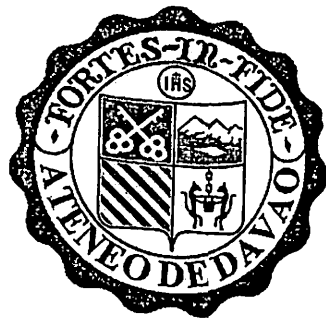


**IMPROVISED WEB-BASED ASP.NET WEBSITE DEVELOPMENT
PLATFORM WITH SOCIAL NETWORKING CAPABILITIES**



By

Mel Chito G. Aballe

Roni Rokko T. Amatong

Francis Mikhail T. Daray

ATENEO DE DAVAO UNIVERSITY

COMPUTER STUDIES DIVISION

DAVAO CITY

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By

Mel Chito G. Aballe

Roni Rokko T. Amatong

Francis Mikhail T. Daray

ATENEO DE DAVAO UNIVERSITY

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ABSTRACT

The explosion of the World Wide Web and the internet has inspired rich opportunities for a lot of people. One of these opportunities has been the creation, maintenance and the innovation of the web pages that people use to access the internet. The manipulation of the web pages has given rise to the web development niche among computer programmers. However, for most people who wish to express their creative energies on the net and aren't exactly master programmers, web development may seem a challenge. Much of the drag-and-drop technologies on the web probably offer little flexibility. Also, most maintenance developers tend to release updates periodically, and suggestions and other concerns are also addressed as such. The study conducted aims to at least address the problem of trying to access a web development platform using online means with a community to provide various add-ons among other things.

Keywords:

Cloud Computing, Social Networking, Web Development, IDE Development

INTRODUCTION

1.1 Background

The motivation for the group's study is to create a website that can create another website, and to be able to import/export own created sites for other usage. Many a newbie programmer is stunned by the complexity of web development kits and languages that seem very foreign. What we are planning to propose is to use an application development framework specifically ASP.NET and can be run on most browsers. Most software of this kind are usually not free, limited to being either blog sites or is not web-based. We plan to make the development platform capable of object-oriented programming to pave way for the proponents' next feature: a social network driven development community. To sum this up, when the proponents' software launches, the codes that it'll use will come from other users that other users can use.

1.2 Problem Statement

The study aims to create a website capable of the creation of front-end code for other websites. The study also seeks to answer the following question, can online web-development platforms be able to save and export coded projects into offline environment for offline usage? The sub-questions are also addressed:

- How will code privacy and security be addressed?
- What are the social networking features at work in the project?
- What are some of the concerns that pose a major challenge in IDE development?

1.3 Objectives

The objectives of the proponents' study are aimed at the creation of a web based project being capable of but not limited to:

- To create a web development platform that uses the tools provided by the .NET framework into an integrated development environment
- To create a website that can basically create ASP.NET based front-ends for websites.
- To have said website export files that is created by the users.
- To give end users a social network driven community in which to share and enhance source codes.

1.4 Significance

The significance of the proponents' study lies within the fact that we are able to create a website capable of website creation and social networking at the same time. Users who feel the need to create front ends in a rapid fashion can do so with the proponents' site, all the while knowing that a community is also attempting to develop ideas for everyone else's benefit. Users can also get working off the site by saving their codes and ideas into an offline environment for future use. Another significance we can include here is that with further development, more languages can be deployed aside from HTML, CSS and ASP.NET. Cloud computing has become more and more apparent in the everyday lives of the computer culture, so a project such as this is a step in the right direction, especially with the website's ability to export code for usage offline.

1.5 Scope and Limitations

For all intents and purposes, this project is codenamed "Divide". The project's source is written in C#, specifically with the ASP.NET framework. The project is web-based, therefore it is capable of providing service to more than one individual should it be released into the internet. Also, being a web-based project, connection to a network is strictly required.

The project itself will contain an editor for the creation of webpages and similar front-ends. The project can create basic text files, HTML, CSS and basic ASP.NET. The project will also be able to save multiple files into a 'project' folder.

However, the uploading mechanism cannot upload folders directly. Instead, it is capable of uploading "archived" files, such as .zip. The content of these archives must also be devoid of folders.

The social networking aspects of the site include the creation of individual user profiles which contain the basic information of the user, the addition and interaction of online social relations known as 'friends', the commenting of files in a user's projects from friends and others, options to make source code open or closed source, and user privacy options from outsiders and malevolent entities.

Generally, only friends of the user can engage in collaborative work.

1.6 Definition of Terms

- **Web Development** – a discipline involving the presentation of data content through the web-based medium via end-user internet browsers.
- **Social Networking Service** – usually a web-based internet service providing end-users capability to interact and share information within a network of 'friends' or 'groups'
- **IDE (Integrated Development Environment)** – software application designed to provide programmers with a useful facility for software development. IDEs may vary according to programming languages or target software. May or may not be web-based.

- **Web-based** – software that is web-based require access to a network, or more specifically, the internet and the World Wide Web.
May be reliant on an internet browser to fully function.
- **Cloud Computing** – is a new software supplement model revolving around having shared servers providing software and data demands to the general user force through the 'cloud' (the internet).