

# Interesta - an Interest Sharing Application using Android

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## Abstract

The purpose of the present work is to design a mobile application that connects people of same interests and help them to message each other and to share their valuable time in an effective way. Interests can be professional or personal interests. This application is an improvisation of traditional social media. This application will have news feeds, events, tutorials, videos, documents and every content related to their interests. This application also has an adding contents feature which help us to add our innovation on interests to this application. This application uses Google sign-in to ensure user's security. This application uses Android-Studio, Java for front end and SQLITE database as a back end.

## Keywords

Authentication, Validation, Priority, Tutorials

## I. INTRODUCTION

People rely on social media in daily life as a predominant and time-passing module. Traditional social media have covered almost every aspect of an individual but this current work is an innovation and enhancement to social media concept. here we are providing a new platform of sharing information about their interests. interests drive an individual to lead a happy life and act as an excellent stress buster at tricky situations.

The ideology of providing an interest based surf will enrich People's interests and also many have some unique interests like doodling but people don't find a platform to develop those interests. The application has trending interests as well as traditional interests. our application uses inbuilt SQLITE database and mobile platform to effectively handle data as well as time. The

application have every feature to enhance interests. this application uses a Google sign-in API for providing good security. People can also add

their own innovation and events to their Interests. thus The project creates a new idea of improving interests and innovation to this modern world

## II-OBJECTIVE

### A. To create a separate mobile application

Mobile computing is trending in this digital period of life and mobile platform can be more optimized as well as easy solution for our problem thus we create an android application for this idea

### B. To create an adding content facility

The application will be more user friendly when we provide an option of adding their innovation thus we create an adding content module to our application

### C. To create a chat module

Chatting is trending now and it can be an excellent platform to have an interest based chat if we add such module. thus we create a chat module also

### D. To obtain a Google sign-in API

Google sign-in can be an alternative solution to traditional registration as well as it is of high security

## III-BACKGROUND

The terminologies and technologies used in this project are briefly described as follows

### A. Google Sign-in API

Google Sign-In manages the OAuth 2.0 flow and token lifecycle, simplifying your integration with Google APIs. An user always has the option to revoke access to an application at any time.

### B. Videoview

The VideoView class can load images from various sources (such as resources or content providers), takes care of computing its measurement from the video so that it can be used

in any layout manager, and provides various display options such as scaling and tinting.

**C. Webview**

The WebView class is an extension of Android's View class that allows you to display web pages as a part of your activity layout.

**D. Containers**

Containers fulfil more specific tasks, that's why they have additional requirements on how many and which kind of children they can accept.

**IV. ANALYSIS AND DESIGN**

**a) Sign-in Module**

Obtain Google-service.jsonfile. add dependencies in gradle files in onCreate() method add declaration for the button in the xml file add the sign\_in button.call methods for choosing account and updating them.add code to handle any failure if occurred

**b) Registration Module**

The name and the interests of the user are recorded using shared preferences and it is submitted for accessing the next screen

**c) Contents Module**

In the contents module we add various contents namely events,tutorials,news feed,videos of the chosen interests.we can also enroll the same events as it is available as a webview

**d) Add Contents Module**

A Binary Large Object (BLOB) is a collection of binary data stored as a single entity in a database management system. Blobs are typically images, audio or other multimedia objects, though sometimes binary executable code is stored as a blob.here we use a blob to store contents in add contents module.we can also easily retrieve a blob and storage space is less

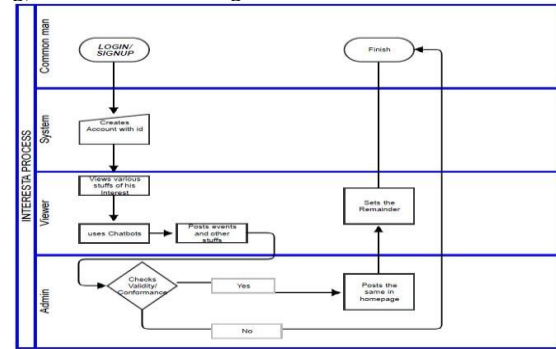
**e) Remainder Module**

Default alarm and calendar of android is used to set a remainder based on user input.we have to add permission like read and write calendar to handle such events

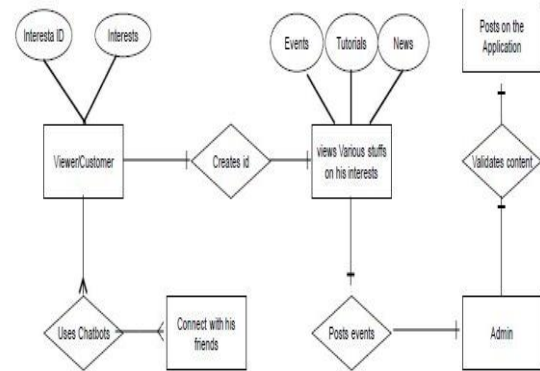
**f) Chat Module**

A group chat app you can share with your friends. It's going to be a very simple app with just one chat room, which is open to all users.the app will depend on Firebase Auth to manage user registration and sign in. It will also use Firebase's real-time database to store the group chat messages.no server side code is needed.

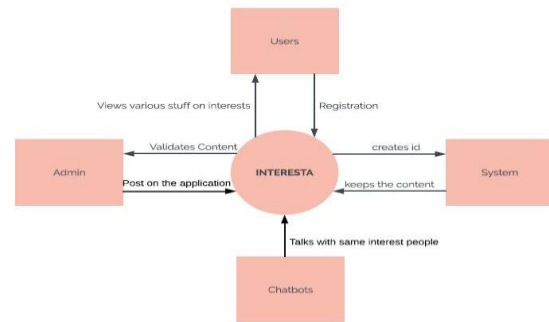
**g) Swim lane Diagram**



**h) ER Diagram**



**Context Data flow Diagram**



**V-IMPLEMENTATION**

**Module-1**

The Google API is linked with our Application and the welcome Screen is designed.

**Module-2**

The user's Interests are recorded as a shared preference and The data has been saved

**Module-3**

This modules gives news feed,events,tutorials and group chat facility

**Module-4**

Adding Contents module store the Image as a blob in the SQLITE database with the Interest name and

if we press the display button same content is retrieved

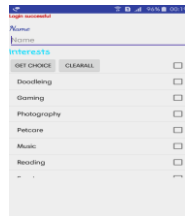
## VI. IMPLEMENTAION RESULTS

The user can Create his own space for interests can add contents use chat facility and surf contents,events,tutorials,news feed and videos

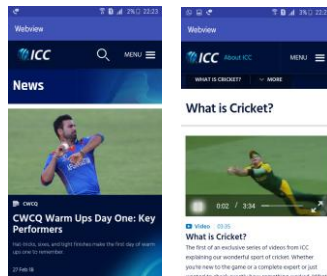
Module-1



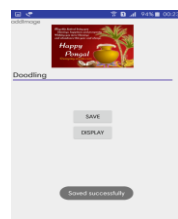
Module-2



Module-3



Module-4



## VII. FUTURE WORK

The Dedicated server is obtained and the same concept is applied in a dynamic way and more innovations can be added to experience a real social media

## VIII. CONCLUSION

Thus if the application is implemented we can provide a better interest based surf and navigation will become as easy as we think

## ACKNOWLEDGEMENT

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