PUHub – A social media application for college purpose: A Review

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Abstract : There is a huge usage of Social Media application starting from small kids to the middle age and till the old people in the present era. Everybody is so much addicted to it and they keep on updating their lives and follow other lives also on a vast platform. The issue that leads to making of this application is that there was a lack of information passing happening in our college. There are many pages of university on social media application but still each and every information is not passed on to every other people. And to pass on some information people of our university need to roam the whole campus and visit each and every department. So, we designed an application which connects every member of the college with other members of the college and sharing of information can be done by creating different pages according to the interest by the admin. The main motto is to share information among people. There is another problem faced that is finding a new location at the campus. It's very difficult to find a medical place for engineering students. So, this social media application will help to provide offline maps. The application will be based on Android platform and for the location, GPS technology will be used. The member of the college will be registered by the admin at the time of joining the college. The member can create his/her profile and view groups according to the interest. So, the main aim is to pass information, create interest and view offline map of the campus.

IndexTerms **- Android, Social Media, GPS technology, Offline maps, College members, Groups, Feeds.**

I. INTRODUCTION

Social media is a computer-based technology that facilitates the sharing of ideas and information and the building of virtual networks and communities. It is one of the most stress-free and profitable digital marketing platforms and is one of the most used application in today's generation.

The use of Social Media application from small kids to the middle age and till the old people has increased rapidly in this modern era. On a vast platform, people keep on updating their lives and follow different trend and people. There are many pages of university on different social media application but still every information is not passed on to every other people. Also there was a lack of information passing happening in our college. So, we designed an application which connects every member of the college with other members of the college and sharing of information can be done by creating different pages according to the different departments of the college by the user. The main motto is to share information among people. There is another problem faced that is finding a new location at the campus. It's very difficult to find a medical place for engineering students. So, this social media application will help to provide offline maps.

The social media application which we are developing is primarily used for sharing information in our university. We can also download areas and navigate offline. If you're going where the Internet is slow, mobile data is expensive, or you can't get online, you can save an area from Google Maps to your phone or tablet and use it when you're offline.

Once they've been downloaded, you'll be able to access them anytime, whether your phone is online or offline. This application also contains GPS Technology which will help navigate many areas of college and it will also provide offline maps. The main aim of this application is to share all the information relevant to the university.

The application will be based on Android platform and for the location, GPS technology will be used. The member of the college will be registered by the admin at the time of joining the college. The member can create his/her profile, add feeds that are happening in college and view groups according to the his/her interest. So, the main aim is to pass information, view groups and view offline map of the campus.

II. PROBLEM STATEMENT

As there are many social media application available and pages of Parul university exist on all that apps but sometimes the information does not reaches to everyone. There's again a lack of information. The student does not get much awareness about the event and other curricular and co-curricular activities. Also students cannot explore all the places of the university. Because of big campus, student cannot explore the campus.

III. OBJECTIVE

The main objective is to pass on the information to all the members of the college. All the activities can be posted and updated on the social media page. The members can explore the campus and find location however they want. Members can be aware about the events happening and can participate accordingly. The users can also post and like different post of other users. In this social media application people are not connected as friends or followers but can view each and every post that has been posted on the feeds page.

IV. THEORY AND MEASURES OF AN ANDROID APPLICATION WITH GPS TECHNOLOGY AND OFFLINE MAP SYSTEM

This section comprises some of the literatures used for developing a social media application by various researchers using GPS Technology and offline map system.

A. *Study of an event tracking system build for college:*

Akshay S. Pagare, Hitesh O. Pal, Sachin A. Patil and Varsha M. More.[1] have presented a paper which states that the event based campus navigation system that they have build which is an android application which helps candidates/persons to navigate to an event which is being organised in a campus. The application is developed for all the colleges to enter their event details or college workshops or gatherings dates, timings and fees so that it can be viewable to all the students of different colleges and becomes an easy way to participate through this application.

A systems development life cycle is composed of a number of clearly defined and distinct work phases which are used by systems engineers and systems developers to plan for, design, build, test, and deliver information systems. The system development life cycle framework provides a sequence of activities for system designers and developers to follow. It consists of a set of steps or phases in which each phase of the SDLC uses the results of the previous one. The proposed event based campus navigation guidance and updated event information alert system will work on GPS based android mobile. They have implemented the system for campus of college which is a large place. As GPS works very accurately in large range so they have chosen GPS technology for location tracking.

The Event based campus navigation system is very dynamic and useful system in todays environment .As the world is becoming more and more smart, this system makes our lives smart in an unknown environment. This system really helps the user to track the event register for the event register for the event and get real-time update of the event. This system is very useful in big campuses which will help users to focus on actual event.

B. *Current and Future Trends in Social Media:*

In this conference, Enkh-Amgalan Baatarjav and Ram Dantu[2] explains the main trends of social networking that will be addressed, including both events from the past, present, and future, and propositions as to new methods of improving future social networking.

•Early Trends of Social Networking:

Online social media has been undergoing changes as readily as the underlying infrastructure of the internet changes. The concept of online social networking sites (OSNs) started as early as 1995. However, the content and social network of these sites were much different than today's OSNs, instead consisting mostly of static information and a few socially interactive features. Tripod.com, theGlobe.com and GeoCities were pioneers in building these online communities by providing limited web-hosting space in which users could create their own content.

•Current Trends of Social Networking:

The current trend of social networks started in 2004, with the emphasis being on both building a social network platform that allowed for a variety of applications to access it, and renewing content to improve users' engagement. Facebook, the leading social network with more than 750 million users, has changed. Most of the major social networking sites offer their platforms for developers, such as Hi5, Orkut, Friendster, Facebook, and Twitter. Having an open platform has made it possible for the integration of many different interfaces to social networks. Not only can Facebook and Twitter be accessed through the web interface, but also they can be accessed through desktop applications, smartphone applications, and SMS. Sharing photos, location, and status updates has become much easier, which has encouraged some smartphone manufacturers to start building phones that have dedicated a Facebook button on their keyboard for easier access.

•Future Trend of Social Networking:

The future trend of social networking will emphasize on the various ways to share dynamic content. As seen from the current trend of social networking, it is observed that the total number of dynamic content generated on OSNs is large, but it will become even larger as more users join these online social network sites.

C. *A scalable web GPS monitoring system based on Ajax push pattern:*

This article analyzes the common GPS monitoring systems based on AJAX and points out three main existing weaknesses. Then the article introduces how to use AJAX push pattern and Continuations in Jetty 6 to solve the above drawbacks. At last, the author gives a demo to design and implement a scalable Web GPS monitoring system with DWR2.[4] The method of Ajax push pattern is to keep a connection from the server to a browser always. The server can send the data to browsers when it is available. This technology of long connection has been known as Comet, which allows the server sends message to clients when certain event happens without the client's explicit request.A simple scalable Web GPS monitoring system with Continuations and DWR2. DWR, short for Direct Web Remoting, is a Java library that enables Java on the server and JavaScript in a browser to interact and call each other as simply as possible.The authors first of all introduce the ajax push pattern and tried to solve 3 problems then the author designs and implements a scalable Web GPS monitoring system with DWR2.

The above methodology will help us in longer connecting with the server and the application.it will also help in geographical positioning and lagging of location.

D. *Research of Large-Scale Offline Map Management in Visual SLAM:*

The SLAM method[3] proposed in the paper uses the data provided by RGB-D camera to build the scene map. In order to achieve efficient reuse of the scene map, they have builded it and save to system in the form of text. And in localization mode we load the map to system and use localization to obtain the pose of current frame.The authors briefly introduce the map form in the SLAM system. They also introduce system overview of this SLAM method. And then they discuss the method of graph segmenting and the method of offline map generating in detail.

•   The SLAM method proposed in the paper also implements management of the offline map. The offline map can be divided

into several sub-graphs according to similarity of the scene. And it can be used as the input of the program later for localization and obtain the pose of current frame.

•   The SLAM system proposed in the paper divides into two modes to achieve the function of saving and loading offline map. So that when the robot works in the same scene, you can save the detailed map of the scene in advance to facilitate subsequent use.

V. METHODOLOGY

The proposed system is been implemented on an android platform. There is a log-in option for the member of the college whose id and password details will be managed by the administrator. There are mainly three modules which are profile view, groups and feeds posting and viewing offline map of the campus. We have also used GPS Technology for location purpose. The technologies that are used are Android Studio, GPS technology and Firebase for Database.

VI. CONCLUSION

In the proposed project, an Android application is being developed which is used for passing all the information of college. The information may be regarding co-curricular or extra-curricular or any other activity prevailing in our college. The activities include competition technically or non-technical, announcing winners, any event in other department of college, any fest, placement announcement, and department wise announcement. And different groups of interest like dancing, writing, singing, placement, etc. can also be created and people can follow that. An individual can grow its skill and can nurture its future in different direction. An offline map facility will be provided to find unknown places of the campus. Thus the main aim of making the life of the member in college easy is fulfilled with the help of this application.

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