online buddy network" because he got a unique user address and all information it will store in database. After registration a user can Login, it acts as a gateway Interface which will give the credentials will allow or disallow the user. After that user can use Send Scrap and Compose Message Operations, he can see personal information, user can updating his password and other information, user also can retrieve password, and can access to any operation he wants to do.

1. When you navigate the website there are three options, these are:

- a) Exiting user login
- b) Creating a new account for new user
- c) Recovery password, in case if you forgot your password

2. After login you can see the basic profile details and scraps and also there are various options are available, these are:

- d) Edit profile: - This module allows you for editing your profile details.
- e) Send Scrap: - It allows you for sending the scrap to your friends.
- f) Add Friends: It allows you for sending a friends request.
- g) Compose Message: - If you want to send a private message then you can use this module.
- h) Inbox: - It allows you for reading all the private messages.
- i) View Full Profile: It allows you for showing the complete profile details as well as you can edit the complete profile details.

3. For security I use different kind of Session based authentication.

4. I also used the session timeout mechanism, means if the user is idle after login for more than 10 minutes; the session will automatically time out.

5. You can also know total number of registered users and the hit counter.

VI. CONCLUSION

This **Online buddy network** was developed for an intranet project, and would be useful for any small to medium sized organization that use a Windows NT Server, or Networked Windows 95 solution running the personal web server. This application could also be used as a community based website, as to allow members only to send scraps and messages to each other.

This application is cheaper and useful and it is internet independent, cost effective, safe and secured. This application needs no internet connection so it would be useful for any small to medium sized organization free of cost and it will fulfill the requirements to conduct sending and receiving scraps and messages in elaborate manner also this site is an attempt to remove the existing flaws in the manual system with less effort.

This web site provides you all the required and necessary features that are needed in social networking sites like sending or receiving scraps even when you are "offline!" By this website everyone can easily send or receive messages and interact with those who are listed in their friends list.

ACKNOWLEDGEMENT

I owe my most sincere gratitude to Allah the almighty and the most powerful for offering me such strength, endurance, audacity, and capability to accomplish this project.

I would like to thank my advisors, Mrs. Tulika Padey for her help, advice, and mentoring during my graduate career. Without her support and guidance, none of the work presented in this thesis would have been possible. I extend infinite gratitude to the Chairman Dr. W. Jeberson Head Department of Computer Science and IT, for all he has done for me, his guidance and constant supervision has placed me where I am.

I am thankful to members SAC, each of Mrs. K. Jeberson and Mr. Indresh. B. Rajwade, May GOD bless them I wish them all the best. At the end of my paper, it is a pleasant task to express my thanks to all those who contributed in many ways to the success of this study and made it an unforgettable experience for me.

REFERENCES

[1]. Boyd, D.M., Ellison, N.B, "Social network sites: definition, history, and scholarship", Journal of Computer-Mediated Communication, October 2007. Available on:

<http://onlinelibrary.wiley.com/doi/10.1111/j.1083-6101.2007.00393.x/references>

[2]. Alan E. Mislove, "Online Social Networks: Measurement, Analysis, and Applications to Distributed Information Systems", Proquest, Umi Dissertation Publishing. 04 Sep 2011. Available on: <http://www.uread.com/book/online-social-networks-alan-e/9781243617910>

[3]. Pankaj Sharma, "Introduction to Web Technology", S.K. KATARIA & SONS, January 2010. Available on: <http://www.amazon.com/Introduction-Web-Technology-PANKAJ-SHARMA/dp/8189757636>

[4]. Stanley Wasserman, Katherine Faust, "Social network analysis : methods and applications", Cambridge University Press, 1994. Available on: <http://www.cambridge.org/ar/academic/subjects/sociology/sociology-general-interest/social-network-analysis-methods-and-applications>

[5]. Subrahmanyam, K., Reich, S.M., Waechter, N., Espinoza, G. "Online and offline social networks: use of social networking sites by emerging adults", Journal of Applied Developmental Psychology, 2008.

Available on: <http://www.sciencedirect.com/science/article/pii/S0193397308000713>

Gulab Jan Sajjad

Master in Computer Science from
SHIATS – Allahabad – India
Email: gulab.sajjad@gmail.com
From: Afghanistan

BIOGRAPHIES

