

BORANG PENGESAHAN STATUS TESIS

JUDUL: ENTERTAINMENT SUBSYSTEM for PIN-IT SOCIAL NETWORK

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ENTERTAINMENT SUBSYSTEM for PIN-IT SOCIAL NETWORK

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Bachelor of Computer Science (Software Engineering)

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DECLARATION

I hereby declare that this project report entitled
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is written by me and is my own effort and that no part has been plagiarized
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DEDICATION

This research work is dedicated with love to my respective parents who have been my constant source of inspiration. They've given me the drive and discipline to tackle any task with enthusiasm and determination. Without their love and support, I would not have been possible this project could be completed .Again dedicate my dissertation work to my family and many friends. A special feeling of gratitude to my loving parents, Mr Ramli and Mrs Zaiton whose words of encouragement and push for tenacity ring in my ears. My two other siblings have never left my side and are very special .I also dedicate this dissertation to my many friends who have supported me throughout the process. I will always appreciate all they have done for the many hours of testing, giving opinion and assisting on writing thousands lines of codes.

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ABSTRACT

Pin-It is a web system that utilizes the API (Application Programming Interface) of Bing Maps from Microsoft as the main highlight. Pin-It will bring a new experience of social network compared on existing web system today. Every activity of users will be shared on the map interface located at the home page. By implementation of geotagging technology, a technology where it allows users tag on the map anything such as status updates, document, video, photo or other features based on current location. This also not assist people to find images and information but create location-based news, feeds and status updates. Pin-It contain several subsystem such as Jobs, Entertainment, Traffics, Cloud Storage, Shopping Tracker, Trades . Entertainment subsystems allows users to enjoy entertainment content such as videos uploaded by other users, live streaming TV channel, Games, Online Radio content and videos uploaded by friends. The main highlights here when the user doing any activity, the system by default will saved the current users location by invoking Global Positioning Position by detecting the Internet Protocols or using build in GPS system. The activity will be posted on newsfeed section accordingly to the category. Each activity will have a link that shows where the activity take part at the map. The systems also involves web server in order to handle the file in FTP and for the development, developers using File Zilla client in order to transfer the file into the server. Php MyAdmin is fully utilizes in order to manage the database such as create and altering the data in database and also a key player to store the information. Pin-It will surely offers a new experience of social network and utilizes the geotagging capability to the users .

ABSTRAK

Pin-It adalah satu sistem web yang menggunakan API (Application Programming Interface) Bing Maps daripada Microsoft . Pin-It menjanjikan satu bentuk laman sosial yang lain jika berbanding pada sistem web yang sedia ada hari ini. Setiap aktiviti user akan dikongsi di halaman utama yang juga menempatkan peta . Dengan penggunaan teknologi geotagging, teknologi ini membolehkan user tag apa-apa sahaja aktiviti di peta seperti kemas kini status, muat naik dokumen, video, gambar dan ciri-ciri lain berdasarkan lokasi semasa. Pin-It mengandungi beberapa subsistem seperti Job, Entertainment, Traffic, Cloud Storage, Shopping Tracker, Trade. Subsystem Entertainment membolehkan pengguna untuk menikmati kandungan hiburan seperti video yang dimuat naik oleh pengguna lain, saluran Tv Online, Permainan, Radio Online dan video yang dimuat naik oleh rakan-rakan. Antara yang diketengahkan dalam Pin-It ialah apabila pengguna melakukan apa-apa aktiviti, sistem secara terus akan menyimpan lokasi pengguna semasa dengan menggunakan kedudukan di atas bumi dengan menggunakan latitud dan longitude dengan mengesan IP atau menggunakan GPS yang siap sedia ada di dalam perkakasan. Aktiviti akan dipaparkan di ruangan Newsfeed disusun mengikut kategori. Setiap aktiviti akan mempunyai pautan yang menunjukkan di mana aktiviti dilakukan di dalam peta. Semasa proses pembangunan, system ini menggunakan Web Server untuk mengendalikan fail dalam FTP , dan juga menggunakan File Zilla untuk memindahkan fail ke dalam server .Php MyAdmin digunakan sepenuhnya untuk menguruskan pangkalan data seperti mencipta dan mengubah data dalam pangkalan data dan juga memainkan peranan untuk menyimpan maklumat. Pin-It dijangka akan membawa satu pengalaman baru dalam rangkaian sosial dan menggunakan keupayaan geotagging kepada pengguna.

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LIST OF ABBREVIATIONS

SHORTFORM	DESCRIPTION
FTP	File Transfer Protocol
DBLC	Database Life Cycle
ERD	Entity Relationship Diagram
DBMS	Database Management Systems
LAN	Local Area Network
WAN	Wide Area Network

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CHAPTER I

INTRODUCTION

1.1 Project Background

Now days, the use of social network has blooming onto every people over the world that covers every community and ages. The social network has many affected our daily lives and some of us relying on the social network as they use it for business. In general, social network is representing the relationship between person, group or larger colony of human that represented in term of interest, friendship, kinship, organizational position, sexual relationships and many more. Over a decades, the era of internet booming has brought a variety of social network website and evolves drastically in term of interface, functions and deliverables.

1.2 Problem statement(s)

Nowdays , every social network requires an authentication in order to login. Big names such as Facebook, My Space, Google Plus did not authorize joint account

in order to using their social network. So this situation created a new matter that experienced by everyone.

In this case, multiple account needed in order to enable the user to use the social network. For example, different account needed for Facebook, My Space and Google Plus.

Furthermore, Some of the social network focuses on bringing only one interest. This brings the situation where user may have more than one social network account where it is different from each other (eg : one account for facebook, another for instagram and another for twitter).

In addition, current online social network does not have activity sharing and geo tag capability.

1.3 Objective

Pin.it (entertainment) were design to deliver the needs of online social entertainment in forms of social network. It will includes the features of live video streaming, movies update, songs, concert venue, talk show music and videos streaming and sharing with geo tag capability. The deliverables can be measured by interaction between society within the social network.

1.4 Scopes

Pin-It Entertainment is widely develop for whole stages of community. It is suitable for every aspects of people and ages. Pin-It entertainment is widely aimed for

people who want to experience a whole new level of social network by people who wants to relate their entertainment activity with geo - tagging capabilities

1.5 Project Significant

Pin-It Entertainment will be focused on the users that likely use their entertainment based social media. In other meaning, Pin-It Entertainment will affected the users of entertainment and enhance in their interest in with the geo – tagging capabilities which enable the users to all out their activity widely.

1.6 Conclusion

In a meter of development , this chapter has addressed all the basic matters that bring up the development of Pin-IT Entertainment. All aspects has been thoroughly explained and detailed out. Next chapter will address several matters that may included with method of research such as fact and finding, methodology and many more related issues.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

Briefly, the system will consist a branch of Pin.it social network website. After a research that has been conducted, there are many social network that offers only one categories of interest for user. For example, there are social network that offers only users with interest of music and does not have any other capabilities. So there are too many restraining that prevent user to performs many more activities in the social network website.

Taking YouTube as referance, the website only has sharing information and taking advantage on the popularity of videos of the content it self while not taking the advantage of the geo-tag capability. So, Pin-It Entertainment is developing while taking advantage the technology of Geo-Tag capabilities while combining it with social network experiance.

Pin.it offers to bring new approach to the social network. Highlighted the use of map, user will have freedom to “Pin” everthing. One of the offerings is to pin entertainment related event / activity such as concert, songs, movies , videos , tv livestreaming , online radio and even play games online. The interaction will be based on locating other users / interest over the map.

2.2 Fact and finding

In this sub topics, the reader will be navigated to several aspects of Facts and Finding that related to the literature review on introduction section.

2.2.1 Multiple accounts on social network

One of the issues that arise in the usage of social network is how many social media accounts is too many for a person. ? For some reason, there are no limits on how many social network account that you have but the issues is what exactly the interest that catch the user to use it or worse became addicted to it. As mentioned earlier, social network that existed nowadays are more to have theme of themselves and does not giving every capabilities / experienced in one account. So in this case, multiple account for different social network is a must for every person in which case, there still no other social network that combines all features needed.

2.2.2 Privacy issues and exposure

So what is bothering in having multiple account exactly ? In case of forgotten the password, the user had to retrieve the password again via complicated process. Furthermore sharing content in across different type of social network may involves third party link sites. For example, a twitter

In that particular event, a new issues may arise which is the data or information has been send to shortening website such as www.bit.ly . So, data exposure will bring threat for the user .

2.3 Project Methodology

Description of Methodology

The proposed project will be conducted using a Star Model Development Model . The model is suitable for the project as PSM 1 is to be completed within 14 weeks and the requirement may changes over the development. Although it is quite risky, but changes over the development is followed by evaluation. Furthermore the design emphasizes rapid prototyping. The proposed system will undergo 6 phases.

2.3.1 Phase : Conceptual design

The conceptual phase is the initial phase of research and involves the intellectual process of developing a research idea into a realistic and appropriate research design.