**SOCIAL MEDIA APP DOCUMENTATION**

**User Documentation**

* This is a Social Networking App where we can make a POST which will be visible to other users.
* Post is like uploading a file of any type.
* Any user can view/like/comment/update/delete/download a post.
* User can send and receive messages to/from the other users connected in a common network.
* User has to signup/login to access the features of this app.

**Developer Documentation**

This is an App which is built in C Language. This app contains 3(three) modules namely Client, Server, Database.  
A Client can make a request; get response to/from the server. Server has a request queue which holds all the new requests from the clients and there is a ThreadPoolManager which contains a limited number of threads to process the client requests in the request queue concurrently.  
I have used a File System File of size 100MB to store all the data.   
To access the data efficiently from the file system, i have divided the file system into 3(three)parts:

1. Starting 2(two) bytes of memory to store the database size.
2. Next 2(two)MB for storing the whole database.
3. Remaining Memory is to store any type of data which will be organized by the above two steps.

* I have used Sockets to make users to get connected and have a sync of the database.
* Sending and receiving of messages is also done through sockets only.
* I have designed my own database management system for this app which is similar to **HBase**.