

Sociama – The Facebook Clone

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Abstract - This paper represents a review of quite five paper studies on the social networking website Sociama. An initial selection has been made and has led to the identification of eight main research themes: effects on the users, friendship, construction of impressions, privacy, use, Sociama and politics, self-expression and interpretations, social capital, thus the combining the communal spheres. This paper focuses on Sociama use, which is currently the foremost researched theme. How do individuals use Sociama and why? Six different categories are identified: initiating and maintaining relationships, learning about others, recognition, personality and willingness to speak, social influence, and knowledge. The main studies for every category are presented, with a stress on the foremost influential ones within the field. The main target of this review is on the commonalities and differences that arise from the results. As a result, one could notice that Sociama is especially wont to confine touch with people, but not during a conventional way as users tend to 'spy' on other user's profiles. The use of Sociama is additionally influenced by peers and knowledge with the website.

Key Words: Sociama, Facebook, Facebook-clone, Social-media, Website

1. INTRODUCTION

Currently Social networking website allows registered users to form profiles, upload photos and video, send messages and confine touch with friends, family and colleagues. The most well-known social network platforms are Facebook, Twitter, Instagram and LinkedIn. Social media websites aren't mandatorily about meeting new people virtually, although this does happen. Instead, first and foremost about connecting with friends, family and connections you've already got.

We have designed a website like facebook called sociama Which would have following features:

1. Groups - allows members who have regular interests to find each other and interact.
2. Events-allows members to publicize an occassion, invite guests and track who plans to attend.
3. Pages - allows members to make and promote a public page built around a selected topic.
4. Presence technology - allows members to ascertain which contacts are online and chat.

1.1 Objectives

- I. To give people the facility to create community and convey the planet closer together.
- II. Our project helps the users to interact with their friends and also to get feel like alumni portal facilities.
- III. Our project can limit from college to college where we think the alumni portal of college should replace with these social media where users (student) can interact in such a way that they can share the projects, ideas, notes when needed and jobs referral too.
- IV. As these social media limits only to college, teachers and faculties can do their announcement of the various function to be held in the college itself.

1.2. LITERATURE SURVEY

Sr. no	Site Name	Language	Limitation
[1]	Twitter	Rubyon,Rails, Scala, Java, C,Python	The limit for messages are 1000 per day.2400 tweets per day
[2]	WhatsApp	HTML5,C,C++,Java, PHP, Erlang ,Mnesia DB,SQLite database	You need to share your number in case you want to add someone and communicate.
[3]	Instagram	HTML,JQuery,Python, Django,ReactNative	The daily limit is 200 a day. 10 follows and unfollows per hour would keep your account safe and saves your account from being suspended.
[4]	Telegram	C++,C#,Swift, Java, NodeJS, AngularJS,	You can't make video calls on Telegram. You are limited to 50 channels maximum.
[5]	Facebook	Hack, PHP (HHVM), Python, C++, Java, Erlang, D, XHP, Haskell, MariaDB, MySQL, HBase, Cassandra.	Limit the number of ads a page can run at once; privacy risk- often data breach frequently; Promotional way of advertising is best: the usual banner ads and pop-up ads make the users to ignore them.

2. Proposed System

Our system has the following features:

A. New Feed:

The news feed is that the primary system through which users are familiar to content which were posted on the network. Sociama selects a couple of few updates to actually show users whenever they visit their feed, out of a mean of 1500 updates they go to potentially receive.

B. Friends:

The "Friending" someone is that performs of sending another user a "friend request" on Sociama. The two people are Sociama friends once the receiving side accepts the friend request. In addition to accepting the request, the user has the choice of declining the friend request or hiding it using the "Not Now" or "Later" feature. Deleting or removing a request removes the request, but does allow the sender to resend it in the future. The "Not Now" or "Later" feature conceals the request but doesn't delete it, permitting the receiver to reconsider the request later.

C. Timeline:

Intended to update users' profiles in order to show content based on year, month, and date as well. "Cover" photos were come into the scenario, taking up a significant portion of the top of pages, and an altered display of personal information such as friends, likes, and photos appeared on the left-hand side, although story posts appeared on the right.

D. Likes:

Enables users to easily socialize with status updates, comments, photos, links shared by their friends, videos, and advertisements as well. Once clicked by a user, the designated content appears in the News Feeds of that user's friends and the button also displays the number of other users who have "liked" the content, including lists of those users.

E. Comments:

The feature allowing the users to add GIFs to comments for a better user experience.

F. Notifications:

Notifications tell the user that something has been added or mentioned with respect to their profile. Examples such as a message being shared on the user's profile wall or a discussion of a picture of the user or on a picture that the user has previously commented (speak about) on.

3. Problem Statement

What is Sociama? Sociama is social networking website that allows registered users to make profiles, upload photos and video, send messages and confine touch with friends, family and colleagues. Focuses on building and relating social relations among people that share common interests, activities and experiences. It is a Facebook Clone.

There are three types of representation on our platform i.e. (i) Individuals create a Sociama "Profile," which is normally a two-way interaction with friends. (ii) Businesses create a Sociama "Page" to promote products and brands. (iii) Also called a "Fan Page," all members are accepted as fans, and although comments are often posted by them, a Page is primarily a one-way broadcast from the business. (In our case, Business and fan pages are to be on hold for a initial phase of project) Why & How? Create a platform where members can look for people consistent with their interests and may create a web network of friends/study groups. No longer using one-to-one interaction to facilitate communication. We can also engage students in college to attend the lecture in social manner. So why use Sociama for Teaching? (iv) Personal and professional networking only differ in the content, not the tool. (v) There is a divide between the way they learn and the way we teach, we the students are the digital immigrants! (vi) Teaching students the way they prefer to learn may improve attainment. (vii) And lastly the students get attracted towards more to these social media platforms for their studies and enjoyment too!!

4. Site Map

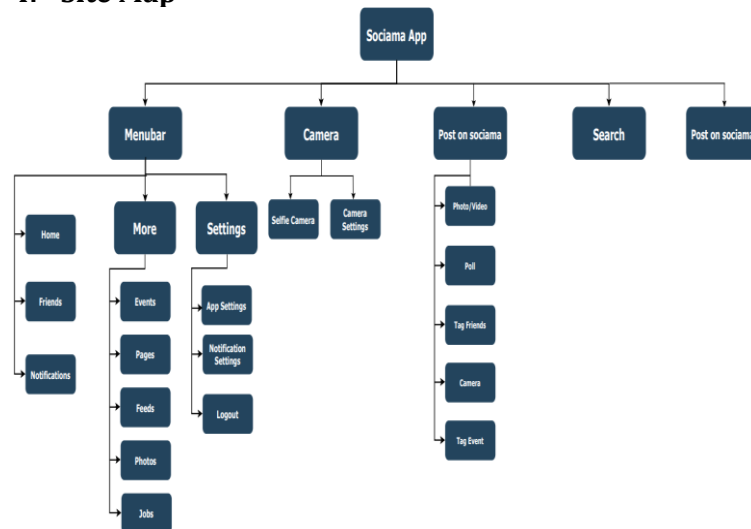


Fig -1: Site Map

5. Concept diagram

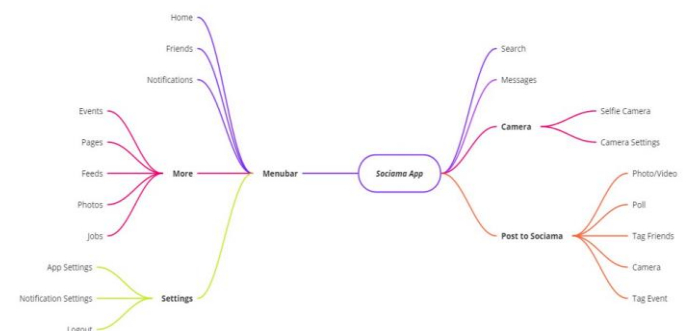


Fig -2: Concept diagram

6. Software & Hardware requirement

A. Hardware Requirement

- Processor: Minimum 1 GHz; Recommended 2GHz or more
- Ethernet connection (LAN) OR a wireless adapter (Wi-Fi)
- Hard Drive: Minimum 32 GB; Recommended 64 GB or more
- Memory : Minimum 1 GB; Recommended 4 GB or above

B. Software Requirement

- Operating system: Windows Server 2012 R2 or above
- Microsoft .Net Framework v4.6.1(or higher): The HelpMaster Web Portal has been written to use Microsoft IIS ASP.NET technology and as such requires the machine that IIS is running on to have the Microsoft .NET v4.6.1 (or higher) Framework installed as well as the ASP.Net 4.5 and .NET Extensibility 4.5 features enabled

C. Browser Compatibility

- Microsoft Internet Explorer IS NOT supported
- Microsoft Edge
- Mozilla Firefox
- Google Chrome
- Safari

D. Frontend:

- HTML5/ CSS3
- JavaScript
- jQuery
- Bootstrap 4.5.2

E. Backend:

- Node.js
- Mongo db
- Express js
- Passport.js

7. Flow Chart

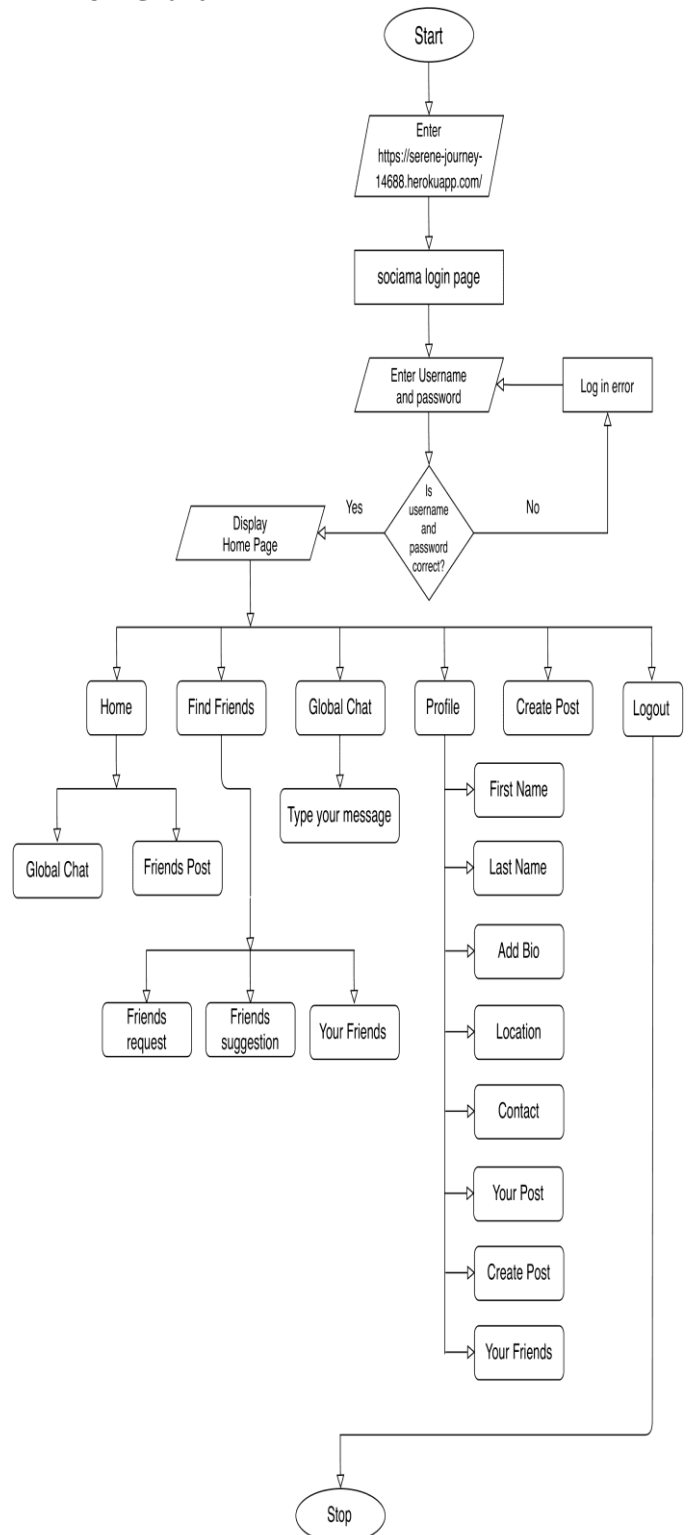


Fig -3: Flow Chart

8. Implementation

- Node.js: Node.js is an open-source server environment. Node.js allows you to run JavaScript on the server.
- Mongo dB: MongoDB is a document database, which means it stores data in JSON-like documents. We believe this

is the most natural way to think about data, and is much more expressive and powerful than the traditional row/column model.

```
MINGW64~/c/Users/user/Desktop/Sociama [master] https://git.heroku.com/serene-journey-14688
remote: ----> Build
remote: ----> Caching build
remote: - node_modules
remote:
remote: ----> Pruning devDependencies
remote: audited 158 packages in 1.45s
remote:
remote: 2 packages are looking for funding
remote: run `npm fund` for details
remote:
remote: found 0 vulnerabilities
remote:
remote: ----> Build succeeded!
remote: ----> Discovering process types
remote: Procfile declares types => web
remote:
remote: ----> Compressing...
remote: Done: 25.3M
remote: ----> Launching...
remote: Released v3
remote: https://serene-journey-14688.herokuapp.com/ deployed to Heroku
remote: Verifying deploy... done.
To https://git.heroku.com/serene-journey-14688.git
* [new branch] master -> master
Sachin@HP ~/Desktop/Sociama (master)
λ |
```

Fig -4: Deployment on Heroku

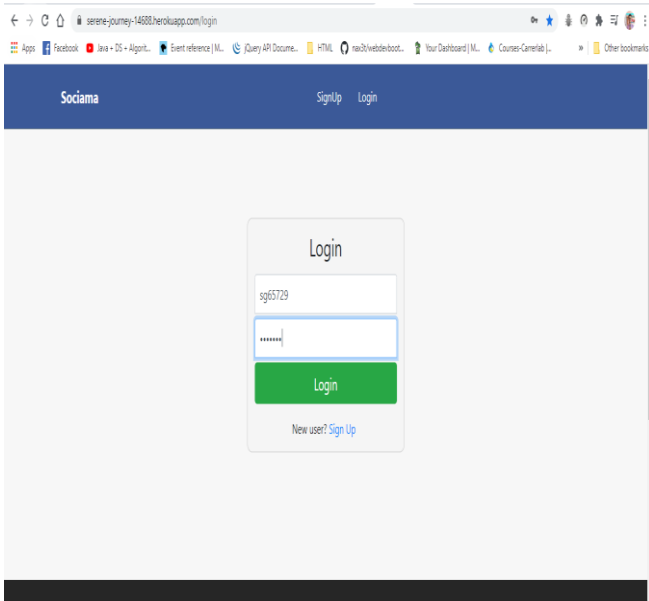


Fig -5: Login Page

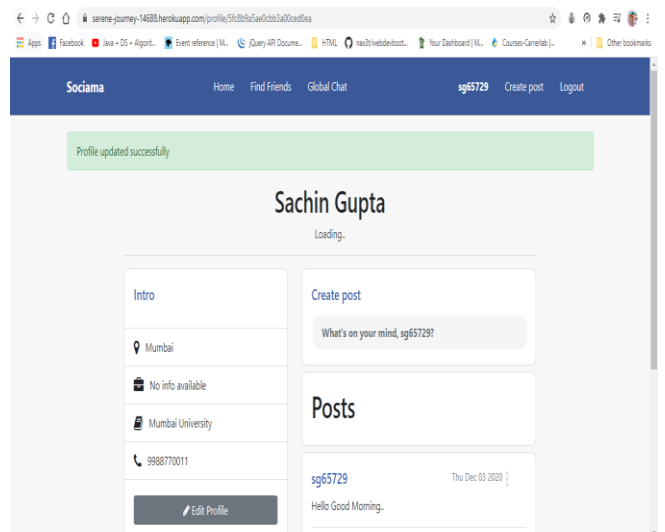


Fig -6: User Profile Section

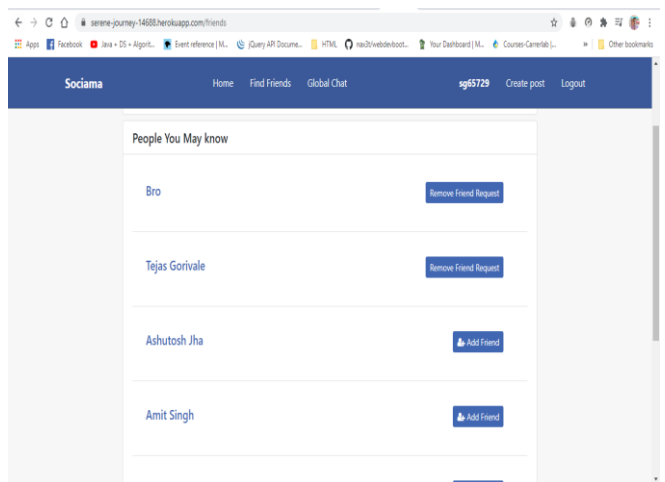


Fig -7: Find Friends Section

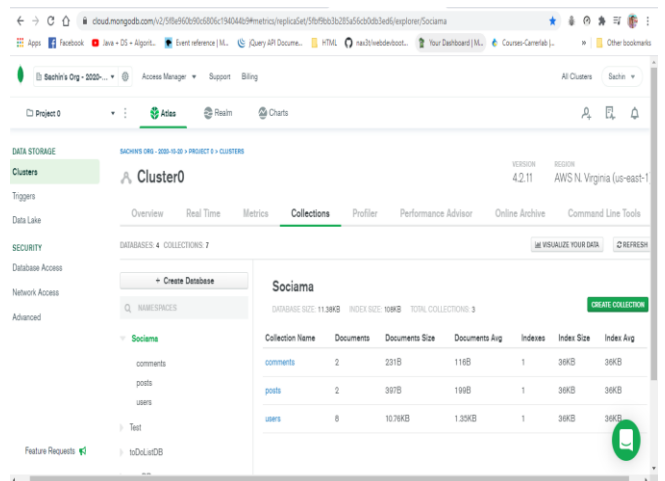


Fig -8: MongoDB Cloud

9. Conclusion

In this modern age, the social media has become an important tool for communicating with others. These social platforms also are essential for businesses and their

marketing strategies today. This is because they supply a cheap and effective manner for reaching bent many people in their audience. In the future, it's expected that the expansion of the social media platforms (and their features) will make it increasingly difficult for businesses to stay track of their social media metrics. However, brands have generally evolved because the social media has grown and it's expected that if these brands keep themselves updated with the newest trends, they're going to be successful in the future as well.

10. Future Scope

Create a platform where users can search for people according to their interests and can create an online network of friends/study groups. No longer using one to one interaction to facilitate communication. We can also engage students in college to attend the lecture in social manner.

11. REFERENCES

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