Android Social Blogging Application

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Abstract- *Blogging has become such a mania, that a new blog is being created every other second of the day. Blogging helps us to reach the several of people around the globe that uses the Internet. Blogging can help us to promote our self or our business also it works as a method for attracting an audience because it provides something of value to them before asking for anything in return. On the other hand, Social media facilitates the sharing of ideas, thoughts, and information through the building of virtual networks and communities. Till date there are only websites for blogging in which users has to take a lot efficiency while dealing with manual funtionalties like going to a different tab for giving feedback to the particular blogger. In this project we are creating an app rather than a website for the sake of user's efficiency. So,our app is a combination of blogging system and social media where people can upload their idea's and blogs and can also communicate like any other social media app. The main purpose of our app is to improve the user's efficiency by adding functionalities like posing, feedback, sharing, etc. so as to provide a satisfactory user experience.*

Keywords- Blogging app, Social, Android app, Blog

I. INTRODUCTION

The "Android Social blogging app" has been developed to override the problems prevailing in practicing the typical blogging system. This App is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this App is designed for the particular need of the individual to carry out operations in a smooth and effective manner. The application is build using Android studio for the structural and the main part. Firebase is used for the backend of the application as it provides a variety of services and tools for the development of the application.

According to a research, we have found that there are around 500 million active users in a day on a Social media (Instagram) app. As we all know that most of the people generally waste most of our time on unnecessary purposes on social media. Soto overcome that we seek to provide a platform where Reader get to enjoy the content they love and expand their knowledge at the same time.

The purpose of this project is to create a platform where people across the globe with similar interests can connect with each other and share their thought, insight, and emotions.

II. LITERATURE SURVEY

1) **Author Name:** Siddhant Singh
Paper Published: Android development for social network, Volume: 04 Issue: 12 | Dec-2017,

In this paper "Android development for social network" writer has came up with the application Connectify. The application is an E-commerce and a social network app which focuses on the business growth and the social interaction among the people. The aim of the project was to combine the use of all the major application like Twitter, Youtube and Facebook and to make it more user friendly. For the structural and the main part of the application android studio was used and the backend database was managed using the PHP MySql.

2) **Author Name:** Akshay Singh and Sakshi Sharma
Paper Published:"Android Application Development using Android Studio and PHP Framework", 2016

In this paper "Android Application Development using Android Studio and PHP Framework" writer described that This era is very great and exiting for mobile developers. Android supplies a well-off application structure that permits you to develop imaginative applications and amusements for android cell phones utilizing Java dialect condition. This archive gives insights about how to assemble applications utilizing Android's different APIs and Android Studio. Android proposes a brought together approach for application advancement on cell phones which implies that engineers require produce for the Android, and their applications ought to have the capacity to keep running on various gadgets controlled by Android. Android applications require a few Android particular arrangement documents. The application rationale is basically composed in the Java programming dialect. The Android SDK was produced utilizing the Java programming dialect. So also, Android applications are likewise created utilizing Java. Android advancement requires the establishment of either form 6 or 7 of the Standard Edition

of the Java Platform Development Kit. Java is given in both improvement (JDK) and runtime (JRE) bundles. For the motivations behind Android improvement, the JDK must be introduced. Current portable application advancement is centered around ceaseless change and improvement, along these lines each engineer tries to discharge applications rich in components and innovations. As Android gadgets win in the computerized advertise

3) Author Name: Deepa V. Jose, Lakshmi Priya C, G. Priyadarshini, and Monisha Singh

Paper Published:"Challenges and Issues in Android App Development- An Overview", Volume 5, Issue 1, January 2015

This paper on 'Challenges and Issues in Andriod App Development' details on how smartphones have changed the meaning of cell phones and traditional primitive communication devices by being specialized in carrying out so many of the daily tasks in our life to the point where they have become unavoidable in the today's world. Alongside daily important tasks they also serve as a mode of entertainment and relaxation. These smartphones have their own dedicated Operating System which varies from manufacturer to manufacturer. Android has the most market share amongst them. There are many different versions of android built for different types of devices and gears, which could be running different frameworks, algorithms, security protocols etc. which makes it very hard for designers to stay aware of all the different choices that they have. A lot of engineers can fall in the trap of only focusing on the most recent iterations of Andriod but this mindset can be deemed non-optimal as only a small portion of the total Android devices have the latest installment of the Andriod environment. This can lead to the company missing out on a number of potential clients. This issue is not limited to the versions of Android itself. Since Android is an open-source software, Smartphone and other gadget manufacturers like Samsung, LG, Sony etc. can mould and tweak it to their will, further making each of their devices distinct in structure and working. This adds another task to the development of testing the app on as many of these different devices containing different Android adaptations and that too from different manufacturers. It can also lead to a huge pile of codebase that can be difficult to maintain. The internet has a lot of malicious software and this can be a major problem for Android as Google's Android doesn't have as strict regulations for application development as Apple's iOS. The situation is further made more dire by the phenomenon of discontinuity of smartphones as these devices are harder to get hands on and be tested by the developer. Discontinued devices also stop getting software and security updates which can lead to cracks and exploits being exposed. In light of recent events and

awareness the situation of Android is improving with numerous laws being enforced with regard to it's infringement of patent issues and the Android programming space as a whole. Still there exist many issues like ones discussed here that can prove to be a major challenge for any Android Developer.

4) Author Name : Abhinav Kathuria , Anu Gupta
Paper Published:2015, Challenges in Android Application Development: A Case Study

Written in this paper are 'Challenges in Andriod Application Development in which the writersdescribe how technology is gaining importance in human life and is being integrated into our lifestyles. New wireless communications technologies allow us to communicate with others at our convenience, regardless of the distance between or location of the users. This evolution has been mainly brought by Smartphones and their accessible environment which has gathered widespread reach. Not only can these devices make and receive phone calls like traditional media they can also use other form of communication like text messages, accessing of internet, emails, sharing of multimedia like photos and videos. Modern day phones have built-in touchscreens which allows them to do a variety of things like being able to use as a keyboard, recording media with high resolution and quality cameras, front-camera for conferencing and video calls etc. Different smartphone manufacturers ship their devices with different Operating Systems. A mobile app or application is just a program that can be used to perform a specific task. It can be used by the end-user or by the system itself. Apps can come pre-installed on phones or can be installed through the apps stores offered by their respective Operating Systems. Smartphone hardware has come a long way in this past decade and now a mid-range smartphone can have powerful multi-core processors, multiple Gigabytes of RAM and a fully functional mostly ARM based Operating System. This has allowed the developers to create more complex and versatile applications. Along with general purpose apps like Gmail, Calendar, Weather info etc. now we also have apps for banking, productivity, gaming, content-creation etc. Apps are very similar in their structure and behavior to a website but they can also allow for downloading of content and making it available in offline mode. With the increase in popularity of smartphones all of their Operating Systems have a wide range of apps available for them in their respective markets. Some of the popular mobile OS are Android, iOS, Blackberry etc. of which Android has the most market share. This research helps us to build our project as an Android application as the number of user of the android apps are rapidly increasing.
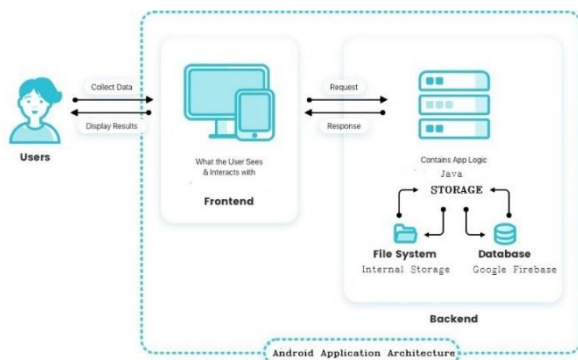
III. STUDIES AND FINDINGS

Our project is Inspired from some of the famous apps such as youtube, twitter, facebook which bring the social interactions but lack a medium or a platform on which users can discuss on a particular topic and also gain popularity through it. The aim is to combine the use of all the major apps currently being used and enhance the simplicity for the user to make it more user friendly after observing the current giant social network. We did understood that now people are looking for something unique that allows them to communicate with large group of people with the same interest.

Since the main part of the research deals with both the producers and consumers of the online content. We combined them together to create a more habitable environment for all. Writer can easily look at their creations and their commercial performance and judge what works and what doesn't.Reader get to enjoy the content they love and expand their knowledge which is available to them at any time at their disposal. This should create a stable ecosystem for all.

With this project one of our motives was to understand why people are transitioning from traditional forms of written media like magazines, newspaper, books etc. to online forums and blogs. Surely there are more factors at the play than provides convenience and ease of access, and what way to identify them than asking users themselves. One such major factor that we encountered was the ability to provide direct feedback to the writer of the medium. Other than this we have identified a few more key flaws in the traditional system and are trying to work them out in this project

IV. DISCUSSION

Android Application Architecture Diagram

An application architecture is a consistent plan that needs to be made before the development process starts. This plan provides a map of how the different application components should be organized and tied together. It presents guidelines that should be followed during the development process and forces some sacrifices that in the end will help you to construct a well-written application that's more testable, expandable, and maintainable.

A Good architecture takes many factors into consideration, especially the system characteristics and limits. There are many different architectural solutions out there, all of them with pros and cons. However, some key concepts are common between all visions.

Advantages of the project:

1. No need to create any website and manage it.
2. With the help of the application, it becomes easier for any blogger to share any article or information and manage the data as well.

Limitations:

1. Availability of An Android phone.
2. Internet connection.

Application of the App:

1. Find people across the globe with similar interests.
2. Share their thought, feelings, insight, and emotions.
3. Educational purpose.
4. Can help in expanding one's knowledge on particular topics

V. SYSTEM REQUIREMENT

(Hardware and Software)

Hardware resources required

1. Processor: Intel Core I3 or Above
2. RAM: 4 GB or Above
3. Hard Disk: 100 GB (min)

VI. SOFTWARE DESCRIPTION

Android Studio

Android Studio is an IDE i.e. Integrated Developed Environment developed by Google specifically for Android Development. Android studio is built on Jet Brains IntelliJ

IDEA software, moreover they provides a number of features, tools and services which helps to create a Quality application. Some of the best feature so far developed by android studio are Intelligent code editor, APK analyzer, Visual layout editor which has helped us making our project more easily.

Android Studio supports all the same programming languages of IntelliJ (and CLion) e.g., Java, C++, and more with extensions, such as Go; and Android Studio 3.0 or later supports Kotlin and all Java 7 language features and a subset of Java 8 language features that vary by platform version. External projects backport some Java 9 features. While IntelliJ states that Android Studio supports all released Java versions, and Java 12, it's not clear to what level Android Studio supports Java versions up to Java 12 (the documentation mentions partial Java 8 support). At least some new language features up to Java 12 are usable in Android.

JAVA

Java is one of the most powerful language in the industry so far. Android studio uses Java for writing code in the software. Java is also the official language for Android development but C, C++ can also be used for native purposes.

Firebase

Firebase is a platform developed and built by Google for creating backend for mobile and web applications. Firebase is a Backend-as-a-Service (Baas). It provides developers with a several of tools and services to help them develop quality applications. It becomes easier to access and manage the backend using Firebase.

VII. FUTURE SCOPE

There is always a scope of improvement in every application or industry practice that is carried out in the world however the need is to keep the practice as simple as possible so that even a non-technical user who doesn't have the technical knowledge regarding the field can adopt our practice.

In future, we are looking forward to improve the recommendations setting. Recommendation feature is a feature which deal with the problem of information overload by filtering vital information fragment out of large amount of dynamically generated information according to user's preferences, interest or observed behavior about item. With the help of this feature user are more likely to find the articles he/she is interested in.

We are also working on the Direct message feature, so that users will be able to connect with each other directly. We are looking forward to launch this application for free of cost so that any individual will have have access to our application.

VIII. CONCLUSION

With the android blogging app we have tried to cater most of the demands in the existing blogging system. Since the main part of the research deals with both the producers and consumers of the online content, we combined them together to create a more habitable environment for all. The crucial feature which the current existing mobile blogging system was lacking was the Feedback option. We have tried to overcome that by providing the direct and proper feedback option which was so much important and desperately needed in the system. With these objectives in mind we tried our best to come up with few feasible solutions.

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