

TECHNICAL UNIVERSITY OF MOLDOVA

FACULTY OF COMPUTERS, INFORMATICS AND MICROELECTRONICS

SOFTWARE ENGINEERING AND AUTOMATICS DEPARTMENT

TECHNOLOGIES AND TOOLS IN WEB DEVELOPMENT

Twitter Clone App

Authors:

Vasile Drumea

Namaşco Petru

Chetruşca Dumitru

Supervisor:

Mihail Gavriliţa

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1 About the project

The project represents a twitter-like web application, with the features described below.

We implemented the application using 2 JS frameworks. For the back-end (API) we used AdonisJS which is a Node.js MVC framework, and for the front-end Vue, a progressive JavaScript framework.

2 Project Requirements

– Mandatory requirements

- Version Control (Git);
- Containerization (Docker);
- Testing

– Mandatory features

- User Registration;
- User Login/Logout;
- User should be able to tweet;
- User should be able to follow other users;
- User should see tweets from users he follows;

– Optional features

- User should be able to react to tweets;
- User should be able to retweet a tweet from other users;
- User should receive an email notification when a person likes/retweets his tweets;
- User should be able to bookmark/save tweets and there should be a dedicated page where user can see them;
- Any other features;

3 Laboratory work implementation

3.1 Tasks and Points

Here should be the list of the implemented tasks.

3.2 Laboratory work analysis

Add link to your repository. Create a README.md file for each laboratory work you submit. It should include the tasks that you had been implemented. Explain the features that you had been added to your window.

3.3 Prove your work with screens

Should be added 1 pic/screen for each implemented functionality.

Conclusion

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References

- 1 Very official Document, *official page*, www.google.com
- 2 Timo Ojala, *Multiresolution gray-scale and rotation invariant texture classification with local binary patterns*, 2002