

# Graduate Student Research Day 2010

## Florida Atlantic University

### **COLLEGE OF ENGINEERING AND COMPUTER SCIENCE**

#### **Patterns for Social Networks in Web 2.0**

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A social network site is a structure made of individuals and organizations, which are connected by one or more types of interdependency, such as friendship, affinity, common interests or knowledge. Social network sites use web 2.0 technology, based in a service-oriented architecture. We are studying patterns for social networks. A pattern is an encapsulated solution to a systems problem in a given context. The study of these patterns is helpful to understand how they work together in web 2.0 applications to provide functionality and security. We will try to find generalizations, analogies and relationships between them focusing on supporting developers and users. The solutions that we are presenting are based on reliability and security patterns that are easy to follow for developers and software architects to construct secure and easy to use social networks. We are focusing on the following patterns: The Rich User Experience pattern, the Collaboration pattern, and the Collaborative Tagging pattern. We will use the Unified Modeling Language (UML) to describe the solutions of our patterns. We are analyzing the 3 mentioned patterns and the goal is to combine those patterns with security mechanisms and with other patterns. There are many related patterns related in Web 2.0 technologies, but security is an important aspect that hasn't been analyzed in detail and which is very important in those applications.