All in One Socio App (AISA)

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Abstract—**This paper tries to provide an insight on app that will work as a single platform which in result is an app integration procedure, basically for social media apps. The design of app will depict the easiness of use and flow of app, the way it works.We here are expecting the best messaging sources that we can, and also people want to message to be fast, simple, reliable and private.We are working in a way that we could make out more of our messaging products end-to-end encrypted and also designed in an easy way. All the social media apps will work as a separate stand-alone socialapplication. Social media apps like WhatsApp, Instagram, and their messenger keep the user information and data safe, whereas WhatsApp chats and media are end to end encrypted.**

Keywords—App integration, merging, social media apps, single platform, integration, features

INTRODUCTION

We use various social networking applications like Instagram, Twitter, WhatsApp, Facebook and many more. Since these are individual app, we need to install all of them on our device which consumes a lot of space, so why not rely on a single application and this is our project we are trying to build a single application which will be consisting of all social media apps, we are trying to merge all social applications into one.Facebook, Instagram, and WhatsApp are some of major social media applications. These three applications have in total user base of about 3.6 billion users. Facebook currently owns all three applications. Asof now, all these apps have used in an independent manner.

This trend of social media integration of apps has just raised up, and it has been a major upgradation. A simple social media integration of application can enhance the app's functionality. The two prominent examples of app integration are the mobile apps Instagram and Twitter. social media integration can also enable other features in an app to the users which will make it more versatile. Subsequently, the users can find the favored items on the home screen of the app, and on social networking sites. By integrating social media platforms in an app, its possible to enable in-app social sharing. Since signing up and logging in certain app has become simpler and faster, as more people are likely to use the app. Thus, the app is not likely to endure an inactive existence on their androids, windows or IOS after it has been installed.

I. METHODOLOGY

Android apps can be written using languages like Java, C++, and Kotlin. The Android SDK tools compile the code along with any data and resource files which will convert it into an APK, an *Android Package*, which is an archive file with anAPKextension. One APK file consist of all contents of Android App and it is a file that Android-Powered devices use to install application. Each Android app lives in its own security sandbox, protected by the subsequent Android security measure, these components are the essential building blocks of an Android app. Each component is a entry point through which the system admin or a user can operate your app. Some of the components depend on others.

These are four different types of app components:

- Activities
- Services
- Broadcast Receivers
- Content Providers

Mentioned sort of each app component serves a definite purpose and features a variant lifecycle which defines how the component can be created and destroyed.

1.The Research

All apps start with an idea, even if yours is just to have a mobile application presence. Refine and define that idea into a solid basis for an application integration here. Analysis should be done which will include actual demographics, motivations, updates, behavioral patterns, results, objectives and goal of a buyer's thought process. During each step of process, keep the end user which will have anexpectedoutput in mind. Keeping end users or customers lifecycle in mind pin down certain characteristics and expectations with your strategies. After reaching all of these, they all need to be acquired and retained in a proper procedure module. At the end, you should understand how the customer will be using the digital product and following the easiest way to handle it.Doing all this will build a confidence and will on the creative idea which we are going to implement and regenerate the new version of app.

From next phase it's going to be very essential as we will lay down the improvised work done for what to follow for further steps.

And another important part of this phase is analyzing the competition. A detailed study of your competitor's application will help you figure out what features and functions are absent in their app so that you could insist it in your app, to make it stand out by also making its interface of users end easy.

2. Wireframing

To document and wireframe, the app is the further step to understand future functionalities. A detailed sketch of the envisioned product helps to uncover usability issues. Sketching can be a powerful communication and collaboration tool which does a lot more than merely tracing your steps. Once the sketching is done, wireframing will help refine the ideas and arrange all components of the design in the correct way. It helps to overcome any technical flaws found in the backend development process in this initial phase. Moreover, one can aim to develop a clear understanding of how your proposed features and ideas will mitigate together into a functional app. Creating a roadmap or a storyboard is necessary to demonstrate the relationship between each screen and how the users will navigate through the app. However, look for opportunities to incorporate your brand, focus on the feedback user experience and keep in mind the differences in the way people use a mobile app versus a mobile website.

3. Technical Feasibility Assessment

You might have a transparent understanding of the visuals by now, but you further more may got to consider if the backend systems are going to be ready to support the app's functionality. To know whether the thought of your application is made feasible technically you would like to urge access to public data by sourcing public APIs. An app, counting on its format (smartphone, tablet, wearables, etc.) as same as the platform (iOS, Android, etc.), will have different requirements. At the end, the team may find some different ideas for the app or decided that some of the initial functionality isn't feasible.

4. Prototype

Build a rapid prototype ('Rapid= key word'). Build a prototype that gets the app concept into a user's hands as quickly as possible to ascertain how it works foremost common use case. This will assist you see if you are taking things in the correct way. We should include the stakeholders in this process allowing them to touch the prototype and this will deliver you their feedback and implement it. Moreover, the prototype will provide different stakeholders the primary checkout of your app and can assist you to validate the information you've gathered.

Android allows your application to attach to LinkedIn and share data or any quite updates on LinkedIn. This is about integrating LinkedIn into your application.

There are two ways through which you'll integrate LinkedIn and share something from your application.
These ways are listed below.

• LinkedIn SDK (Scribe)
• Intent Share

Android allows your application to attach to Facebook and share data or any quite updates on Facebook. This is about integrating Facebook into your application. There are two ways through which you'll integrate Facebook and share something from your application.
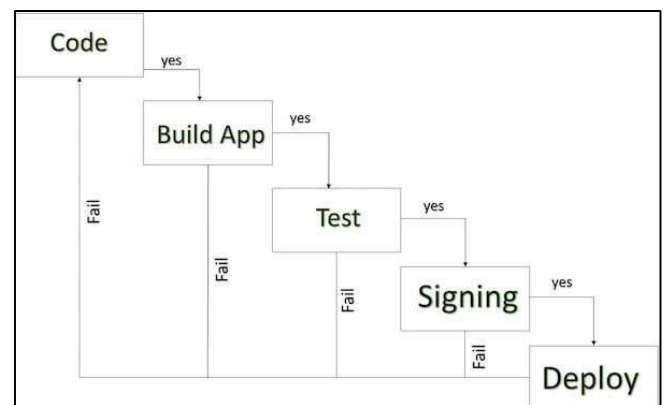These ways are listed below –

• Facebook SDK
• Intent Share

Android allows your application to attach to twitter and share data or any quite updates on twitter. This is how integrating twitter is done into your application. There are two ways through which you'll integrate twitter and share something from your application.
These ways are listed below –
• Twitter SDK (Twitter4J)
• Intent Share

Activity is the basic unit of android application. A UI is defined in an xml file. Every element in the XML is compiled into equivalent Android GUI class during compilation with attributes represented by methods. Android application publishing as last phase may be a process that creates your Android applications available to users.

a)   Android development life cycle

As development and testing is completed fully of your Android Application, you can start selling or distributing free using Google Play (A famous Android marketplace). It is available to users all over. One can also release applications by sending them on to users or by letting users download them from your own website.

II.   EXPECTED RESULTS

As a result, we would be expecting a single screen followed by a login page for the app we have created which when logged in will redirects to two or three icons depicting social media

application logos when clicked will redirect you to your social account login page and once the user logged in you can access it any time on that device. Also, you can use more than an app on that single output screen and no need to switch the handler to other screen for other app. Moreover, as a privilege to admin, the user will be able to maintain the log in sessions and analyze the usage of app.

III. CONCLUSION

This app creation concluded that on single platform we can handle all our social media apps and networks. We need not switch to different screens to handle these apps individually. Also, the admin could handle the login activity details which are stored into the admin access. This app will provide an easy interface to access all applications (here Instagram, twitter and Facebook) under the activity of a single icon button.

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