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Social platform for auto clubs based on JAVA

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Abstract: Today, with the rapid development of the information age, computers are being used in the information field. The biggest advantage of computers is that they can be used to manage information. Using computers to process traditional platforms not only improves efficiency, but also greatly improves security. Especially for complex information management, computers can make full use of its benefits. At the same time, information technology can be said to be a part of the world. It involves various forms of information exchange and information processing. It is a specific description of the objective world and an important way for people to communicate and communicate. The social management of auto clubs not only provides a social environment for auto clubs in modern society, but also provides them with the necessary comfort, so the social system of auto clubs came into being. This paper mainly analyzes the current situation of service management of my country's auto clubs and the service needs of existing users for auto clubs. The development tool of the system is Idea, Mysql is used as the system database, Tomcat is used as the Web server, and the method of Jumpmvc and Spring3. It provides a dedicated front desk for Usersand a dedicated backstage for staff of auto clubs. This system can enable the social management personnel of the auto clubs to give full play to the benefits of information processing. With the implementation of the social management system in the auto clubs, it will help improve the efficiency of the daily affairs of the auto clubs and meet the requirements of high efficiency. Better enjoy the stability and security of information system functions and significantly improved man-machine friendliness.

Keywords: Auto club, social management, B/S structure, Spring3.0.

1. Introduction

The Java-based auto clubs social platform is a mode that utilizes the Internet B/S management system. It uses the network as a platform, and its main purpose is to improve the efficiency of the daily affairs of the auto clubs, strengthen the communication and communication between the social management department and the auto clubs members, and speed up the release of information. The production of the auto clubs social platform starts from the actual needs of reality, and uses today's mature computer technology to solve practical problems.

2. Research Status and Significance of Java-Based Social Platform for Auto Clubs

At present, the existing social management system for auto clubs is still too cumbersome for users, and the system security cannot be guaranteed for the social networking of auto clubs. At the same time, the technology used in the whole system is relatively backward, and the interface cannot be displayed dynamically. Compared with other similar websites, it cannot reflect the technological advancement.

Develop a social management system for auto clubs, so that users can review and control most of the heavy tasks within the social network of auto clubs. At the same time, manpower and related resources are saved to achieve efficiency goals. Today, with the rapid development of computer technology, enterprises and universities are gradually using computer application software, and the trend of using computers to achieve efficient and intelligent management is unstoppable. With regard to higher education as the main body of knowledge innovation, it is necessary to start in light of reality, use high-tech to solve practical problems, adapt to modern needs, and promote scientific and standardized management and innovation.

Ultimately, we hope to achieve the following goals through this system:It is conducive to improving the efficiency of the daily affairs of the auto clubs social networking and meeting the requirements of high efficiency;It is beneficial to straighten out and improve the social management of the auto clubs, and realize the orderly management; Strengthen the communication and communication between the social management department and the members of the auto clubs, and speed up the release of information;Reduce the consumption of manpower and related resources, and develop low-carbon life to achieve cost savings;It improves the working environment for employees, i.e. recording directly in the browser instead of manually recording all the relevant records.

3. Introduction to the System

3.1. Requirement analysis

with the rapid development of the information age, some people hold mobile phones, and the distance between people is gradually widening, but people's inner desire to socialize is getting stronger and stronger. By using the online platform, this system can break the traditional concept, so that all Usersdo not need to organize offline communication gatherings, which reduces energy and material resources, and also breaks the time and space constraints of traditional testing. Drivers don't have to look for auto clubs everywhere. Help Usersto better understand the organization of the club, so that Userscan enter their favorite club organization more easily and smoothly, and find their own territory.

By developing a social management system for auto clubs with a B/S structure, the management of the social affairs of the auto clubs is strengthened, and according to the different roles of the society, the auto clubs can socialize and manage the daily affairs in a very comfortable way. Transactions

cannot work normally with social affairs of other auto clubs. For example, you can view social announcements of other auto clubs, but when controlling announcements, you can only control social announcements of your own auto club. You can enter the system to apply to become a member of the automobile club and become a member of the club's social system.

The system is mainly divided into two roles: system administrator and rider. Although these two roles are independent of each other, they are both closely related to accessing the database. According to the above function analysis, the system is divided into two modules, and each module is divided into several small modules.

System administrator function modules are divided into:

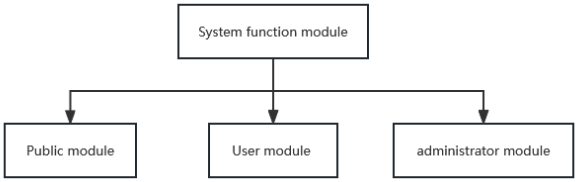
(1) Login module: administrator login; (2) Personal management module: used to modify personal data and user passwords, etc.; (3) Message management: used to send messages to other users and send system announcements; (4) Member management: used to view member lists, register new members, change user information, etc.; (5) Dynamic management: used to manage system announcements and rider dynamics; (6) Photo album management: used to manage and review the photo albums released by users; (7) auto clubs Management: It is used to check the information of auto clubs, review the social registration of new auto clubs, modify the information of auto clubs and other operations.

2. User function modules are divided into:

(1) Login and registration module: user login and registration; (2) Personal management module: used to modify personal data and user passwords, etc.; (3) Message management: used to send messages to other users and leave messages to other users; (4) Dynamic release function: used for Usersto view and release dynamics; (5) Album module: used for Usersto view and publish albums; (6) Club module: used for car friends registration and joining the auto clubs; (7) Comment module: used for Usersto comment on news, announcements, photo albums and other content.

3.2. The working principle of the system

The working principle of the system is shown in the figure:



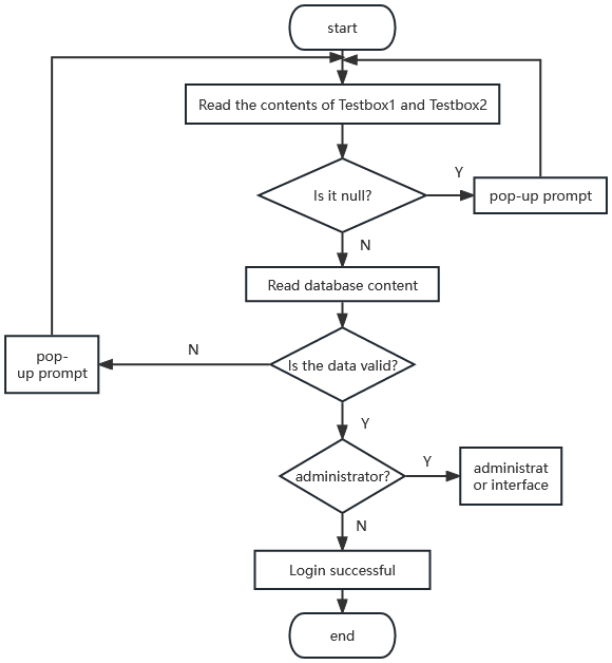
The online auto clubs social platform system has two roles: car friends and administrators. Starting from the requirements of this system, the use cases of the system are analyzed: The use cases of car friends include: car friend registration, car friend login, personal data management, viewing system announcements, uploading news, uploading car model library pictures, and viewing auto clubs photo albums. Use cases for administrators include: administrator login, system management, dynamic management, car friend management, and auto clubs management.

The system architecture adopts Spring3.0 architecture. As one of the most successful open source software in the Java field, Spring has many users in Java EE development. Spring abstracts the most common problems we encounter in many current application developments. At the same time, as a lightweight application development framework, Spring has its own unique characteristics compared with traditional J2EE development. Spring fully embodies its design concept through these unique characteristics: in the application development of Java EE, it supports the POJO (JavaBean) development method, enables the application to be developed interface-oriented, and fully supports the OO (object-oriented) design method. With the support of the core module of IOC container and AOP aspect-oriented programming, programmers can highly simplify the development process of Java EE. Provides extremely rich system components for application development, and provides driving support for the realization of enterprise application services through these components.

3.3. Overall composition of the system

(1) Detailed design of login module

Function description: After the rider enters the website, click the login button to jump to the user login interface. If you need to register, you can register personal information according to the user name, email, and password. After the registration is successful, the user can log in to the website according to the account number and password. Login function code implementation: set the ID of the user name text box to TextBox1, the ID of the password text box to TextBox2, and the ID of the login button to ImageButton1. Add a mouse click event ImageButton1_Click for ImageButton1. When a mouse click event occurs, the user login function is implemented.



(2) User management module

Users can click the "Apply" button on the "Rhetors" interface on the homepage, and then jump to the interface of registering riders, as shown in the figure, in this interface, Userscan fill in according to the content, and wait for the administrator after completing the filling Review, after passing the review, all Userscan see the registered rider clubs on the "Rhetors" interface, and users can also choose to join the rider clubs.

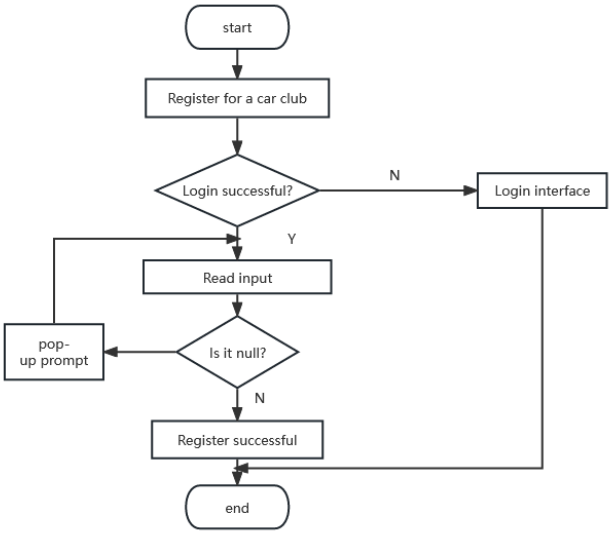
(3) Auto club management module

After the riders successfully log in to the system, they can use the dynamic release management function module to perform dynamic releases. Riders can enter the content they want to share with other riders one by one according to the

title, description and content, and can also upload a series of files. The main function of this module is to publish user-favorite content on this social platform, such as: Please detour in the traffic jam ahead, and the address of a auto clubs member's dinner party today is as follows. Other users can comment, repost, like and reward this content. The system administrator can review and manage the content published by the user, that is, add, delete, modify and check the content by changing the corresponding table in the database.

Administrator management function module

System information management: after the administrator logs in to the system, he can view the system settings and perform a series of related operations, such as modifying the website name, modifying the website LOGO and other operations. Management of news and album information: after the administrator logs in to the system, he can view the announcements, news, photo albums and auto clubs released by the user and the administrator in the left menu bar, and the administrator can view the announcements, news, photo albums and auto clubs at the same time. Friends will review, add, modify and delete operations. Management of user information: after the administrator logs in to the system, he can view the member information, and click the "Status" button on the page to disable the member account. And you can modify the member's password and delete the member user. Management of auto clubs information: after the administrator logs in to the system, he can view the auto clubs information. Click the "Status" button on the page to review the auto clubs applied by the user. after the review is passed, the user can log in to the home page. Join the auto clubs below. And you can delete the Che Youhui operation.



4. System Test

4.1. System test objectives

The JAVA-based auto clubs social platform chooses black-box testing as the testing method. Common types of testing are generally divided into two categories: black-box testing and white-box testing. White box testing is simply testing through the internal system, mainly to test the implementation of specific codes and errors that may occur during the compilation process. Clearly, white-box testing of this system is neither simple nor ideal. So we do black box testing, which is to check the function of the product through testing without knowing the internal structure of the product. Obviously, black-box testing is more in line with user usage. The obvious advantage of using black box testing is that all the tested functions can be tested one by one, and the test results can be obtained more intuitively, so the designed system can meet the needs of users.

4.2. System function module test

Module test is the real result of system operation determined by actual test. Standard module test should test all the functions realized by all relevant modules in the system and check whether the test results are the same as expected results. If there is a big difference, further improvement is needed. The following will introduce the detailed test flow and results of the key test modules of the system.

The release of the dynamic basic test module is also an important module that the test system can implement. We choose the way of black box testing to test the module. Let's test it in two different ways, from the right direction and the wrong direction, and see if there are different results. First open the system and then select the release module, and enter the information to be released correctly according to the prompts to see if it can be added successfully.

Then we add non-standard release information, such as not selecting a release module or not entering a dynamic title, description, or content. Check for errors or results that could not be added. If the results of the two tests meet the expected requirements, the test is passed; otherwise, the improvement should be continued.

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