

Social Networking for video Sharing

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ABSTRACT

The Project “Social Tube” is focus on to save work space from online social networks such as Facebook, twitter, etc. The users can register into the website along with the details such as user name, password, and email and so on. User can also upload their post either photo or video or audio files. Normally in existing system whenever the user shares a file, file details will be saved from the particular user also which allocates more memory space from the networks which will take more time to load site or upload a post. In our proposed system When they need to share a particular file they should become in the friend’s list of the owner of the file and it should match any one the category of the user such as area of interest, location, colleges, actors etc., any user can give friend request to the other user. When they block particular user it should not shows even in the need of search list. If any user wants to share a particular file it should shows in the time lines but the original file will be available in owner of the file which saves work space from the social networks. User can also give likes to a particular file and they can also add comments of it.

Keywords: profile, request, social network

INTRODUCTION

The Project “Social Tube” is focus on to save work space from online social networks. The users can register into the website along with the details such as user name, password, and email and so on. User can also upload their post either photo or video or audio files. Normally in existing system whenever the user shares a file, file details will be saved from the particular user also which allocates more memory space from the networks which will take more time to load site or upload a post. In our proposed system When they need to share a particular file they should become in the friend’s list of the owner of the file and it should match any one the category of the user such as area of interest, location, colleges, actors etc., any user can give friend request to the other user. When they block particular user it should not shows even in the need of search list. If any user wants to share a particular file it should shows in the time lines but the original file will be available in owner of the file which saves work space from the social networks. User can also give likes to a particular file and they can also add comments of it.

Online social networks (OSNs) (e.g., Facebook, Twitter) are now among the most popular sites on the Web. An OSN provides a powerful means of establishing social connections and sharing, organizing, and finding content. For example, Facebook presently has over 500 million users. Unlike current file or video sharing systems (e.g., BitTorrent and YouTube), which are mainly organized around content, OSNs are organized around users. OSN users establish friendship relations with real-world friends or virtual friends, and post their profiles and content such as photos, videos, and notes to their personal pages. Video sharing have been an increasingly popular application in OSNs, enabling users to share their personal videos or interesting videos they found with their friends. Indeed, according to comScore Releases in August 2010, Facebook is now the second-largest online video viewing platform. The total time spent on video viewing on Facebook increased 1,840% year-over-year, from 34.9 million minutes in October 2008 to 677.0 million minutes in October 2009. OSNs are transforming from a platform for catching up with friends to a venue for personal expression and for sharing a full variety of content and information. In recent years, much effort has been devoted to improving the client/server architecture for video sharing, with the peer-to-peer (P2P) architecture being the most promising. P2P-based video sharing has been used in on demand video streaming. With each peer contributing its bandwidth to serving others, the P2P architecture provides high scalability for large user bases.

EXPERIMENTS AND RESULTS

BASE64 Algorithm: Base64 encoding is used to convert binary data into a text-like format that allows it to be transported in environments that can handle only text safely. Use cases are encoding UID's for use in HTTP URL's, encoding encryption keys and certificates to make them safely portable through e-mail, display them in HTML pages and use them with copy and paste. Base64 is sometimes also referred to as PEM, which stands for Privacy-

enhanced Electronic Mail. There, Base64 was used to create printable text again after binary e-mail data that was generated during the e-mail encryption process.

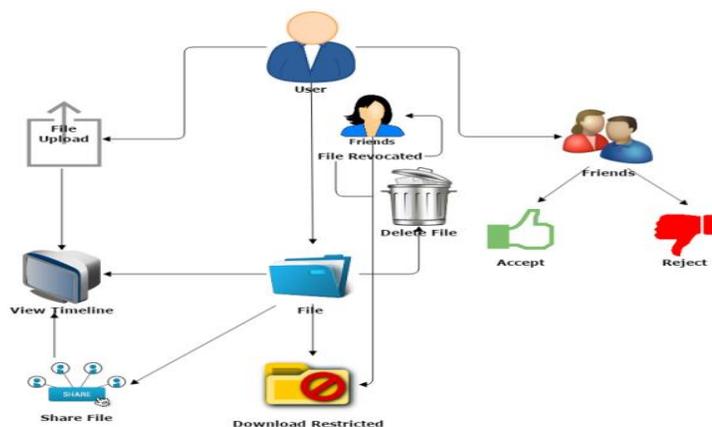


Figure.1.Architecture Diagram

INPUT DESIGN

The input of a system can be defined as the information that is provided to the system. This is used for future processing by the system to obtain meaningful information, which helps in decision-making. Input design is the process of converting user-oriented inputs to a computer-based format. Input is a part of overall system design, which requires special attention. Inaccurate input data are the most common cause of errors in error processing. Input design can control errors entered by users. Entered data have to be checked for their accuracy and direction of errors. Appropriate error message have to be displayed. When an invalid data is entered, the user should not be allowed to type that data.

The screenshot shows a web form titled 'Register New Membership'. It contains the following fields and elements: 'Full name', 'Email', 'Password', 'Retype password', 'Country', 'Mobile No', 'Date of birth', 'Gender' (with radio buttons for Male and Female), a 'Browse...' button for file upload, and a 'Sign me up' button. At the bottom, there is a link 'I already have a membership' and a section for social network registration with icons for Facebook, Twitter, and Google+.

Fig.2.Membership Registration

Output design: The computer output is the most important and direct source of information to the user. Efficient and intelligible output design improves the system's relationship with the user and helps in decision making. Output design was studied going actively during the study phase. The objective of the output design is defined the contents and format of all documents and reports in an attractive and useful format.

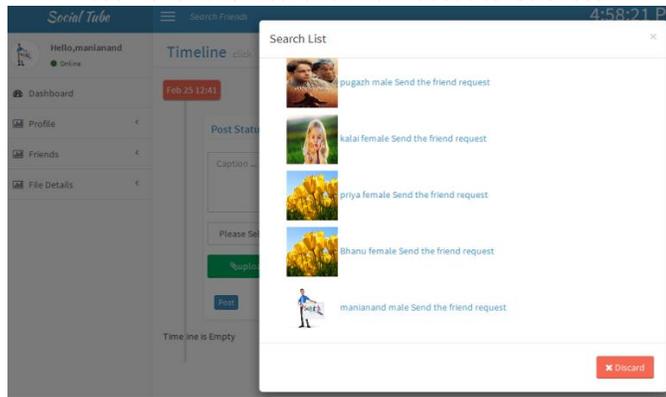


Fig.3.User Profile

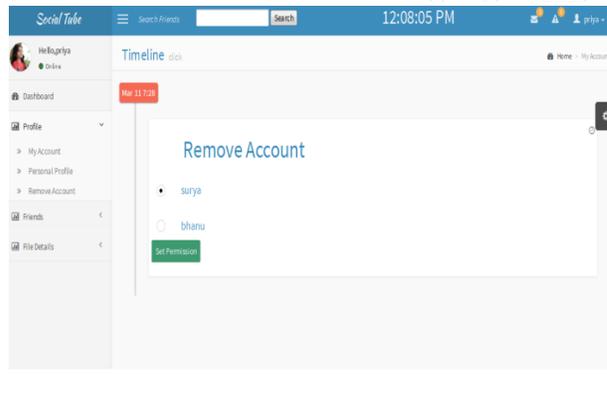


Fig.4.Final Output

CONCLUSION

The “Social Tube” project fulfills the security of the files in the real time. Because for every of file there must be an owner to access those files in the application. Even though the file owner wants to delete a particular file they must give an access for any one of the member in their friends list who shared those files which is called by “File Revocation”. When they want to deactivate their account, in that occasion also they must give an access for the member who is shared the particular file. No one can download the files and as well as no one can retrieve the original path of the files which make more security for the files.

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