## **IJARSCT**



### International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

Volume 2, Issue 1, December 2022

## **SWIFT**

# Prof. Shailesh Kurzadkar<sup>1</sup>, Chitresh Chopkar<sup>2</sup>, Harsh Panchbudhe<sup>3</sup>, Harshad Bhure<sup>4</sup>, Parth Dawle<sup>5</sup>, Sharyu Bondre<sup>6</sup>

Professor, Department of Computer Science & Engineering<sup>1</sup> Student, Department of Computer Science & Engineering<sup>2,3,4,5,6</sup> K. D. K College of Engineering, Nagpur, Maharashtra, India

**Abstract:** The proposed project is a Web-Based Application that provides users a user-friendly interface for better experience. It overcomes the problem of using different applications for different features. As social media is a very important factor in analyzing modern society as a whole, their values, norms, and behaviors, as being a part of our everyday life. The web application has been developed to allow a user to follow specific accounts they know and categorize the posts on those accounts based on the user needs. The benefit of this project is that any user can communicate and spread smiles while being connected to each other, and it enables anyone to have better insight about society as a whole, their values, norms, what they find interesting, and many other things. This tool is also useful for different companies to track the user feedback on social networks for their products and be vast in their respective fields.

Keywords: Web-based, user-friendly interface, social media

#### REFERENCES

- [1]. Advances in social media research: past, present and future (2018)
- [2]. Z. Mao, Y. Jiang, G. Min, S. Leng, X. Jin, and K. Yang, "Mobile social networks: Design requirements, architecture, and state-of-the-art technology," Computer Communications, vol. 100, pp. 1-19, (Mar. 2017)
- [3]. Design and implementation of a social networking platform for cloud deployment specialists (2015)
- [4]. M. R. M. Veeramanickam and N. Radhika, "A smart e-learning system for social networking," International Journal of Electrical and Computer Engineering, vol. 4, no. 3, p. 447, (Jun. 2014).
- [5]. Design and implementation of a social media based web application for prospective university students (2014)
- [6]. N. Vastardis and K. Yang, "Mobile social networks: Architectures, social properties, and key research challenges," IEEE Communications Surveys & Tutorials, vol. 15, no. 3, pp. 1355-1371, (Jul. 2013).
- [7]. Social media platforms for social good (2012)
- [8]. S. Sharma, R. Sreevathsan, M. V. V. N. S. Srikanth, C. Harshith, and K. T. Gireesh, "Cognitive environment for pervasive learners," Communications in Computer and Information Science, vol. 191, pp. 506-515, (2011).
- [9]. N. Kayastha, D. Niyato, P. Wang, and E. Hossain, "Applications, architectures, and protocol design issues for mobile social networks: A survey," Proceedings of the IEEE, vol. 99, no. 12, pp. 2130-2158, (Dec. 2011).

DOI: 10.48175/IJARSCT-7694

[10]. L. Monne and M. Villalba, "A survey of mobile social networking," Helsinki University, (2009).