

# Access Multiple Social Networking and Clouds Accounts under One Roof

Prathamesh Behere<sup>1</sup> Tejas Mandale<sup>2</sup> Ajay Kavalkar<sup>3</sup> Sumit Mhaske<sup>4</sup> Ms. Manjiri Pathak<sup>5</sup>  
<sup>5</sup>Assistant Professor

<sup>1,2,3,4,5</sup>Department of Computer Engineering  
<sup>1,2,3,4,5</sup>PVPPCOE

**Abstract**— The aim of this project is to develop a desktop web application and allows you to connect a ton of different cloud and social media services including Dropbox, Google Drive, Mega cloud, Facebook, Twitter and more. Once that is done, you can easily move files from one service to another, or access the same content from multiple devices. It offers the ability to upload files to any of the connected service directly from here its interface, saving a lots of time. It also provides users to search across files stored on their connected services under one roof. However, many of these social networks are much more enjoyable to use with an all-in-one type interface.  
**Key words:** Social media, access multiple account, APIs

- 2) Design Phase: Front end and Back end is decided.
- 3) Engineering Phase: In this phase software is developed and testing is also done.
- 4) Evaluation Phase: This phase allows customer to evaluate the output of the project.

## I. INTRODUCTION

In this application people can easily log into their different accounts by one click, it will be of great help and use to them. But at the time of registration customer need to enter all the social networking and cloud account passwords. Our aim is to combine the all the social networking and cloud accounts into one applications that is portable and easily get install on any machine. This project is to completely remove the use of the different software to access all the social networking and cloud accounts. Advancements in technology have enabled us to access all social networking and cloud accounts in one application that could help the people to save their time and make the use of social networking and cloud accounts. Application also allows people to share their photos, videos, documents and any type of files. People can also comment on any post, like and share.

## II. MODEL

We have used waterfall model. It has five stages in it: Requirement, Design, Coding, Testing, and Maintenance.

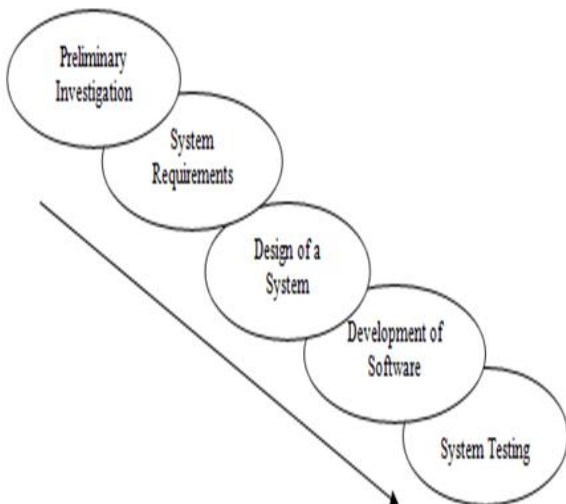


Fig. 1: Different phases of the Model

- 1) Requirement Phase: Basic requirement are gathered during the planning stage.

## III. FLOWCHART

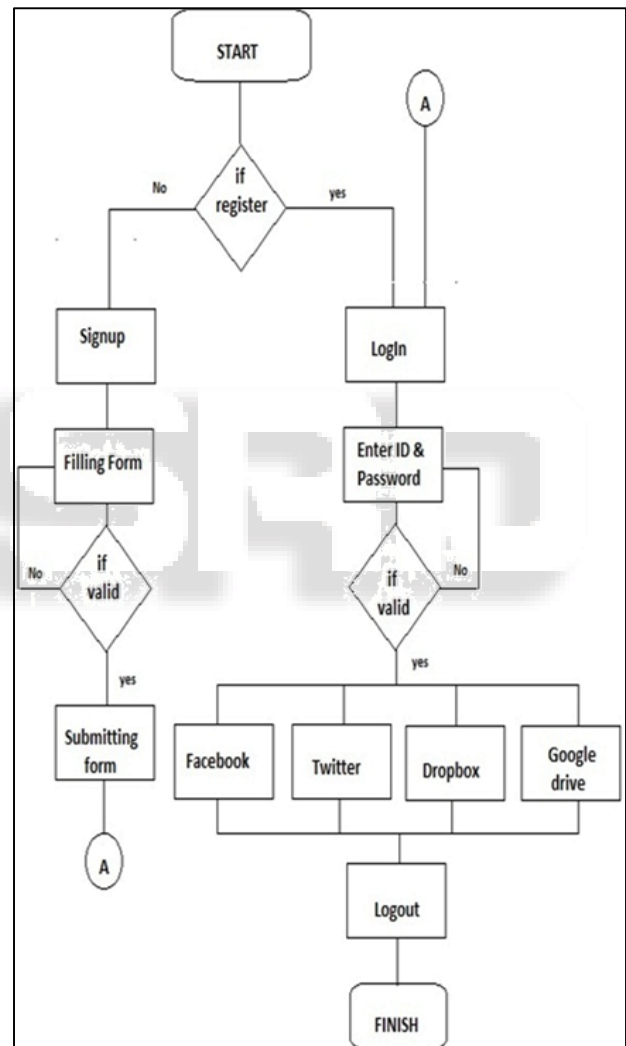


Fig. 2: Flowchart

### A. Hardware Requirement:

- Minimum of 128 MB RAM is required in System
- Hard Disk: 100 GB

### B. Software Requirement:

- Windows XP, Windows 7 Onward
- JDK 1.7 – (Java SE Development Kit)

#### IV. API: APPLICATION PROGRAMMING INTERFACE:

API is a precise specification written by providers of a service that programmers must follow when using that service, it describes what functionality is available, how it must be used and what formats it will accept as input or return as output. In recent years, the term API colloquially is used to describe both the specification and service itself, e.g., the Facebook Graph API. An API may be for a web-based system, operating system, or database system, and it provides facilities to develop applications for that system using a given programming language. As an example, a programmer who develops apps for Android may use an Android API to interact with hardware, like the front camera of an Android-based device. Every time you want to access a set of data from an application, you have to call the API. But there is only a certain amount of data the application will let you access, so you have to communicate to the operator in a very specific language—a language unique to each application. The application gets connect with that particular requested social or cloud account and through its API access tokens it can able to fetch social media information like post, notification, feeds, files, etc.

#### V. SCREENSHOTS

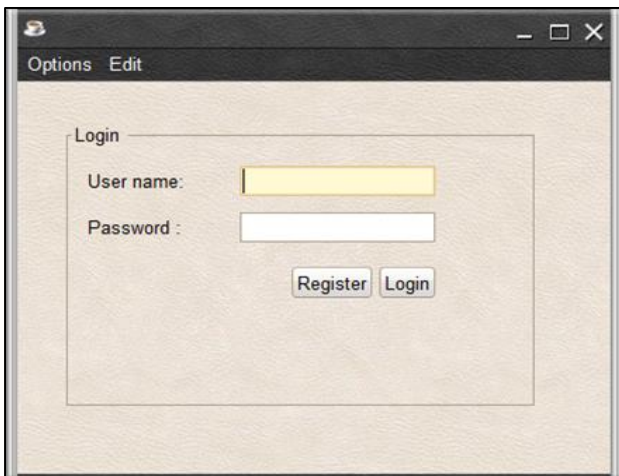


Fig. 1: Login Window

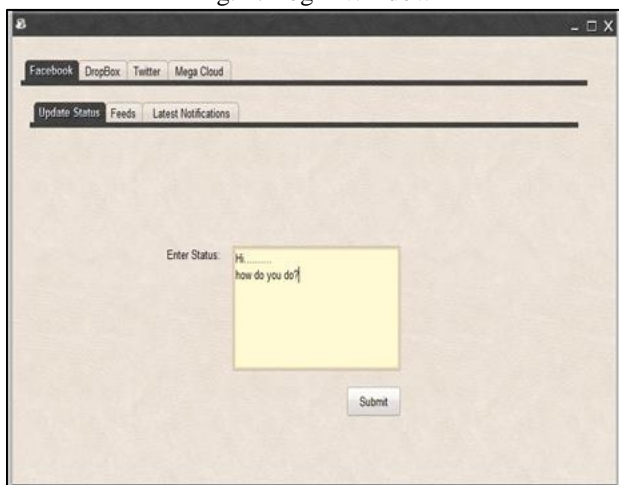


Fig. 2: Multiple Social & cloud account interface (Facebook interface: Post comment)

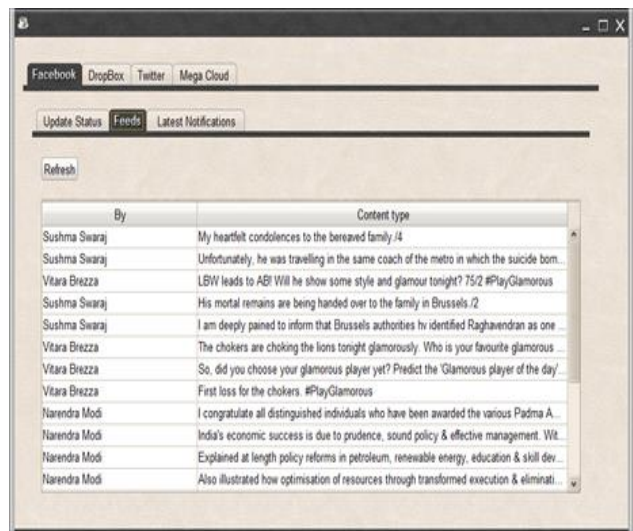


Fig. 3: Facebook interface (feeds notification)

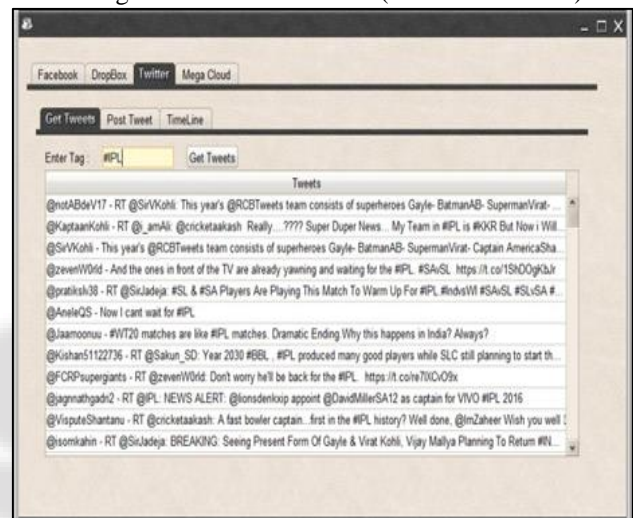


Fig. 4: Twitter interface (Get Tweets)

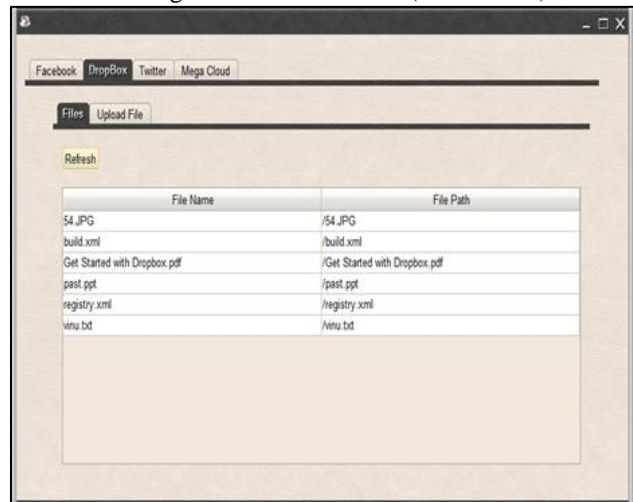


Fig. 5: Dropbox interface

#### VI. FUTURE SCOPE

Now we are implementing desktop application for PC's.

- In future we launch it on Android and ios platform.
- In future we adding more social accounts available on Internet.
- Provide more security to the user like mobile OTP (One Time Password).

## VII. CONCLUSION

In this project we are implementing the application to access multiple social networking sites in one application. We showed how, with some extensions to the platform's architecture, it is possible to develop a secure approach limiting the access multiple accounts of users' data to the applications, and disclose only the attributes that the user consented.

## REFERENCES

- [1] [www.wikipedia.com](http://www.wikipedia.com)
- [2] <https://developers.facebook.com/docs/apps/for-business>
- [3] <http://sproutsocial.com/insights/what-is-an-api/>
- [4] [developer.android.com/guide/basics/what-is-android.html](http://developer.android.com/guide/basics/what-is-android.html)

