PROJECT DESIGN

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CSCE 438, HW2

**Overview**

This project utilizes GRPC (Google’s Remote Process Communication) handle to build a miniature client-server social network. The basic functionally includes commands to FOLLOW, UNFOLLOW, and LIST users, and to show timelines. The server oversees the entire social network (meaning if the host computer dies the entire service would die); but all data is persistent between reboots of the server.

* **Clientside commands**
* FOLLOW [username]

This will result in all timeline messages posted by the user you followed also appearing on your own timeline

* UNFOLLOW [username]

Effect is opposite of FOLLOW command; posts from the specified user will no longer appear on your timeline

* LIST

The output of this command is a list off all users using the TSN, along with a list of your followers.

* TIMELINE

Enters timeline mode. Once the user has entered this command, the only way to exit is by terminating the program. When entering timeline mode, the user will be shown the 20 most recent posts on his/her timeline. While in timeline mode, a user can write new posts, which in turn will add those same posts to his/her followers’ timelines.

A bonus feature included with out timeline mode is a live-feed of posts from the users one is following.

* **Serverside**

The server is the one that actually processes all these commands. When a command is received from a user, the server validates and processes that command, then generates and returns Reply and Status objects.

* **Details & Extra Information**
* The default port is 12021
* All data from the server is saved on shutdown in the server\_data/ directory
* The system gets vey dead if there are lots of users.

**Refer to the README for more extensive details on how to run the program**

Basically, run make, then ./tsc for the client or ./tsd for the server