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24 Social Networking Platform

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Abstract: ***The Internet has connected many of the devices in the world. By the end of 2015, we already had 9 billion connected things. And some predict that by 2020, the number of Internet-connected things will reach or even exceed 50 billion. Productive 24 Social Media application is an integration of social networking Platform. 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. Twenty-FourPlatform is built on Firebase database using VS Code, Java, and 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 net work'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 theirrespective function. This Application will serve them as agood place to share good work and a place where their work will be appreciated by the people..***

Keywords: Visual Studio Code, Android Studio, Java, Social Networking and Fire base.

I. INTRODUCTION

India is currently the largest media in the world. It currently has an estimated user base of 200 million people, according to the World Economic Forum. Billions of people around the world use social media to share information and make connections. On a personal level, social media allows you to communicate with friends and family, learn new things, develop your interests, and be entertained. On a professional level, you can use social media to broaden your knowledge in a particular field and build your professional network by connecting with other professionals in your industry.

At the company level, social media allows you to have a conversation with your audience, gain customer feedback, and elevate your brand. Social media is an internet-based form of communication. Social media platforms allow users to haveconversations, share information and create web content.

There are many forms of social media, including blogs, micro-blogs, wikis, social networking sites, photo-sharing sites, instant messaging, video-sharing sites, podcasts, widgets, virtual worlds, and more. When used properly, social media can be a valuable addition to a department's communications strategy. The purpose of these application will help people too share similar interest, there backgrounds and activities.

Once the user account has been created, they will have full list of users with whom they can there share picture, videos ideas and thoughts. Inaddition, user profiles often have a section dedicated to commentsfrom friends and other users. To protect user privacy, social application usually have controls that allow users to choose whocan view their profile, contact them, add them to their list of contacts, and so on. The main thing of this application is that user can interact with each other by using instant messaging video and voice communication.

Because many people have expressed an interest in developing and maintaining a social media presence in personal and professional capacities, the Office of University Communications and Marketing has crafted the following introduction to social media. including the financial and health sectors.

It's the way the 21st century communicates now. Socialnetworking is the grouping of individuals into specific groups, like small rural communities or a neighborhood subdivision. This project emphasizes not only gathering people, so they can give their point of view on common interests or various topics that are important to them, but this social media platform also forces them to create more productive and high quality content by imposing a 24 hour a post rule.

Which will not only result in Ranking the post better hence everyone gets a better reach, more chances of monetization, also low use of the Data Center's, eventually causing less global warming and low electricity consumption. 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.

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Instagram and LinkedIn which bring the users but lack a medium or a platform on which users can discuss on a particulartopic and also gain popularity and build business through it If, as in any place in the world, the Indian government wants to boost its position in the world social media conquering wouldbe the solution.

The social media would be more productive and highly optimized with the 24 Hours a post rule. Due to a considerable segment of the Indian economy remaining informal, there's still a huge part of the population that doesn't rely on socially shared information due to lack of trust. Socially24 would change this, with content being verified and the 24 Hour time stamp making it more difficult for spamposting

II. LITERATURE REVIEW

On "Social media-based three-screen TV service." a paper published by D. Zaharia, Dr. Mokoto Tajiri in 2011. In this it hastwo features.

Firstly, it employs social media to generate semantic metadata of the media stream that reflect the interest ofthe public. The metadata is extracted by our proposed bursty feature extraction algorithm, and it provides immediate but rich summaries of live TV contents .Secondly, utilizing them, three- screen TV service was proposed to provide a new interactive TV watching environment. In the environment, metadata make the system available on interest-based information providing and suitable intelligent interface.

A paper on "Current and Future Trends in Social Media" published by Prof. Ken Adams, Mathew McConaughey in 2011. Although many changes have occurred since the fledgling steps of social networking and what it has evolved into today, improvement is a never- ending cycle. Thus, in this paper,additional methods will be explored to advance social networking overall.

A paper on ": Smart Surveillance with Smart Doorbell." published by R.V. S.Lalitha, Kayiram Kavitha. Home Security has become an important concept in the modern era.

Our Smart Doorbell can alert the resident automatically with an alarm when there is a visitor at the door. As we witness a huge transformation in technology, the world is emerging smart in every aspect. These smart devices are invading into our lives, while offering the required privacy. The Internet-of-Things (IoT) devices remotely monitor objects connected by Internet. In this paper, we have developed a smart doorbell that can alert the residents when it detects human presence and triggers the doorbell to notify its residents and also can send the data to the cloud or any storage devices spontaneously. The smart doorbelldeveloped will have PIR or ultrasonic (passive infrared) sensor that detects the presence of humans over a given distance and can capture the picture of the object near the door

A paper on "The Impact of Social Media Usage on Work Efficiency" published by Din Jong, Shih-Chih Chen, Athapol Ruangkanjananses As prevail of mobile networking, social media became ubiquitous in either work or our personal life.

Based on Media Synchronization Theory and transformational framework, this study proposed a research model and examinedhow the social media' attributes impacting the work effectiveness through the work-oriented or social oriented usage. The data of 322 valid questionnaires from respondents was analyzed by Smart PLS 3.2.8. The results indicated that the features of social media including availability and symbol variety had the significant influences on their work efficiency through work-oriented usage of social media.

Publicness and symbol variety had impact on work efficiency via social- oriented usage of social media. In addition, both social media for work-oriented and social-oriented usage influenced .

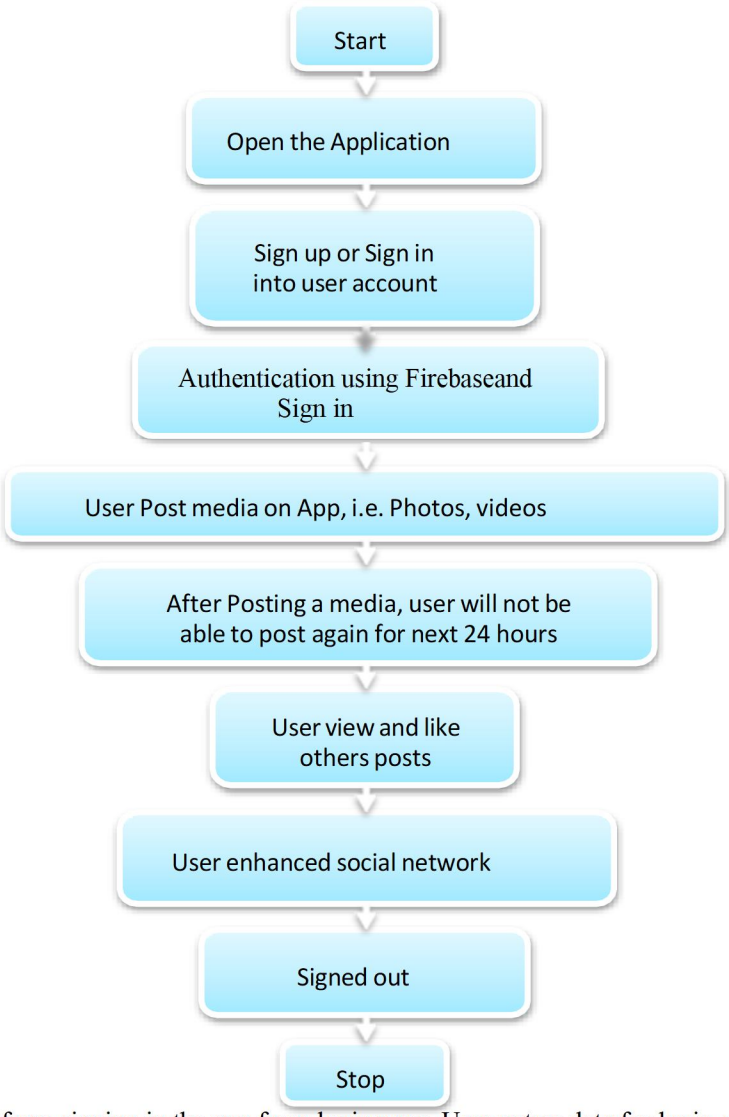
III. WORKING OF PROPOSED SYSTEM

In this, the Login page is created with the Help of React.js, and HTML 5. Login page works efficiently on the basis of, 1. Login Header (LoginHeader.js). Login header helps, in making the webpage, in block's format. Also it feature's the Beta Logo of our 24 Social media Platform. The Inspiration for the Login Header hasbeen taken from the earlier versions of Facebook. For the initial Phase of this

Project. 2. Firebase. We have used Firebase for the backend purpose, which is easy to get started for the initial Phase. It provides all the features to manage the user's, also providing to various domains through which the user's shall be registered in the database. Custom Domain is also available, when the project will be deployed to the cloud. Firebase has its own convenience, as it automatically authenticates the user.

For the JavaScript Convenience sake, Firebase is built in JavaScript, hence all the frameworks for JS are quite supportive. 3. App.js. App.js, Start'sthe project on the localhost:3000/. It includes React, features and packages and imports them when, App is all set to run at Port:3000.

IV. PROPOSED SYSTEM



As per the workflow, user starts from signing in the app from login page. User enters data for login credentials and that data isstored on firebase provided by Google cloud. After that credentials are authenticate in firebase authenticator. If it matches the credentials user successfully logged into the application, and then it shows home page of the productive 24 social media . The user can post media like photos and videos.

Importantly it implements the feature due to which only onepost per day is allowed. That means user cannot be able to post another media for the next 24 hours. Parallelly, the application also implements some features like commenting on a post, liking a post, and further more adding social network connections for enhancement. User is also provided the feature to log out of the application. Thus, the workflow of the 24 social media app terminates.

V. METHODOLOGY

One of the basic notions of the software development processis SDLC models which stands for Software Development Life Cycle models. SDLC is a continuous process, which startsfrom the moment, when its made a decision to launch theproject, and it ends at the moment of its full remove from the exploitation. There is no one single SDLC model. They are divided into main groups, each with its features and weaknesses. Evolving from the firs and oldest waterfall SDLC model, their variety significantly expanded. The SDLC models diversity is predetermined by the wide number of product types starting with a web application development to a complex medical software. And if you take one of the SDLC models mentioned below as the basis in any case, it should be adjusted to the features of the product, project, and company.

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VI. SOFTWARE INTERFACE

A. JavaScript

1) Though JavaScript does not have the interface type, it is often times needed. For reasons relating to JavaScript's dynamic nature and use of Prototypical-Inheritance, it is difficult to ensure consistent interfaces across classes -- however, it is possible to do so; and frequently emulated.

2) Interfaces are capable of describing the wide range of shapesthat JavaScript objects can take. In addition to describing an object with properties, interfaces are also capable of describing function types. To describe a function type with aninterface, we give the interface a call signature.

B. Android Studio

1) Interfaces are a collection of constants, methods (abstract, static, and default), and nested types. All the methods of the interface need to be defined in the class. The interface is like a Class. The interface keyword is used to declare an interface.

2) The user interface (UI) for an Android app is built as a hierarchy of layouts and widgets. The layouts are View Group objects, containers that control how their child views are positioned on the screen. Widgets are View objects, UI components such as buttons and text boxes.

C. VS Codes

1) Microsoft Visual Studio is popular IDE toolpowered by the Microsoft Corporation. This dynamic tool has been developed into numerous editions and versions demonstrating various advantageous features.

2) The tool is used to develop a computer programs for Mobile applications, Web applications, Web services, Websites.

3) Here we have used Visual Studio Professional 2015 edition to develop web application using different programing and mark-up languages including HTML, CSS, JavaScript, C++, andASP.net.

4) Also it configures all the database from SQL server to cloud like Microsoft Azure.

VII. ADVANTAGES AND DISADVANTAGES

A. Advantages

1) The system offers unique, robust, flexible softwareplatform to simplify and enhance social network.

2) Save the storage space.

3) Low cost

B. Disadvantages

1) Less data generation

2) Security issues while dealing with cloud

VIII. SYSTEM PROTOTYPE



Figure: 24 Social Media Application

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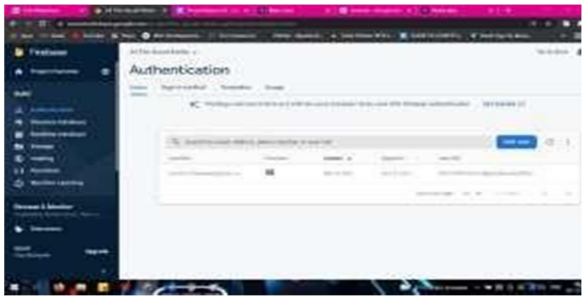
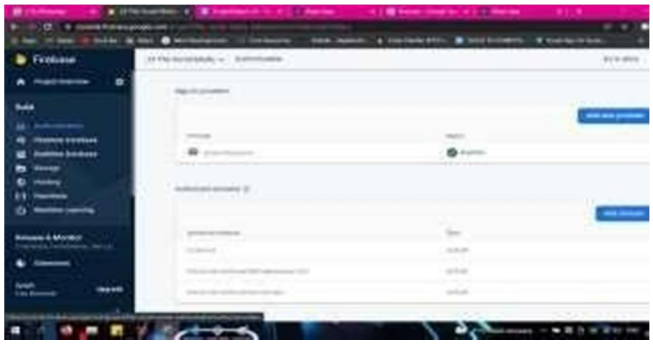


Figure: Page at the backend


Figure: Wrong Credentials

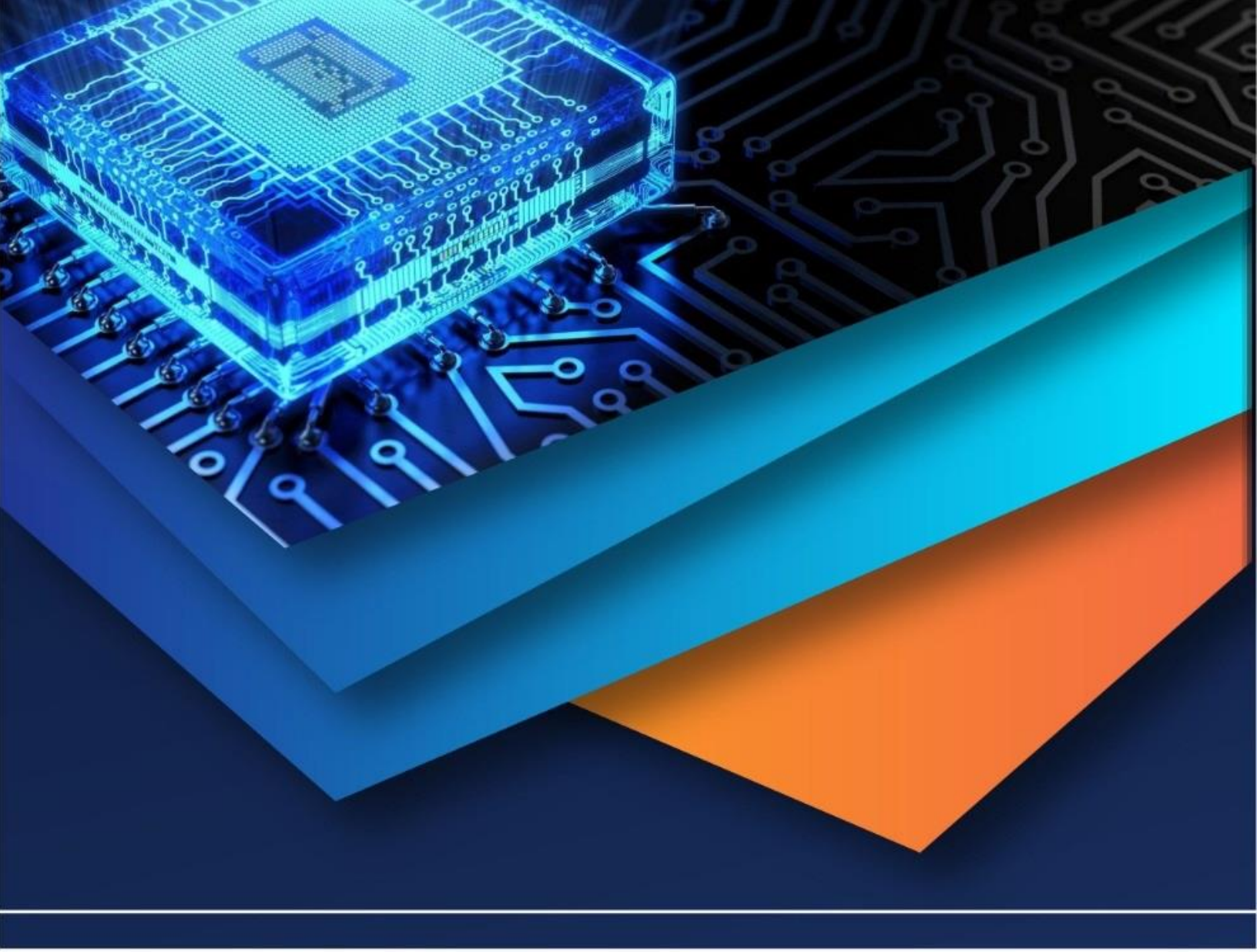

Figure: Domains provided by Firebase

IX. CONCLUSION

In this paper, we have studied a mathematical model of social media popularity with standard incidence rate. Theproposed model has three equilibria, namely the no social media user equilibrium, very popular social mediaequilibrium and popular social media equilibrium. We found that property of the proposed model was characterized by four parameters namely success rate of social media promoting, success rate of social media leaving, reconsidering rate of social media using and natural mortality of population forced to make an interesting content, that would automaticallysupport it's higher reach and it would help the post rank better.With the application users can connect with their friends and family through a common platform. A user can search for his friends and will be shown appropriate results if matching profiles are found. Any user can post a status which will be visible to his connections.

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