Enabling Site Interaction In Social Community

**ABSTRACT**

Online social networks is one of the major technological phenomena on the Web 2.0. Hundreds of millions of people are posting articles, photos, and video son their profiles and interacting with other people, but the sharing and interaction are limited within a same social network site. Although users can share some contents in a social network site with people outside of the social network site using a secret address of content, appropriate access control mechanisms are still not supported. To overcome this limitation, we propose a cross-site interaction framework x-mngr, allowing users to interact with users in other social network sites, with a cross-site access control policy, which enables users to specify policies that allow/deny access to their shared contents across social network sites. We also propose a partial mapping approach based on a supervised learning mechanism to map user’s identities across social network sites. We implemented our proposed framework through a photo album sharing application that shares user’s photos between Facebook and MySpace based on the cross-site access control policy that is defined by the content owner. Furthermore, we provide mechanisms to enable users to fuse user-mapping decisions that are provided by their friends or others in the social network. We implemented our framework and through extensive experimentation we prove the accuracy and precision of our proposed mechanisms.

**EXISTING SYSTEM:**

Social networking is the process of finding friends and of managing friendships through the internet. People who wish to meet others on line put up their most compelling and attractive presentations through their profile pages. They join groups and communicate with others by commenting on topics or by introducing topics that hope to encourage discussion. The disadvantage is social networking sites can sell your personal information to anyone who wants to buy it, including spammers and on line predators. Even if the terms of understanding claim that no personal information will be sold, the site can change its policy at any time.

**PROPOSED SYSTEM:**

We provided an implementation of our proposed framework to enable secure interactions between users across social network sites such as Facebook and MySpace. We developed a cross Album application that enables users to share photo albums with their friends across social network sites. Our cross Album application uses to Facebook Connect and MySpaceID to authenticate users in both Face book and MySpace, respectively. Using the Facebook and MySpace API framework enables our application to request user authorization to access their profile. In addition, we presented the users with a consent form highlighting the data collection and aggregation practices adopted. The Facebook API and Open Social API were used to enable our cross Album application of retrieving the users’ profile, friend list, and friend information in both Facebook and MySpace.

**MODULE DESCRIPTION:**

# **Number of Modules**

After careful analysis the system has been identified to have the following modules:

1. **Social Network Module.**
2. **Profile Mapping Module.**
3. **Cross Site Framework Module.**
4. **Supervised Learning Module.**

**1. Social Network Module:**

Social Network services provide users with different sets of services and experiences, for example, Facebook and MySpace allow users to create photo albums, fan clubs, and post feeds along with sharing all this content with friends, and LinkedIn enables users to connect with other users for professional purposes. As users have multiple social network accounts, users start to connect social network accounts to interact with friends in different social network services. For instance, a user can connect his Twitter feed to his Facebook status such that his Facebook status will be updated automatically whenever he updates his Twitter feed. Sharing content with friends in different social network services allows users to interact with friends across sites.

**2. Profile Mapping Module:**

The profile owner provide a small set of user’s identity mappings across the different sites, which is used to generate the training set for the supervised learning algorithm. The training set leverages both profile attributes and network metrics for each user to capture their similarity across different sites. Furthermore, we explore the fusion of mapping decisions generated by user’s neighboring friends or other trusted users in the social network to enhance the accuracy of the supervised learning approach. We implemented our proposed framework as a photo sharing application, which allows users to share photos between both Facebook and MySpace platforms. Our experiments indicate that our approach provides high accuracy in performing profile matches.

**3. Cross Site Framework Module:**

Enabling cross-site interactions beyond social network site boundaries is a challenging task that is related to both the semantics and the policies of the involved sites. In this paper, we propose a cross-site framework x-mngr for social network sites. The goal of this framework is the management of content sharing and access control across social network sites. We provide a cross-site access control policy, which enables users to specify policies that allow/deny access to their posted objects across social network sites. To enable cross-site interactions, the x-mngr should be able to mediate access between sites and map user’s identities across social network sites. Cross-site identity mapping is required to enable x-mngr to easily identify friends that should be blocked and others that should be given access to shared content across social network sites.

**4. Supervised Learning Module:**

The steps involved in the learning-based profile matching process are described. The first is a data collection stage in which the x-mngr retrieves the focus user friends’ profile and network attributes from sites SNA and SNB. The collected user profiles might be missing some attributes, we use heuristics to estimate such missing attributes, for example a user’s missing age could be estimated as the average of all their friends’ ages In second step , the x-mngr presents the focus user with her friends from SNA, SNB and requests the user to indicate at least a users in both sites.

**SOFTWARE REQUIREMENTS**:

Operating System : Windows

Technology : Java and J2EE

Web Technologies : Html, JavaScript, CSS

IDE : My Eclipse

Web Server : Tomcat

Tool kit : Android Phone

Database : My SQL

Java Version : J2SDK1.5

**HARDWARE REQUIREMENTS**:

Hardware : Pentium

Speed : 1.1 GHz

RAM : 1GB

Hard Disk : 20 GB

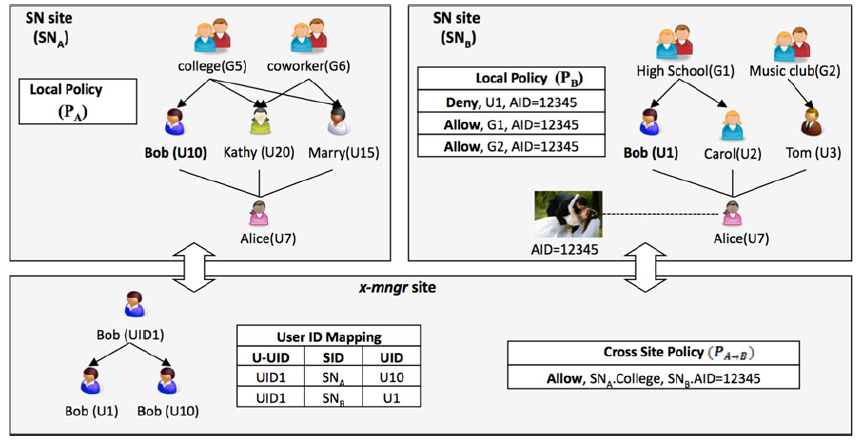
Floppy Drive : 1.44 MB

Key Board : Standard Windows Keyboard

Mouse : Two or Three Button Mouse

Monitor : SVGA

**Process Flow:**

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