"SocialPhotos"

What is "SocialPhotos"?

SocialPhotos is a social networking application for photography lovers. It bases on smart phone, web 2.0 and cloud technology. Joining SocialPhotos, people who have smartphone (Windows Phone, Android, iPhone) or HTML5 web browser can share their photos and view, rate, commend on photos of other members. The smart phone provides great mobility user experience user. He/she not only shoots a photo but can tag this photo with location where photo is taken. User may search for a colletion photos which are within a specific location.

What happens if a user lost his/her phone? No problem, since he/she put his/her photos on the storage clouds. The photos will be protected and backup in high avaialablity cloud computing service.

The "SocialPhotos" is **not new idea**. It is initiated by Cuong Trinh to demo Microsoft WCF Data Service/OData, Windows Azure, SQL Azure, Windows Phone and many other technologies such as Google Android, Apple iOS, HTML5, JavaScript, jQuery. The team wants to prove that many technologies can work together seamlessly.

The demo "SocialPhotos" were collectively built by following developers:

- Nguyen Hoang *Ha* wrote Odata service at server side using WCF Data Service, ADO.net Entity Framework, LINQ, SQL Server 2008 R2 File Stream and SQL Azure. Ha also maintained source code of whole project. Ha is Team Foundation Server MVP 2010-2011.
- Nguyen Quang *Trung* wrote Windows Phone client which consumes OData service. Trung is technical assistance of Microsoft Vietnam DPE team.
- Ngo Xuan *Huy* wrote Android client which consumes Odata service. Huy is talented Android developer. He is author is most downloaded app called "Money Lover". Huy was born in 1990, youngest member in team.
- Nguyen Thanh *Hung* wrote iOS client which consume Odata. Hung is iOs self taught developer. He started his Apple passion with an Intel dualcore Hackintosh PC.
- Nguyen Thanh *Tung* designed UI using Microsoft Expression Blend. Tung is experienced SilverLight RIA business app developer.
- Trinh Minh *Cuong* is spec writer for this app. Cuong code web site and design database. He is strong motivator for whole team.
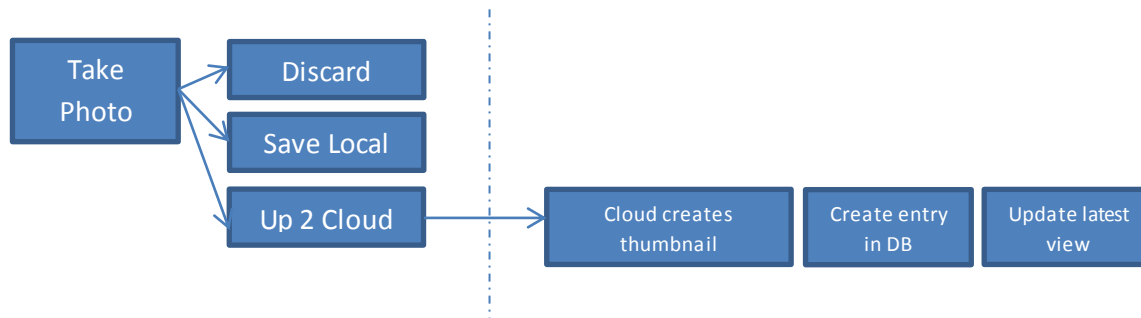
Key features of demo version

Scenario 01: User is at a location then turns on SocialPhotos app and shoot a photo

A built in camera shoot a photo, displays preview photo. User can choose:

- Discard this photo -> the preview photo will be not saved and cleared from memory.
- Save photo to local storage.
- Save photo to local storage and upload it with location data, time... to SocialPhotos cloud.

Cloud service method will receive photo streaming from user. Cloud service will

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┌──────────┐      ┌──────────────┐
│  Take    │ ───> │   Discard    │
│  Photo   │      └──────────────┘
│          │      ┌──────────────┐
│          │ ───> │  Save Local  │
└──────────┘      └──────────────┘
        │         ┌──────────────┐      ┌────────────────┐   ┌──────────────┐   ┌──────────────┐
        └───────> │  Up 2 Cloud  │ ───> │ Cloud creates  │   │ Create entry │   │ Update latest│
                  └──────────────┘      │   thumbnail    │   │   in DB      │   │    view      │
                                        └────────────────┘   └──────────────┘   └──────────────┘
```

Scenario 02: User see other's photos gallery

Social Photos provides number of gallery views displaying photos at different criteria:

1. Top N rated photos by day, week, month, year
2. Recommended photos that match user's preference
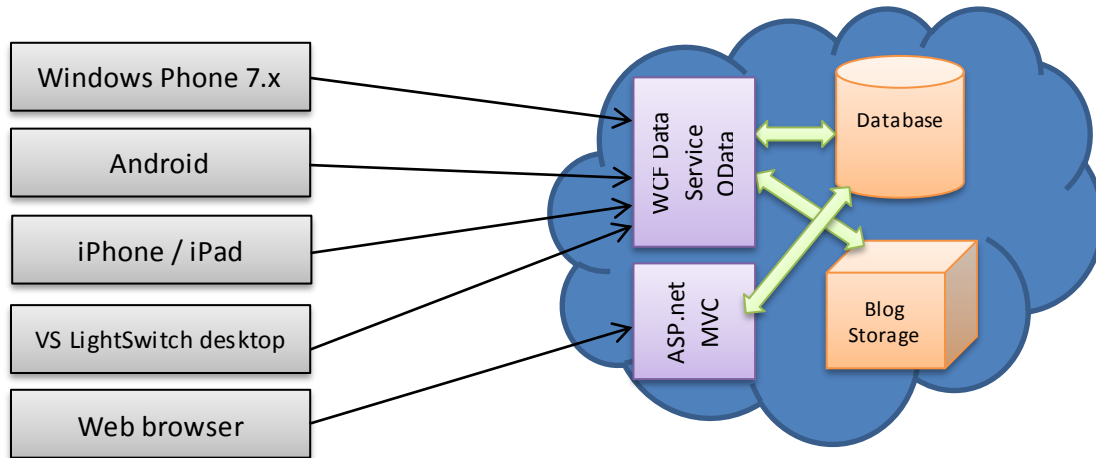3. Latest N photos
4. Photos that nears his current location

Scenario 03: User like / dislike photos

User cannot like his/her own photos. User cannot like nor dislike a photo more than once.

Scenario 04: User modify his/her own photos in cloud

User can delete photo or update description and name of photo in Cloud.

Architect of SocialPhotos

Odata Service Convention