



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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WORKSHEET 3

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Subject Name: System Design

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Aim: To design a social media application (Instagram/Facebook)

Steps:

1. Functional Requirements:

- A. Client should be able to register and login to the application.
- B. Client should be able to create post (text / image / videos)
- C. Client should be able to follow each other (or send friend requests)
- D. Client should be able to like or comment on the post
- E. Client should be able to view the feed of post from users they follow.

2. Non-Functional Requirements:

A. Scalability: 500M DAU.

B. Consistency & Availability:

In this case -> Social Media

- 1. We need our application to be HIGHLY available, then consistent

Reason: If it is not operational / Functional when it was required, then there is no meaning of developing the application.

C. Latency: (Uploading speed of publishing post): 500ms to upload post

3. API Design:

A. User On-boarding API's

- 1. **User Registration:** POST API CALL: POST / api / users / register_user
- 2. **User Login:** POST API CALL: POST / api / users / login
- 3. **User Data Display:** GET API CALL: GET / api / users / {user_id} / profile
- 4. **User Data Update:** PUT API CALL: PUT / api / users / {user_id} / profile

B. User Post's

1. POST / api / user_id / posts
2. GET / api / posts / {post_id}
3. PUT / api / posts / {post_id}
4. DELETE / api / posts / {post_id}
5. GET / api / posts / feed / limit = {limit} & offset = {offset} : PAGINATION
6. GET / api / users / {user_id} / posts: PAGINATION

For a particular user if we want to fetch the post's

C. User Interactions

1. POST / api / posts / {post_id} / like
2. DELETE / api / posts / {post_id} / unlike
3. POST / api / posts / {post_id} / comments
4. GET / api / posts / {post_id} / comments
5. PUT / api / comments / {comment_id}
6. DELETE / api / comments / {post_id} / {comment_id}
7. POST / api / users / {user_id} / follow
8. DELETE / api / users / {user_id} / unfollow

4. High-Level Design:

Now According to the functional requirement of the system, we can identify that :

There will be a client who is requesting, then there will a server upon which computation will be going on, and lastly there will be an database in which storage will be done.

5. Low-Level Design:







