

BACHELOR OF SCIENCE IN COMPUTER SCIENCE
AND ENGINEERING



Enterprise Social Network (ESN)

by

Md. Kamal Hossain ID:124437

Md. Sabit Parvez ID:124440

Department of Computer Science and Engineering (CSE)
Islamic University of Technology (IUT)
Organisation of Islamic Cooperation (OIC)
Gazipur-1704, Bangladesh

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Md. Kamal Hossain

Md. Sabit Parvez

Supervised by

Nusrat Zerin Zenia

Lecturer,

Islamic University of Technology

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**Department of Computer Science and Engineering (CSE)
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Abstract

The enterprise social networking website is an online community designed to make your working life more active and stimulating. The social network can help you maintain collaboration with your colleagues and share files and messages, and establish working relationship by sharing their views and knowledge.

Enterprise Social Network is a Social Networking Website, which a web based service providing its users to construct a public profile within a bounded system. This website provides the features of keeping intact with one and all at one place. Let's keep in touch with your peers and pals, without boring you at the same time.

Enterprise Social Network has various other attractive features like chatting, post, comment, upload files.

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1.1 Introduction

Enterprise Social networking sites allow users to communicate with people, share ideas, activities, events, and interests within their individual networks. Social network sites such as MySpace, Facebook, Orkut, and Google+ have attracted millions of users, many of whom have integrated these sites into their daily practices. There are hundreds of Social Networking Sites, with various technological affordances, supporting a wide range of interests and practices. Sites also vary in the extent to which they incorporate new information and communication tools, such as mobile connectivity, blogging, and photo/video-sharing.

Enterprise social networking focuses on the use of online social networks or social relations among people who share business interests and/or activities. Enterprise social networking is often a facility of enterprise social software (regarded as a primary component of Enterprise 2.0, which is essentially social software used in enterprise (business/commercial) contexts. It encompasses modifications to corporate intranets (referred to as social intranets) and other classic software platforms used by large companies to organize their communication, collaboration and other aspects of their intranets. Enterprise social networking is also generally thought to include the use of a standard external social networking service to generate visibility for an enterprise.

While Social Networking Sites have implemented a wide variety of technical features, their backbone consists of visible profiles that display an articulated list of Friends one who are also users of the system. Each profile in Social Networking

has unique ID. After joining a Social Networking Sites, an individual is asked to fill out forms containing a series of questions. The profile is generated using the answers to these questions, which typically include descriptors such as age, location, interests, and an about me section. Most sites also encourage users to upload a profile photo. Some sites allow users to enhance their profiles by adding multimedia content or modifying their profiles look and feel. Others, such as Facebook, allow users to add modules (Applications) that enhance their profile.

1.2 Existing Systems

1. Tibbr Developed by TIBCO Software, Tibbr is optimized for seamless use on your desktop or mobile device. The profile layout is similar to Facebook, with space to list professional skills, past projects and people youve worked with. You can follow topics, people, apps and project updates, then see who else follows similar subjects. Cost: The price isnt listed on the site, but you can request a demo or contact sales directly [1].

2.Jive is a mobile-ready ESN with similar profile functions. You can follow people, groups and topics on the site. One of the coolest features on Jive is Recommendations. It's similar to facebook's People You May Know, but instead, shows profiles of people you should get to know in your company, based on shared interests and related areas of expertise. Its Structured Outcomes feature also makes it easy to tell co-workers which tasks are complete, and which still need to be finished.

Cost: The Essentials package costs *12peruser/month, andtheEssentials + packagecosts*18 per user/month.

3.Yammer is another ESN optimized for desktop and mobile use. Company networks are private, so you must have a verified company email in order to join. The UI is also similar to Facebook, with status updates, pages and follow capabilities.

Cost: Signup for the basic network is free; the Enterprise Network is *3peruser/month; SharePointonline + Yammeris*4 per user/month; and Office

365 + Yammer is 8 per dollar user/month.

4. Convo, as one might deduce from the name, is an exceptional communication tool. With support for over 33 file types, its easy to drop pictures, videos and links into conversations. It has the same profile, status updates, news feed and group-control as most ESNs and is optimized for desktop and mobile use. One of the coolest features of Convo is that you can manually highlight parts of an image or link and discuss the micro content in a thread.

Cost: The Basic package for 20 users or less is free; the Premium package for up to 100 users is 9 per dollar user/month; and the Enterprise package requires you to contact a sales rep.

4. SocialCast is another ESN optimized for mobile or desktop. It provides a centralized workplace and communication center for employees. You can create public or private groups, share documents and manage your projects via SocialCast. A notable feature is the Task Timeline, which displays which tasks you need to do today, and which are queued up for tomorrow. The Socialcast Org Chart also helps employees keep track of company hierarchy. Companies that use SocialCast include Nokia, Humana and SAS.

1.3 Problem Definition and Motivation

Based on the discussion of previous section, it can be noted that the first problem associated with the existing systems are cost. None of the above described systems are free. Monthly or yearly payment is required to achieve access to the softwares. At first, the cost seems to be low but in the long run, the total cost may become very high than buying a customized software. Secondly, since these softwares are developed for an open business field, they cannot be customized completely according to a specific company's rules and requirements. So, to attain flexibility and required functionality, now a days, every company prefers their own dedicated software. Motivated from the todays market needs, in this project we have developed. Moreover this proposed Social Network is secure, because all

the information of the employees are stored in companies own database.

1.4 Aims

Product intends to provide a well-established web-based social networking system. This documents a networking system scope, functionalities, requirements and feasibility. This project aims to develop a website which provides a Communication among peoples on an enterprise system to share their views, knowledge and perspective.

1.5 Scope

The enterprise social networking website is an online community designed to make social life more active and stimulating. The social network can help you maintain existing relationships with people and share pictures and messages, and establish new ones by reaching out to people. Youve never met before.

This website also provides the features of blogging all at one place. The main idea behind blogging is to share your thoughts with all your employees which can be read by all the employees using the website.

Enterprise-focused social networks really have to offer something rather compelling to outweigh this big scale advantage that global social networks have established. The main scope of this website contains:

- Encourage sharing.
- Capture knowledge.
- Enable action.
- Empower employees.

1.6 Common Beneficial Features of Enterprise Social Networks

- Easy collaboration between employees and external contacts.
- Private direct messaging.
- Instant messaging.
- Easily shareable links to large files.
- Better communication with remote employees.
- Instant communication with customers
- Platforms for team brainstorming.
- Integration with public social media networks.
- Internal blogging.
- Mobile capability.
- Image/media libraries.
- Video support.
- Personalized content recommendations.
- Company/organization directory.
- Reduction of e-mail.
- Robust security.

Chapter 2

Hardware and Software Specification

In this chapter, mainly have details discussion about hardware and software specification about Enterprise Social Netowrk.

2.1 Hardware Specification

- Processor name: Dual Core
- Processor Speed: 3.2 GHz
- RAM: 1 GB
- Hard Disk Capacity: 80 GB
- Display Device: 14 to 21.5 Inch Monitor.
- Keyboard Type: PS2 or USB.
- Mouse Type: PS2 or USB

2.2 Software Specifications

2.2.1 For Website

- Technology Implemented: Apache Server
- Language Used: PHP 5
- Database: My SQL 5

- User Interface Design: HTML, AJAX
- Web Browser: Mozilla, Chrome

2.2.2 For Software Product

- Operating System: Windows 10/ Windows 8/Windows 7
- Programming Language: PHP
- Software: XAMPP Server

2.2.3 Product Perspective

This enterprise social networking website challenges to give a better socializing and communication System at the same place where employees from different department can locate and communication with each other.

Chapter 3

Process Description/Methodology

3.1 Process Description/Methodology

3.1.1 Beginning with User Sign up and Authentication

Inputs

- User Information.
- Existing E-Mail Address on any Website. E.g.: XYZ@yahoo.com.
- Registration on Website.

Output

- Authentication from website.

3.1.2 Designing

Inputs

- Display Structure.
- Theme.

Functioning

3.1 PROCESS DESCRIPTION/METHODOLOGY

- Interface between User and Website.
- Preview of Available Resources.

3.1.3 Data Flow

Functioning

- Action in Response to user Input.

Output

- Project Released on internet.

3.1.4 Maintenance

Inputs

- Implement Security Issues.
- Risk Assessment.
- Error and Fault detection.
- Regularly updating and modifying the project.

Functioning

- Allows project to sustained and effectively render services as expected.

Output

- Constantly monitoring and enhancing the project quality.

4.1 Data Flow Diagram

A data flow diagram (DFD) is a graphical representation of the "flow" of data through an information system, modeling its process aspects. In this data flow diagram employee is the external entity from where all the information flows . Registration, login, check notification, message, view profile, status , task management are different kind of processes. From each process Data flows to the data store. Data of each process are saved in the data store. In this Data flow diagram the flow of information are bidirectional.

4.2 Use Case Diagram

A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. A use case diagram can identify the different types of users of a system and the different use cases and will often be accompanied by other types of diagrams as well. Here employee is the front end actor and the admin is the back end actor .Employee can sign up, login, browse the system where admin can manage user and make system announcement.

4.3 USE CASE DIAGRAM

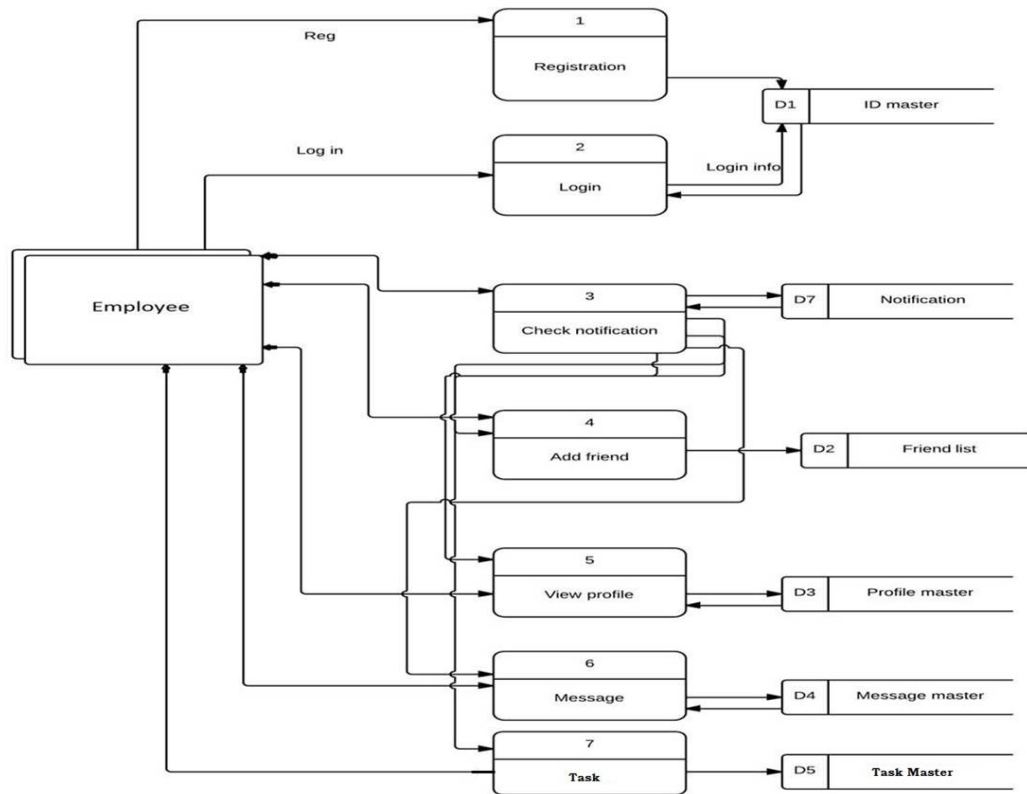


Figure 4.1: Data Flow Diagram

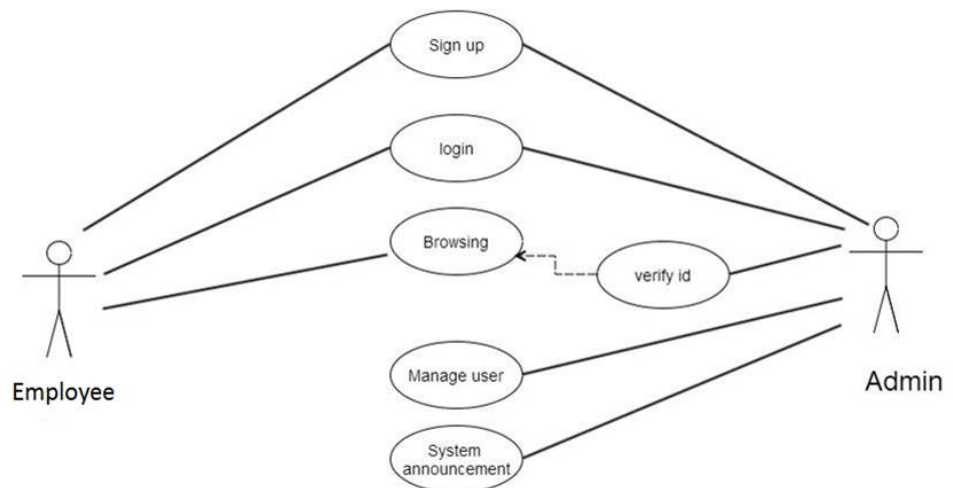


Figure 4.2: usecase diagram

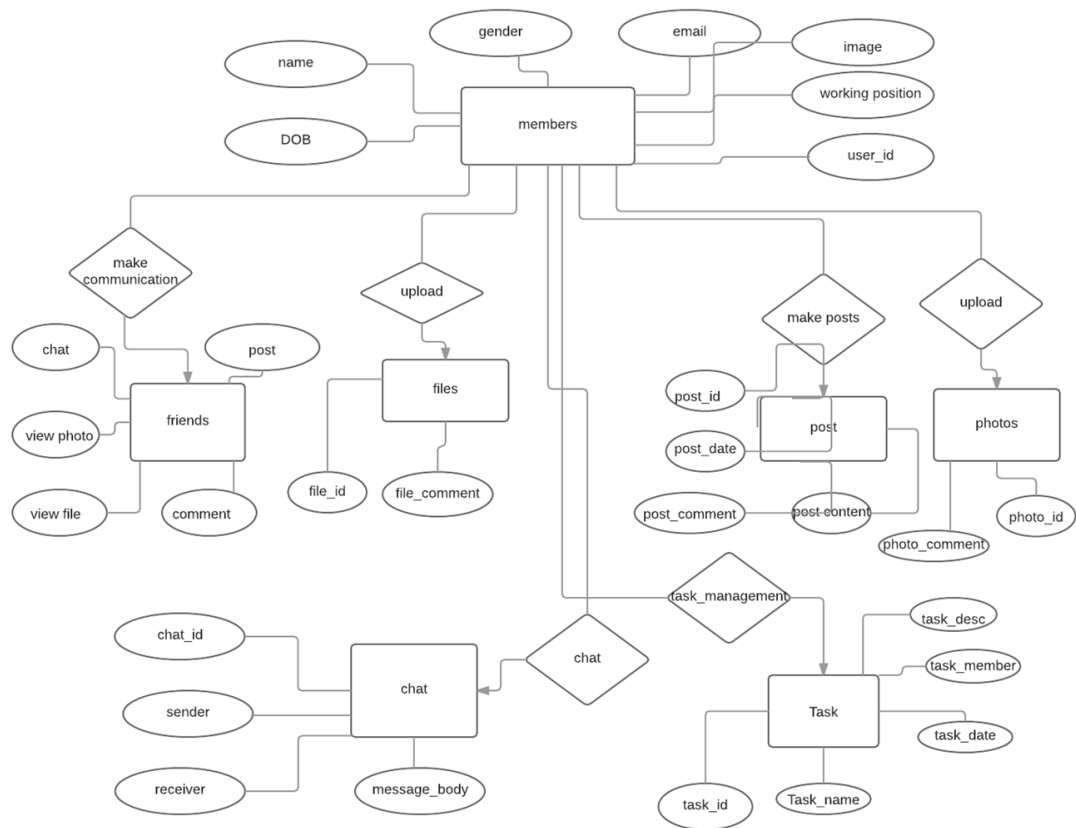


Figure 4.3: E-R Diagram.

4.3 E-R Diagram

An entity relationship diagram (ERD) shows the relationships of entity sets stored in a database. An entity in this context is a component of data. In other words, ER diagrams illustrate the logical structure of databases. In our database we have seven entities. Each entity is connected with employee entity.

5.1 login

This is the main login page of our website.

5.2 HOME

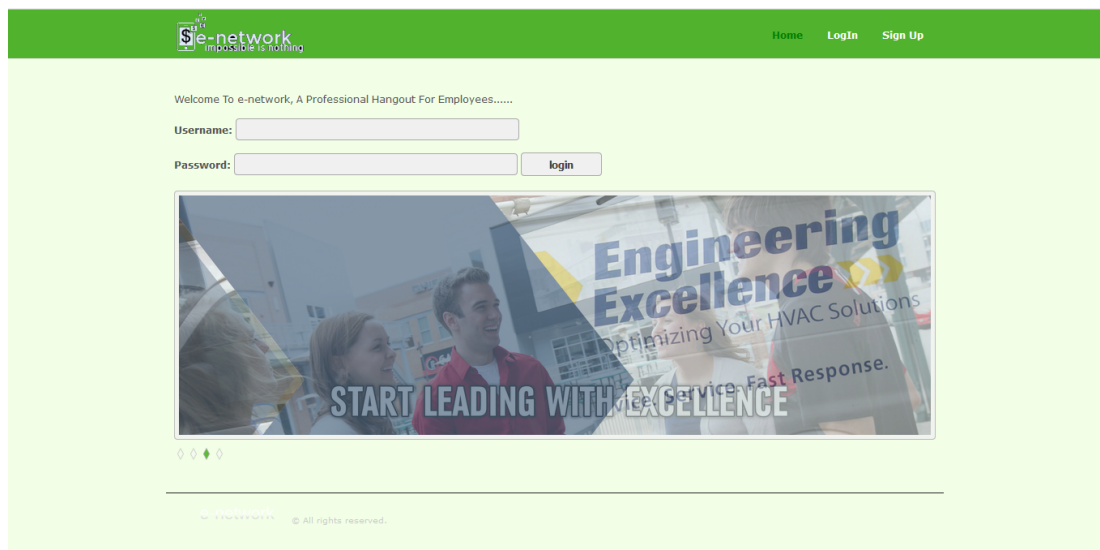


Figure 5.1: login page

5.2 home

This is the main home page of our website.

5.3 PROFILE

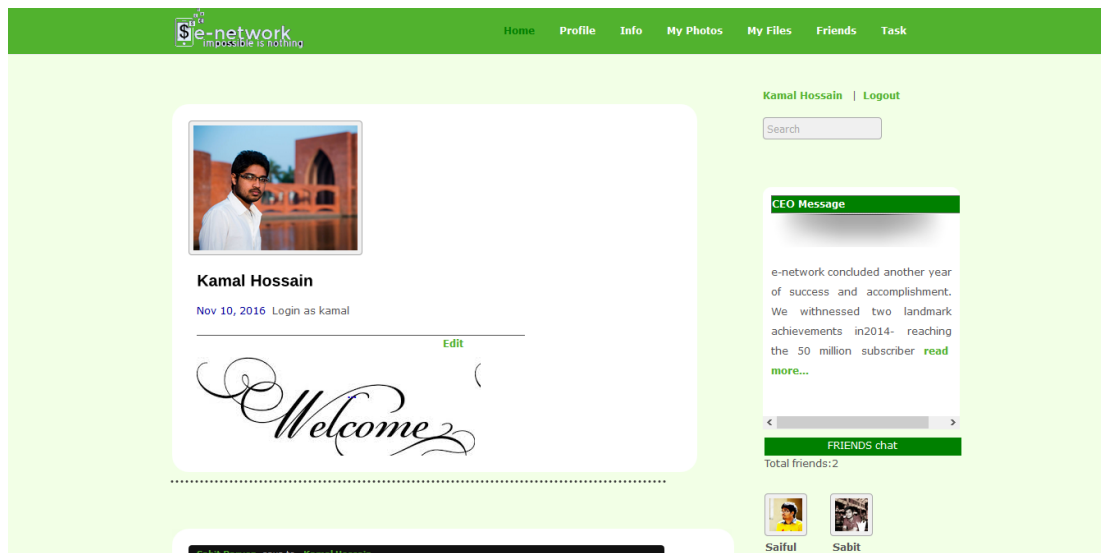


Figure 5.2: home page

5.3 profile

This is the profile page of our website.

5.4 INFORMATION

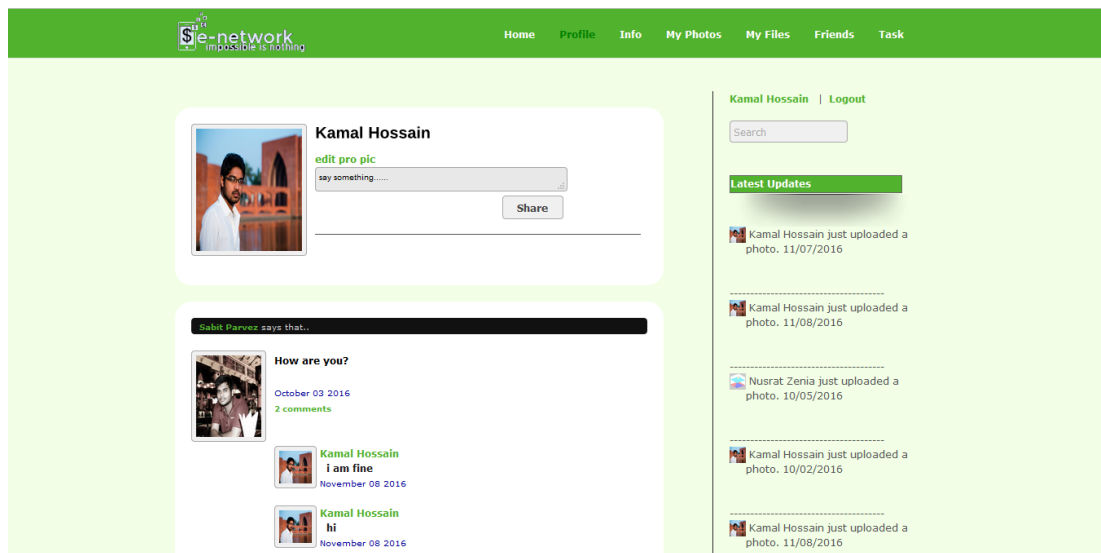


Figure 5.3: profile page

5.4 Information

This is the information page of our website.

5.5 PHOTO

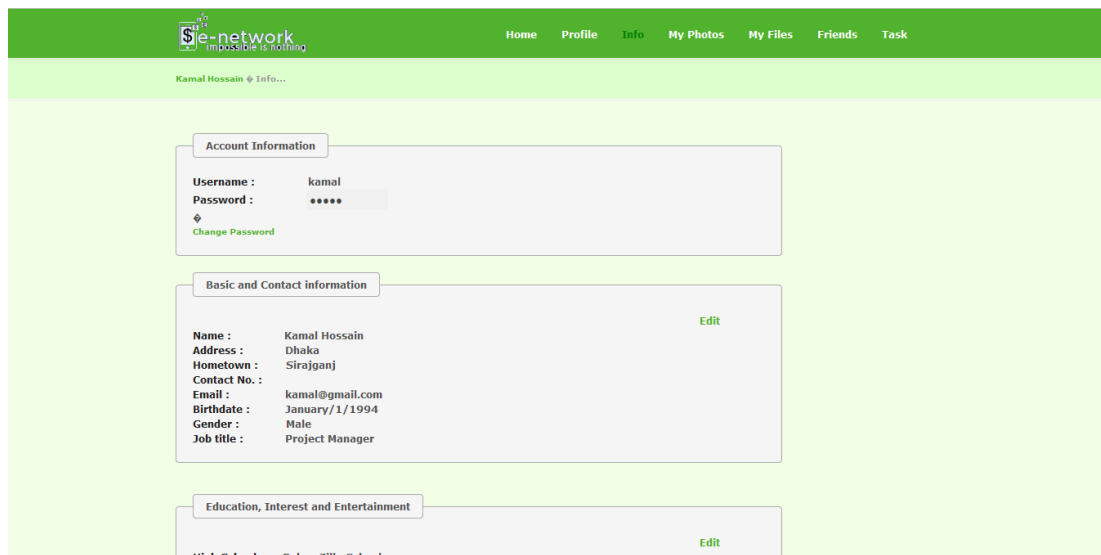


Figure 5.4: information page

5.5 photo

This is the upload photo page of our website.

5.6 FILE

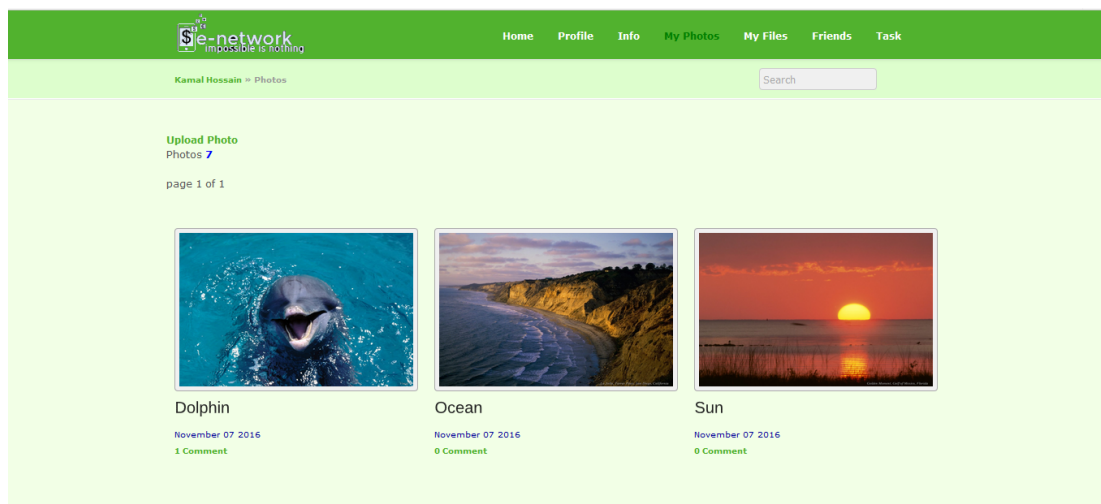


Figure 5.5: photo page

5.6 file

This is the upload file page of our website.

5.7 FRIENDS INFORMATION

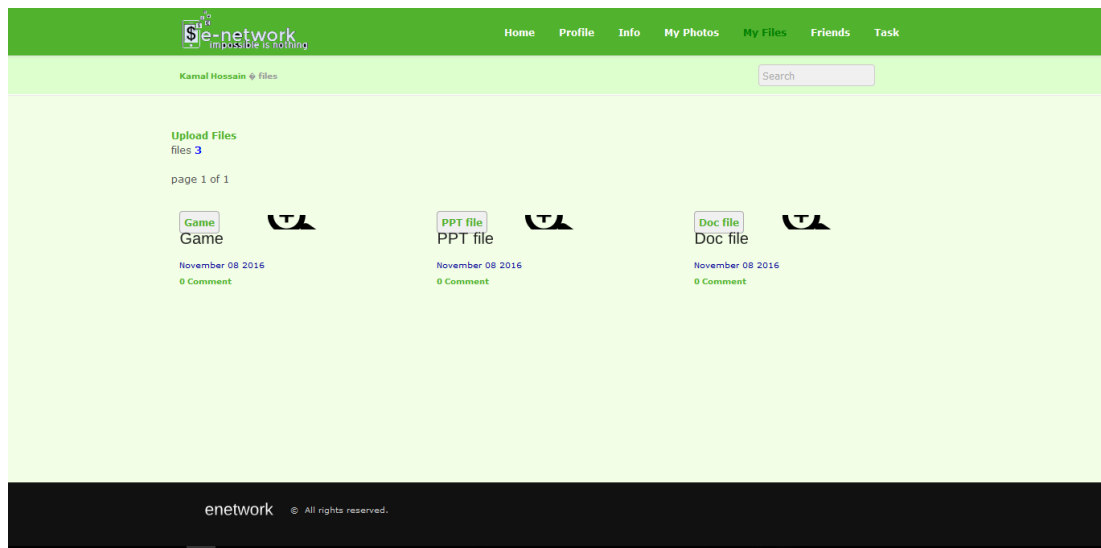


Figure 5.6: file page

5.7 friends information

This is the friends information page of our website.

5.8 TASK

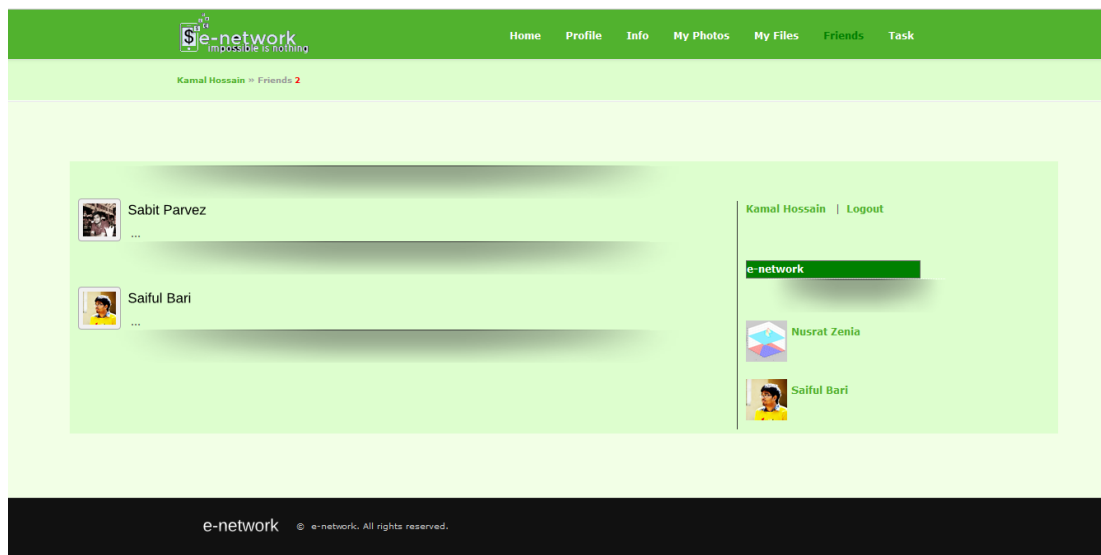


Figure 5.7: friends page

5.8 task

This is the task page of our website.

5.9 HOME

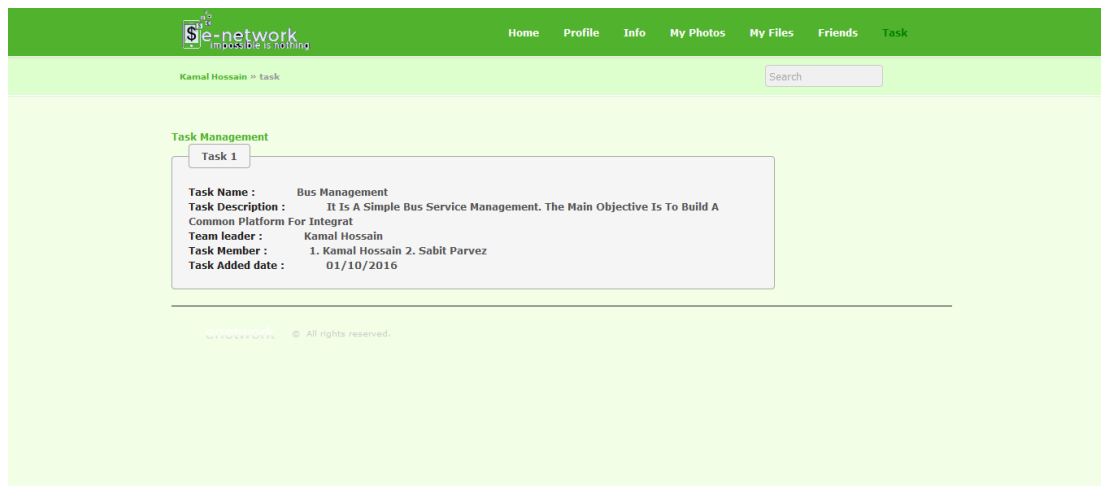


Figure 5.8: task page

5.9 home

This is the main home page of our website.

5.10 CHAT

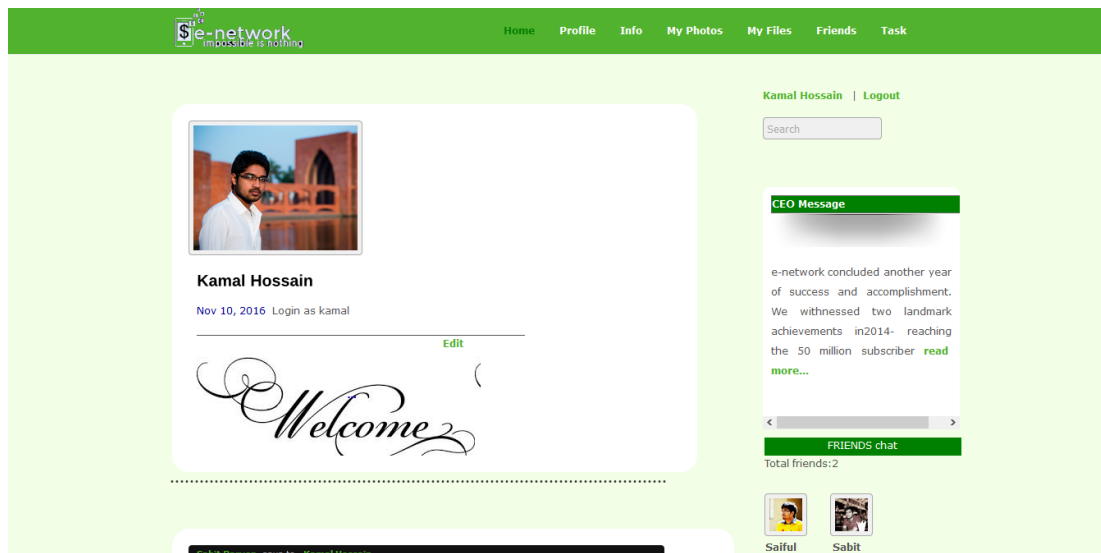


Figure 5.9: home page

5.10 chat

This is the chat box of our website.

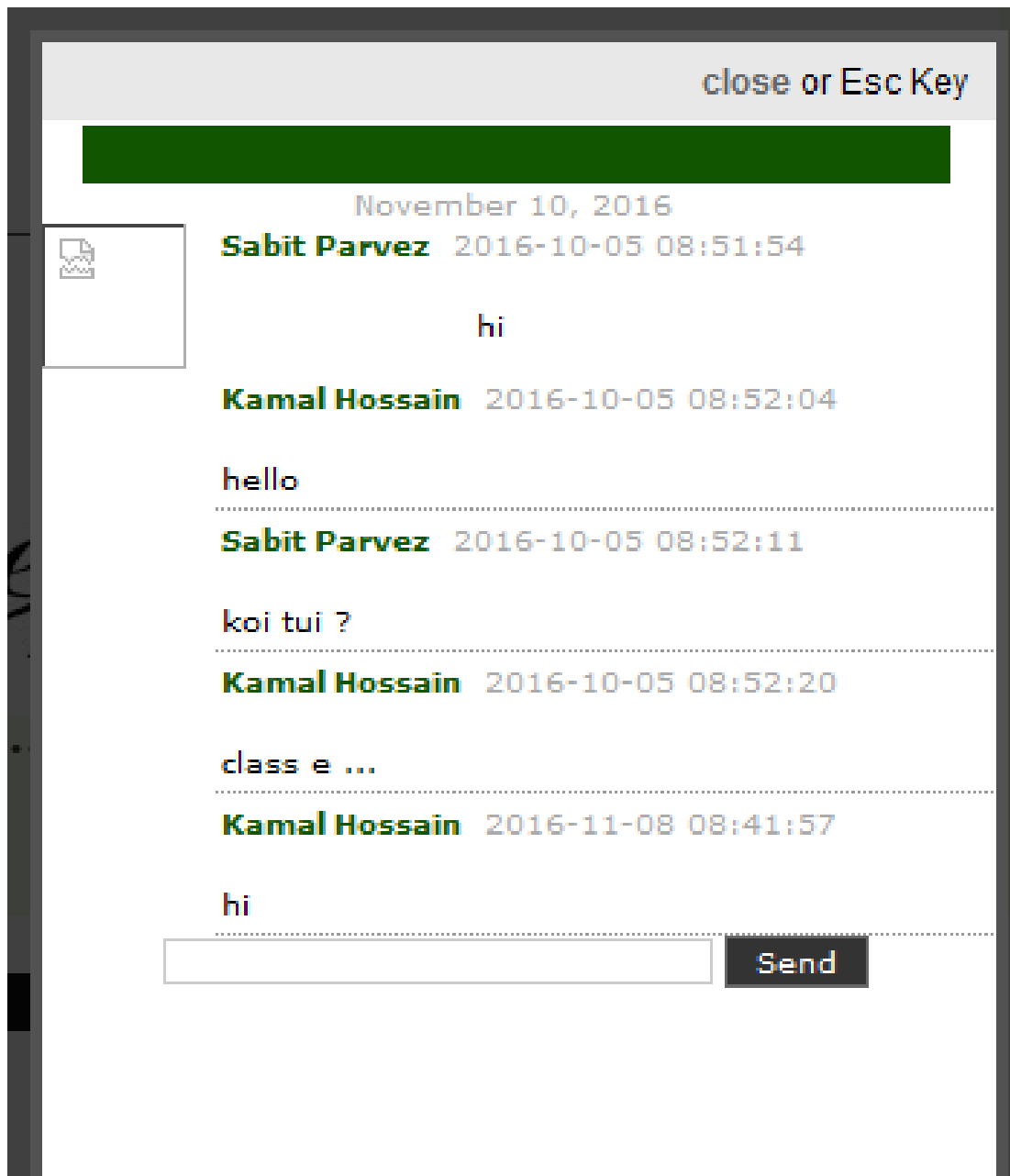


Figure 5.10: chat box

6.1 Summary of the project

While developing the system, a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources that would generate a proper system for ENTERPRISE SOCIAL NETWORK.

While making the system, an eye has been kept on making it as user-friendly. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs.

As in case of any system development process where there are a number of shortcomings, there have been some shortcomings in the development of this system also. These have been mentioned in details under the topic Limitations and Future Scope of the System

6.2 Future Work

- Task management (partially implemented).
- Security issues.
- Video and Voice chat.
- Employee ratings.
- Employee KPI information.
- Group.

6.2 FUTURE WORK

- Implement Gantt chart and PERT chart for project management. .

7.1 References

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