Kulumi- The diary app

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ABSTRACT

KULUMI – The Diary App is a web application which user can write everyday activities, thoughts and feelings, take selfies in each episode of their life story and make memories with their friends that will last for a lifetime. By this application the user can attach images, video, audio, and important messages can be starred and can be viewed. The data user composed is securely stored in a database the privacy is in handoff the user. There is a search box by which we can specifically filter out the required information according to the date so that the user can view the date's activity easily. There is also another feature by which a user can share his/her memories globally so that other users can see the shared event.

Keywords— Kulumi, Slambook, Moments

1. INTRODUCTION

KULUMI –The Diary APP is a web application which provides to store moments of each and every day to everyone at their doorstep. The users living in metro or remote village can connect through the internet to get these services. This web application is more effective. This helps to view the moments in future. There are two basic users– Admin, client users. All users have their own profiles in VMH. Each user can store their moments by storing text and pictures in the web application and view it. The user can store their important moments according to the dates and viewed later. All the user can globally share the moments and it can be viewed by all the user those who logged in. And the users can freely send SMS to their friends using this KULUMI app. And this web application which also contains slam book features also.

2. LITERATURE REVIEW

Although it is important to consider the basic features of Kulumi, it is even more essential to consider how the platform is actually being used, and by whom. In this section, we focus on the psychological literature regarding Kulumi and summarize why individuals wanted to join Kulumi, what personality users have, how they build a network of friends, how they disclose information, and how they interact. Shortcomings are presented when any are found Based on the research available today, it thus appears Kulumi was right to

focus on facilitating the process by which new users find friends (obtaining critical mass), by for example offering the friend finder application, by allowing newcomers to go through the friends list of new friends (snowball effect), and by offering the option for users to suggest friends to the newcomer. Once the critical mass was installed, group pressure appears to have done the rest. Due to the short time span in which the above studies were performed, it is not possible to analyze changes in motives to join. This may offer valuable contributions to our understanding, as the motives from early adopters may differ from those of the early or late majority.

3. PROPOSED WORK

We have added the daily moments in the existing systems. The proposed system is the registration for client user and Microphone interaction. The main plan is Registration for users, Online maintenance of user account, Online maintenance of user account, Free SMS delivery, Global We have added the daily moments in the existing systems, sharing moments, slam book added, highly secured.
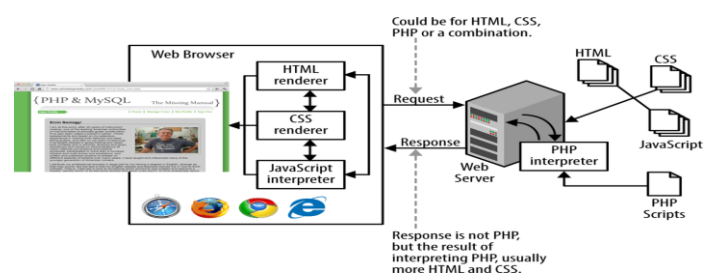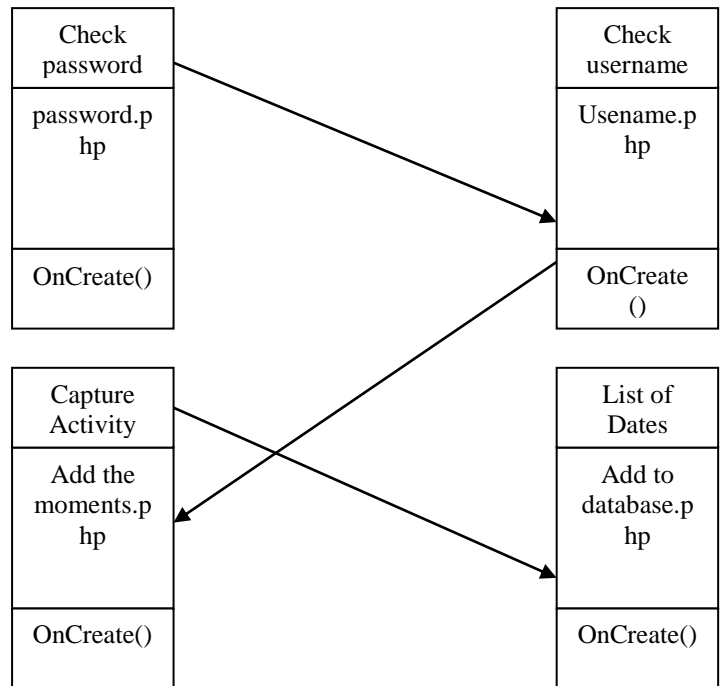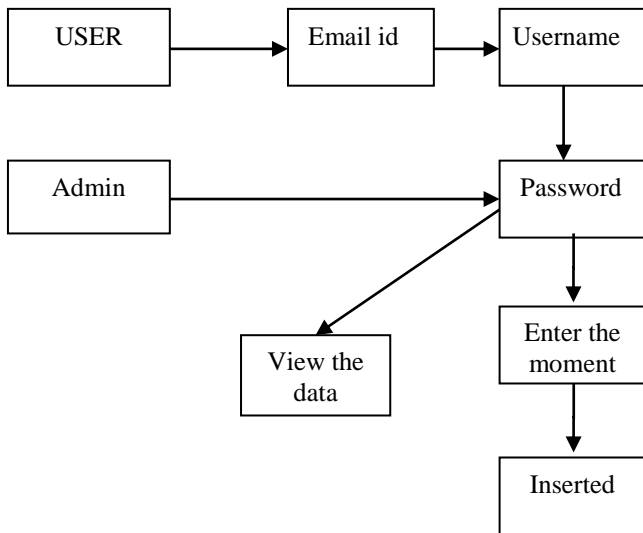
4. PRODUCTIVE PERSPECTIVE

Fig. 1: Productive perspective

The Software Interface for the front end is web and android. The Software Interface for the Web Server is Apache Server. The Software Interface for the Database Server is MYSQL. The Software Interface for the Back end is PHP. The Hardware Interface Processor is DUAL-CORE 1GHZ Krait, Speed -1.1 GHz, RAM- 512 MB (min), Internal Memory -4 GB , Device – Android Smart Phone. Our web application has a web service call enabled only to the available pooling city, state or country on that particular date and to that particular working hours. The multiple users can access the database at a time and all the data

which can get immediately added into the database so that there is no problem with the server. And there is a chat application inside it so that the user can chat with their friends and they can send the SMS to their friends at free of cost. The system is more efficient and will have all kind of security technique such as cryptography etc. The Communication Interface Client (customer) on the Internet will be using HTTP/HTTPS protocol. Client (system user) on the Internet will be using HTTP/HTTPS protocol. The user logs into the system using his/her email id or using username details. To verify the user the password of the user is required. The Admin verifies the system and sends a success message to the user. The user cast his/her to add the moments and logs out. The admin can view each and every user moments and manage the database.

The system proposed here for Online voting has two actors. One is the admin and another is the user. The admin has the supreme power to manipulate the user details even the candidate details. The main responsibility of the admin is to add each and every user daily activities and make the data highly secured. Admin is authorized to view the details of the candidate and also users although he is not authorized for modifying the details without the password of the user. The user logs into the web Application using his/her username details. Further, the user adds the password details. The user can add each and every day's events. The user cast his/her to add the moments and logs out. The Admin keeps the data and makes the data highly secured.
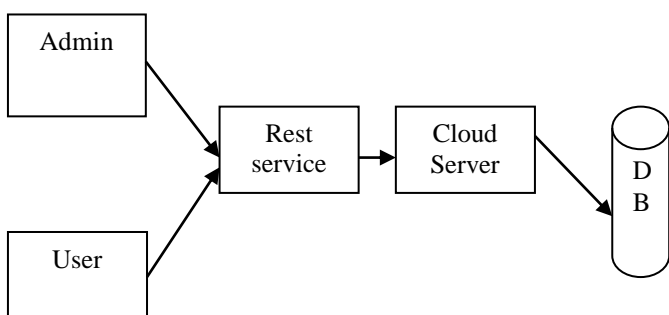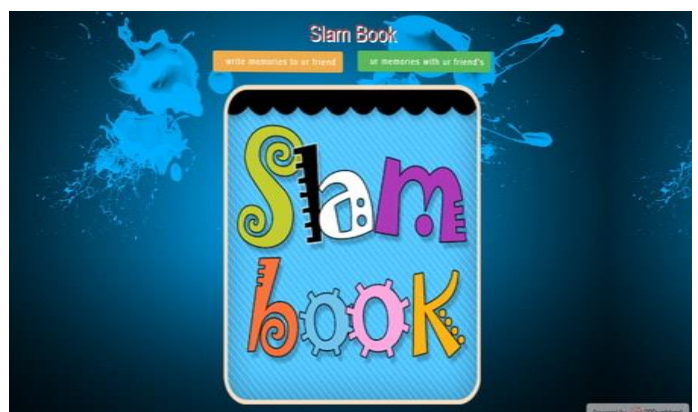

5. SYSTEM ARCHITECTURE
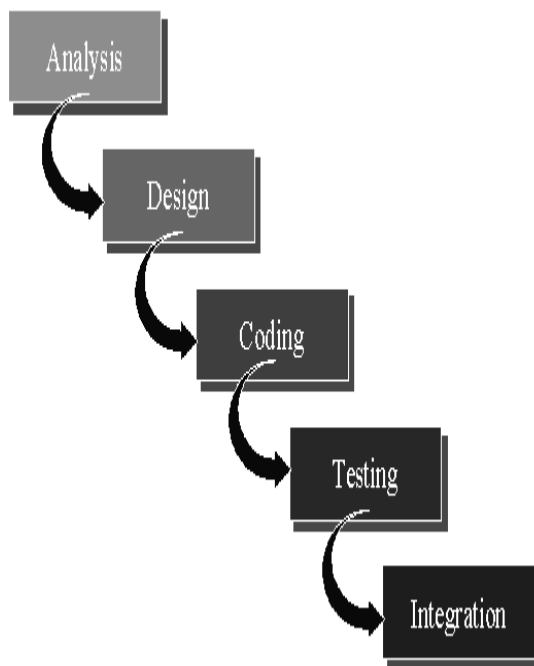

Fig. 4: System architecture

6. METHODOLOGY

6.1 Waterfall Approach

While the Waterfall Model presents a straightforward view of the software life cycle, this view is only appropriate for certain classes of software development. Specifically, the Waterfall Model works well when the software requirements are well understood (e.g., software such as compilers or operating systems) and the nature of software development involves contractual agreements. The Waterfall Model is a natural fit for contract-based software development since this model is document driven; that is, many of the products such as the requirements specification and the design are documents. These documents then become the basis for the software development contract.

There have been many waterfall variations since the initial model was introduced by Winston Royce in 1970 in a paper entitled: "managing the development of large software systems: concepts and techniques". Barry Boehm, developer of the spiral model (see below) modified the waterfall model in his book *Software Engineering Economics* (Prentice-Hall, 1987). The basic differences in the various models are in the naming and/or order of the phases.

Example of a typical waterfall approach:
While some variations on the waterfall theme allow for iterations back to the previous phase, "In practice most waterfall projects are managed with the assumption that once the phase is completed, the result of that activity is cast in concrete. For example, at the end of the design phase, a design document is delivered. It is expected that this document will not be updated throughout the rest of the development. You cannot climb up a waterfall." (Murray Cantor, Object-oriented project management with UML, John Wiley, 1998).

The waterfall is the easiest of the approaches for a business analyst to understand and work with and it is still, in its various forms, the operational SLC in the majority of US IT shops. The business analyst is directly involved in the requirements definition and/or analysis phases and peripherally involved in the succeeding phases until the end of the testing phase. The business analyst is heavily involved in the last stages of testing when the product is determined to solve the business problem. The solution is defined by the business analyst in the business case and requirements documents. The business analyst is also involved in the integration or transition phase assisting the business community to accept and incorporate the new system and processes.

7. CONCLUSION

Thus, the KULUMI-The Diary App will help the user save those moments in global or private to friends and it makes to understand their friends much better by using the slam book. This application makes the friendship to be continued forever.

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