# SE 3XA3: Module Interface Specification SocialPy

Team 1, SocialPy
Anando Zaman, zamana11
Graeme Woods, woodsg1
Yuvraj Randhawa, randhawy
Due March 5, 2021
Tag DD-Rev.1

April 8, 2021

# Contents

0.1	Interfa	ace Semantics
	0.1.1	State Variables
	0.1.2	Environmental Variables
	0.1.3	State Invariant
	0.1.4	Assumptions
	0.1.5	Access Program Semantics
0.2	Interf	ace Semantics
	0.2.1	State Variables
	0.2.2	Environmental Variables
	0.2.3	State Invariant
	0.2.4	Assumptions
	0.2.5	Access Program Semantics
0.3	Interf	ace Semantics
	0.3.1	State Variables
	0.3.2	Environmental Variables
	0.3.3	State Invariant
	0.3.4	Assumptions
	0.3.5	Access Program Semantics
0.4	Interfa	ace Semantics
	0.4.1	State Variables
	0.4.2	Environmental Variables
	0.4.3	State Invariant
	0.4.4	Assumptions
	0.4.5	Access Program Semantics
0.5	Interfa	ace Semantics
	0.5.1	State Variables
	0.5.2	Environmental Variables
	0.5.3	State Invariant
	0.5.4	Assumptions
	0.5.5	Access Program Semantics
0.6	Interfa	ace Semantics
	0.6.1	State Variables
	0.6.2	Environmental Variables
	0.6.3	State Invariant
	0.6.4	Assumptions
	0.6.5	Access Program Semantics
0.7	Interfa	ace Semantics
	0.7.1	State Variables
	0.7.2	Environmental Variables
	0.7.3	State Invariant
	0.7.4	Assumptions

	0.7.5	Access Program Semantics	16
	0.7.6	Access Program Semantics	16
	0.7.7	Access Program Semantics	16
0.8	Interfa	ce Semantics	17
	0.8.1	State Variables	17
	0.8.2	Environmental Variables	18
	0.8.3	State Invariant	18
	0.8.4	Assumptions	18
	0.8.5	Access Program Semantics	18
0.9	Interfa	ce Semantics	19
	0.9.1	State Variables	19
	0.9.2	Environmental Variables	19
	0.9.3	State Invariant	20
	0.9.4	Assumptions	20
	0.9.5	Access Program Semantics	20
0.10	Interfa	ce Semantics	21
	0.10.1	State Variables	21
	0.10.2	Environmental Variables	21
	0.10.3	State Invariant	22
	0.10.4	Assumptions	22
	0.10.5	Access Program Semantics	22
0.11		ce Semantics	23
	0.11.1	State Variables	23
	0.11.2	Environmental Variables	23
	0.11.3	State Invariant	24
	0.11.4	Assumptions	24
	0.11.5	Access Program Semantics	24
0.12	Interfa	ce Semantics	25
	0.12.1	State Variables	25
	0.12.2	Environmental Variables	25
	0.12.3	State Invariant	26
	0.12.4	Assumptions	26
	0.12.5	Access Program Semantics	26
0.13	Interfa	ce Semantics	27
	0.13.1	State Variables	27
	0.13.2	Environmental Variables	27
	0.13.3	State Invariant	28
	0.13.4	Assumptions	28
	0.13.5	Access Program Semantics	28
0.14	Interfa	ce Semantics	29
	0.14.1	State Variables	29
	0.14.2	Environmental Variables	20

	0.14.3 State Invariant	 . 29
	0.14.4 Assumptions	 . 30
	0.14.5 Access Program Semantics	 . 30
0.15	Interface Semantics	 . 31
	0.15.1 State Variables	 . 31
	0.15.2 Environmental Variables	 . 31
	0.15.3 State Invariant	 . 31
	0.15.4 Assumptions	 . 32
	0.15.5 Access Program Semantics	
0.16	Interface Semantics	
	0.16.1 State Variables	 . 33
	0.16.2 Environmental Variables	 . 33
	0.16.3 State Invariant	 . 33
	0.16.4 Assumptions	 . 33
	0.16.5 Access Program Semantics	
0.17	Interface Semantics	 . 35
	0.17.1 State Variables	 . 35
	0.17.2 Environmental Variables	 . 35
	0.17.3 State Invariant	 . 35
	0.17.4 Assumptions	 . 35
	0.17.5 Access Program Semantics	
T :4	£ (TD- 1-1	
List	of Tables	
1	Revision History	. 1
1	Itevision mistory	 . 1

# List of Figures

Table 1: Revision History

Date	Developer(s)	Change
March 13, 2021	Anando Zaman	Copy template
March 14, 2021	Anando Zaman	Made progress on Profile modules
March 14, 2021	Anando Zaman	Completed MIS for Authentication and command parser modules
March 17, 2021	Anando Zaman	Finalized CommandParser, Authentication, fire-base_creds, ViewPost, Add Followers, DeleteAccount and Query modules.
March 17, 2021	Yuvraj Randhawa	Completed DeletePost, EditName, & EditLocation modules
March 17, 2021	Graeme Woods	Completed DeletePost, EditPost, and EditLocation modules

# CommandParser Module

# Module

#### Uses

ViewPost

AddPost

EditPost

DeletePost

AddFollowers

DeleteFollowers

ViewFollowers

# **Brief Description**

This class represents a the Command Parser. It details the suite of functions that are able to parse/execute commands. It is therefore a controller module.

# **Interface Syntax**

# **Exported Constants**

#### **Exported Types**

None

#### **Exported Access Programs**

Routine Name	In	Out	Exceptions
parseCommand()	command: str	GUI	Invalid Command
			alert
post_commands()	command_action:	GUI	Invalid Command
	str, com-		alert
	mand_context:		
	str		
profile_commands()	command_action:	GUI	Invalid Command
	str, com-		alert
	mand_context:		
	str		

#### 0.1 Interface Semantics

#### 0.1.1 State Variables

**running**: Boolean value that controls whole program should exit/run.

firebase: firebase object instance to execute commands via Pyrebase API.

 ${f db}$ : firebase database object instance used to execute database commands

user\_token: string value that is used to identify an active authenticated user in order to execute commands to the database.

#### 0.1.2 Environmental Variables

Display Device: Screen Input: Keyboard

#### 0.1.3 State Invariant

None

#### 0.1.4 Assumptions

parseCommand() is called before post\_commands() & profile\_commands()

#### 0.1.5 Access Program Semantics

parseCommand(self,command)

- Transition: transition the user to a different module.
- output: success message and the action completed
- exception: if command is not in the set of available commands, raise invalid command exception.

post\_commands(self,command\_action, command\_context)

- Transition: transition the user to add, view, delete
- Output: Success message that an action has been completed
- exception: if command is not in the set of available commands, raise invalid command exception.

profile\_commands(self,command\_action, command\_context)

- Transition: transition the user to add, view, delete
- Output: Success message that an action has been completed
- exception: if command is not in the set of available commands, raise invalid command exception.

# **Authentication Module**

#### Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

This class represents all that is needed to Authenticate the user. It takes a Firebase instance and db instance for the constructor and executes the functions outlined below in order to authenticate or reset account credentials.

# **Interface Syntax**

#### **Exported Constants**

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
login()	Input: str	GUI	Invalid creden-
			tials alert
register()	Input: str	GUI	Registration_Fail
			alert, Ac-
			count_exists
			alert
password_reset()	Input: str	GUI	Invalid_email
			alert

#### 0.2 Interface Semantics

#### 0.2.1 State Variables

firebase: firebase object instance to execute commands via Pyrebase API. db: firebase database object instance used to execute database commands

#### 0.2.2 Environmental Variables

Display Device: Screen

Input: Keyboard

#### 0.2.3 State Invariant

None

#### 0.2.4 Assumptions

Valid internet connection established

# 0.2.5 Access Program Semantics

login()

• transition: Authenticates the user credentials with that found in the Firebase console. If successful, transitions to homescreen.

- output: displays success message.
- exception: If credentials pair is invalid or does not exist, raise Invalid Credentials alert.

register()

- transition: Creates an account for the user by uupdating the database with the account credentials and general information(name, city, username). If successful, transitions to homescreen.
- output: displays success message and homescreen.
- exception: If credentials pair is invalid or already exists, raise Account\_exists alert. If registration failed for any other reason, raise Registration\_Fail alert.

Password\_reset()

- transition: Sends a password reset request to Firebase upon which Firebase sends an email to the user prompting to reset password.
- output: displays success message and homescreen.
- exception: If email is invalid or already exists, raise invalid email alert.

# firebase\_creds Module

#### Module

#### Uses

None

# **Brief Description**

This class is used for initializing the Firebase API connection and contains methods for interaction. It contains the API setup along with the various getter/setter methods to make changes to the DB during first-start.

# **Interface Syntax**

#### **Exported Constants**

# **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
get_db()	None	db: db_object	Session Unavail-
			able Alert
sign_in()	email: str, pass-	None	Invalid Creden-
	word: str		tials Alert
sign_up()	email: str, pass-	None	Insufficient
	word: str		Email Alert
get_user_instance()	None	user: str	Session Unavail-
			able Alert
get_username()	None	username: str	Session Unavail-
			able Alert
set_username()	username: str	None	Session Unavail-
			able Alert
get_UID()	None	UID: str	Session Unavail-
			able Alert

# 0.3 Interface Semantics

#### 0.3.1 State Variables

auth = firebase.auth object

user = str

username = str

db = database object

#### 0.3.2 Environmental Variables

Input: Keyboard

Display Device: Screen

#### 0.3.3 State Invariant

#### 0.3.4 Assumptions

Valid internet connection exists in order to authenticate.

#### 0.3.5 Access Program Semantics

get\_db()

• transition: None

• output: self.db

• exception: If user is not yet logged in, then a database connection has not yet been established and thus Session Unavailable Alert occurs.

sign\_in(username, password)

- transition: self.username := username input. self.db := self.firebase.db
- output: Success message to the GUI
- exception: If user is not yet logged in, then a database connection has not yet been established and thus Invalid Credentials Alert occurs.

sign\_up(username, password)

- transition: self.username := username input. self.db := self.firebase.db
- output: Success message to the GUI
- exception: If user email is already registered or invalid, then Insufficient Email Alert is raised.

get\_user\_instance()

- transition: None
- output: self.user
- exception : If user credentials are insufficient, then a Session Unavailable Alert occurs.

get\_username()

- transition: None
- output: self.username
- exception: If user credentials are insufficient, then a Session Unavailable Alert occurs.

set\_username(username)

- transition: self.username := username
- output: Success message to the GUI

- $\bullet$  exception : If user credentials are insufficient, then a Session Unavailable Alert occurs. get\_UID()
- ullet transition: None
- $\bullet \ \ output: \ self.auth.get\_account\_info(self.user['idToken'])["users"][0]['localId'] \\$
- exception : If user credentials are insufficient, then a Session Unavailable Alert occurs.

# AddPost Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for addingPosts by the specified user.

# **Interface Syntax**

# **Exported Constants**

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
addPost()	db: DB_Object,	post: str	None
	username: str,		
	content: str,		
	user_token: str		

# 0.4 Interface Semantics

#### 0.4.1 State Variables

None

# 0.4.2 Environmental Variables

Input: Keyboard

Display Device: Screen

#### 0.4.3 State Invariant

# 0.4.4 Assumptions

User is authenticated

# 0.4.5 Access Program Semantics

addPost(db, username, content, user\_token)

- transition: Uploads an instance of a post to the database under the currently authenticated user.
- output Success message to the GUI
- $\bullet$  exception : None

# DeletePost Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Deleting a post that exists and corresponds to a user.

# **Interface Syntax**

# **Exported Constants**

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
DeletePost()	db: DB_Object,	GUI	InvalidPostID alert
	current_user:		
	str, user_token:		
	str, post_id: str		

# 0.5 Interface Semantics

#### 0.5.1 State Variables

None

# 0.5.2 Environmental Variables

Input: Keyboard

Display Device: Screen

#### 0.5.3 State Invariant

# 0.5.4 Assumptions

User is authenticated

# 0.5.5 Access Program Semantics

DeletePost(db, current\_user, user\_token, post\_id)

- transition: Deletes a specified post from the database under the currently authenticated user.
- output := Success message to the GUI
- exception : If inputted post id does not exist, raise InvalidPostID alert.

# EditPost Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Editing an existing post that corresponds to the user.

# **Interface Syntax**

# **Exported Constants**

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
EditPost()	db: db_object,	GUI	-
	current_user:		
	str, user_token:		
	str, post_id: str,		
	content: str		

#### 0.6 Interface Semantics

#### 0.6.1 State Variables

#### 0.6.2 Environmental Variables

Input: Keyboard

Display Device: Screen

#### 0.6.3 State Invariant

# 0.6.4 Assumptions

User is authenticated

# 0.6.5 Access Program Semantics

EditPost(db, current\_user, user\_token, post\_id, content)

- transition: Edits an existing post corresponding to the given post\_id in the database.
- $\bullet\,$  output Success message to the GUI
- $\bullet$  exception : None

# QueryPost Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Querying existing posts that correspond to a specific user or for querying ALL posts available in the database.

# **Interface Syntax**

# **Exported Constants**

None

# **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
QueryPostsByUser()	db: db_object,	postContent:	Invalid_user alert
	username: str,	list[String]	
	user_token: str		
QueryPostsAll()	db: db_object,	postContent:	None
	user_token: str	list[String]	
QueryPostsFollowing()	db: db_object,	postContent:	Invalid_user alert
	firebase: fire-	HashMap[String]	
	base_object		
	user_token: str		

# 0.7 Interface Semantics

#### 0.7.1 State Variables

#### 0.7.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.7.3 State Invariant

None

#### 0.7.4 Assumptions

Assumed that the user is logged in.

#### 0.7.5 Access Program Semantics

QueryPostsByUser(db, username, user\_token)

- transition: None
- output: Returns a list containing all the posts of a user
- exception : If user does not exist, raise Invalid\_user alert

#### 0.7.6 Access Program Semantics

 $QueryPostsAll(db,\,user\_token)$ 

- transition: None
- output: Returns a list of ALL the posts
- exception : None

#### 0.7.7 Access Program Semantics

QueryPostsFollowing(db, username, user\_token)

- transition: None
- output: Returns a dictionary containing the posts of all users you follow.
- exception : If user does not exist, raise Invalid\_user alert

# ViewPost Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Viewing/displaying existing posts to the screen that correspond to a specific user or for querying ALL posts available in the database.

# **Interface Syntax**

**Exported Constants** 

None

# **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
ViewPostsByUser()	db: db_object,	GUI	InvalidUser Alert
	username: str,		
	user_token: str		
ViewPostsAll()	db: db_object,	GUI	InvalidUser Alert
	user_token: str		
ViewPostsFollowing()	db: db_object,	GUI	InvalidUser Alert
	firebase: fire-		
	base_object		
	user_token: str		

# 0.8 Interface Semantics

#### 0.8.1 State Variables

#### 0.8.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.8.3 State Invariant

None

#### 0.8.4 Assumptions

User is logged in, thus a valid user session exists.

#### 0.8.5 Access Program Semantics

ViewPostsByUser()

- transition:
- output := displays the posts information by a user to the screen.
- exception : If user does not exist, raise InvalidUser alert

ViewPostsAll()

- transition: None
- output := displays ALL the posts information to the screen.
- exception: If user does not exist, raise InvalidUser alert

ViewPostsFollowing()

- transition: None
- output := displays the posts information based on the followings of the user, to the screen.
- exception: If user does not exist, raise InvalidUser alert

# AddFollowers Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for adding users to the current logged in users' followings list.

# **Interface Syntax**

# **Exported Constants**

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
AddFollowers()	db: db_object,	GUI	InvalidUser Alert
	username: str,		
	user_to_follow:		
	str, user_token:		
	str		

#### 0.9 Interface Semantics

#### 0.9.1 State Variables

None

#### 0.9.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.9.3 State Invariant

None

# 0.9.4 Assumptions

Already logged in

# 0.9.5 Access Program Semantics

AddFollowers(db, current\_user, user\_to\_follow, user\_token)

- transition: Appends the user\_to\_follow to the current\_users' followers list
- output := success message to the screen
- exception : If user does not exist, raise InvalidUser Alert.

# DeleteAccount Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for deleting the logged in users' account.

# **Interface Syntax**

**Exported Constants** 

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
DeleteAccount()	firebase: fire-	GUI	None
	base_object,		
	db: db_object,		
	username: str,		
	current_user:		
	str, user_token:		
	str		

# 0.10 Interface Semantics

#### 0.10.1 State Variables

None

#### 0.10.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.10.3 State Invariant

None

# 0.10.4 Assumptions

User already logged in

# 0.10.5 Access Program Semantics

DeleteAccount()

- transition: Removes the account from the firebase DB along with any posts associated with the user from the AllPosts branch and profile branches
- output := Success message to the screen.
- exception : None

# DeleteFollowers Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for deleting the followers for a given user.

# **Interface Syntax**

**Exported Constants** 

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
DeleteFollowers()	db: db_object,	GUI	InvalidUser Alert
	username:		
	str, cur-		
	$rent\_user: str,$		
	$user\_to\_remove$ :		
	str, user_token:		
	$\operatorname{str}$		

# 0.11 Interface Semantics

#### 0.11.1 State Variables

None

#### 0.11.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.11.3 State Invariant

None

#### 0.11.4 Assumptions

Already logged in

#### 0.11.5 Access Program Semantics

DeleteFollowers(db, current\_user, user\_to\_remove, user\_token)

- transition: Remove the user\_to\_remove from the current\_users' followings list.
- output := Success message to the screen.
- exception : If user to remove does not exist in the current\_users' following list, then raise InvalidUser Alert.

# EditLocation Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for updating the location of the logged in users' profile.

# **Interface Syntax**

**Exported Constants** 

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
EditLocation()	db: db_object,	GUI	InvalidLocation Alert
	username: str,		
	new_location:		
	str, user_token:		
	str		

#### 0.12 Interface Semantics

#### 0.12.1 State Variables

None

#### 0.12.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.12.3 State Invariant

None

# 0.12.4 Assumptions

User already logged in

#### 0.12.5 Access Program Semantics

EditLocation(db, username, user\_token, new\_location)

- transition: Updates location of the currently authenticated user in the database.
- $\bullet$  output := Success message to the GUI
- ullet exception : If inputted location is empty, raise InvalidLocation Alert

# EditName Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for updating the name information of the current logged in users' profile.

# **Interface Syntax**

**Exported Constants** 

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
EditName()	db: db_object,	GUI	InvalidName Alert
	username: str,		
	new_name: str,		
	user_token: str		

# 0.13 Interface Semantics

0.13.1 State Variables

0.13.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.13.3 State Invariant

# 0.13.4 Assumptions

# 0.13.5 Access Program Semantics

EditName(db, username, user\_token, new\_name)

- transition: Updates name of the currently authenticated user in the database.
- ullet output := Success message to the GUI
- exception : If inputted name is empty, raise InvalidName Alert

# QueryFollowers Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Querying existing the followers list for a given user.

# **Interface Syntax**

# **Exported Constants**

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
QueryFollowing()	db: db_object,	List[String]	InvalidUser Alert
	username: str,		
	user_token: str		
QueryFollowers()	db: db_object,	List[String]	InvalidUser Alert
	username: str,		
	user_token: str		

# 0.14 Interface Semantics

#### 0.14.1 State Variables

#### 0.14.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.14.3 State Invariant

#### 0.14.4 Assumptions

User already logged in.

#### 0.14.5 Access Program Semantics

QueryFollowing(db, username, user\_token)

- transition: None
- output := Returns the followings list of a user containing the usernames that they follow.
- exception : If user does not exist or is invalid, raise InvalidUser Alert.

QueryFollowers(db, username,user\_token)

- transition:
- output := Returns the followers list of the user containing the usernames that follow them.
- exception : If user does not exist or is invalid, raise InvalidUser Alert.

# QueryProfile Module

# Module

#### Uses

 $firebase\_creds$ 

# **Brief Description**

Used for Querying the profile of a given user.

# **Interface Syntax**

**Exported Constants** 

None

#### **Exported Types**

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
QueryProfile()	db: db_object,	Hashmap[String:	InvalidUser Alert
	username: str,	String]	
	user_token: str		

#### 0.15 Interface Semantics

#### 0.15.1 State Variables

None

#### 0.15.2 Environmental Variables

Input: Keyboard Display: Screen

#### 0.15.3 State Invariant

# 0.15.4 Assumptions

User already logged in.

# 0.15.5 Access Program Semantics

QueryProfile(db, username, user\_token)

- transition: None
- output := Returns a Python Dictionary (Hashmap) of the profile information(posts, location, name) for the given username.
- exception : If username is invalid or does not exist, raise InvalidUser Alert.

# ViewFollowers Module

Module

Uses

**Interface Syntax** 

**Exported Constants** 

None

**Exported Types** 

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
ViewFollowers()	db: db_object,	GUI	UnknownUsername, No-
	username: str,		Followers
	user_token: str		
ViewFollowing()	db: db_object,	GUI	UnknownUsername, No-
	username: str,		Following
	user_token: str		

#### 0.16 Interface Semantics

0.16.1 State Variables

0.16.2 Environmental Variables

Input: Keyboard Display: Screen

0.16.3 State Invariant

None

0.16.4 Assumptions

User already logged in.

#### 0.16.5 Access Program Semantics

ViewFollowers(db, username, user\_token)

• transition: None

• output: Follower list for given user

• exception: If there is no user with given username raise UnknownUsername & if there is no followers for the given user raise NoFollowers exception.

ViewFollowing(db, username, user\_token)

• transition: None

• output: Following list for given user

• exception: If there is no user with given username raise UnknownUsername & if the given user does not follow anyone raise NoFollowing exception.

# ViewProfile Module

Module

Uses

**Interface Syntax** 

**Exported Constants** 

None

**Exported Types** 

None

# **Exported Access Programs**

Routine Name	In	Out	Exceptions
ViewProfile()	db: db_object,	GUI	UnknownUsername
	username: str,		
	user_token: str		

#### 0.17 Interface Semantics

0.17.1 State Variables

0.17.2 Environmental Variables

Input: Keyboard Display: Screen

0.17.3 State Invariant

None

0.17.4 Assumptions

User already logged in.

# 0.17.5 Access Program Semantics

 $ViewProfile(db,\,username,user\_token)$ 

• transition: None

 $\bullet\,$  output: Profile information of the given user.

• exception: If there is no user with given username raise UnknownUsername.