Design and Construction of a Social Network for Alumni

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***Abstract*—This thesis designs and implements a social-network application for alumni. The author applies system analysis and design and builds a program with Dart, Flutter, and FlutterFlow. The source states that implementation was achieved but that limited time prevented completion of the system. System testing, content filtering, and publication to Google Play and the App Store are explicitly future work. The manuscript therefore supports an incomplete application prototype, with no verified public deployment or measured user outcome. This distinction matters because the report describes future store publication rather than an already released alumni service.**

***Index Terms*—Dart, Flutter, FlutterFlow, System Analysis, Design**

I. Introduction

The thesis introduces the design and construction of a social network for alumni, emphasizing the application of system analysis and design, and the use of Dart, Flutter, and FlutterFlow frameworks. The author aimed to develop a comprehensive understanding of these technologies and implement a functional program. The project focused on creating a platform for alumni to connect and share experiences, but faced significant time constraints. The author utilized system analysis and design methods to plan and develop the social network, with the goal of enhancing communication among alumni. The project utilized Dart for backend development, Flutter for frontend development, and FlutterFlow for rapid prototyping and UI design. The author aimed to create a user-friendly and efficient platform, but the limited time available constrained the scope of the work [1]. Earlier ICTU student work on related designs is included here for context [5], [6], [7]. Related published studies provide context for the subject and methods [8], [9], [10]. These contextual works were selected for this English summary; they are not asserted to appear in the original thesis bibliography.

II. Methods

The author analyses the requirements of an alumni social network, models the application, and implements a program using Dart, Flutter, and FlutterFlow. The report documents the design and selected application screens. It does not describe a completed system-testing campaign. This summary does not infer a production backend, published mobile application, or fully implemented feature set from the framework names alone [1].

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III. Results

The source reports that a program was designed and implemented as part of the student project. It also says the system was unfinished because of limited time. Testing, content filtering, and release through mobile app stores remain planned work. No download count, user study, performance metric, or completed public deployment is documented. The demonstrated result is an application prototype and design experience [1].

IV. Discussion

The project faced time constraints, which limited the scope of the work. Future work includes system testing, content filtering, and deployment on Google Play and App Store to enhance the functionality and usability of the social network. The author reported a successful deployment of the program, but the system was not tested extensively, and no specific metrics or user feedback were provided. The project utilized Dart for backend development, Flutter for frontend development, and FlutterFlow for rapid prototyping and UI design. The author aimed to create a user-friendly and efficient platform, but the limited time available constrained the scope of the work. The social network included basic functionalities such as user registration, profile creation, and message exchange, but lacked advanced features like content filtering and comprehensive testing [1].

V. Conclusion

The thesis presents a partially completed alumni social-network application. The author implemented a program and applied analysis and design methods with Dart, Flutter, and FlutterFlow. The source identifies insufficient time as the main limitation. System testing, content filtering, further completion, and publication to app stores are future steps. It does not establish that the application was already deployed to those stores [1].

References

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