

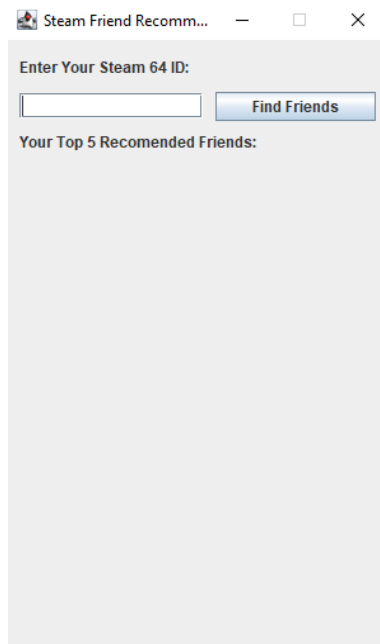
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NETS150 HW05

## User Manual

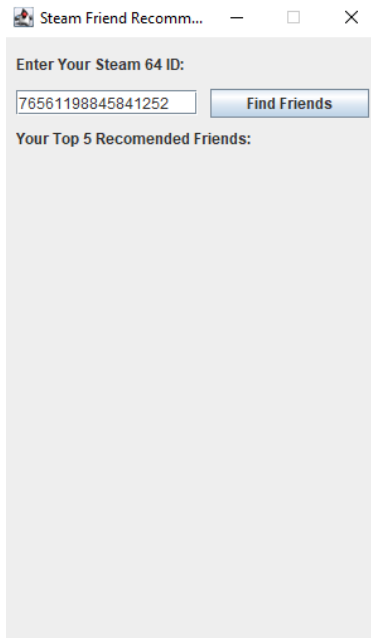
Note: Important notes about the program will be located at the bottom of this document, after the description of how it should be used

### User Manual:

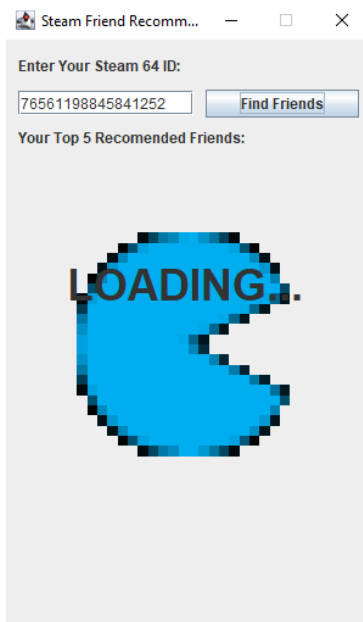
When opening the application users will be presented with the following screen:



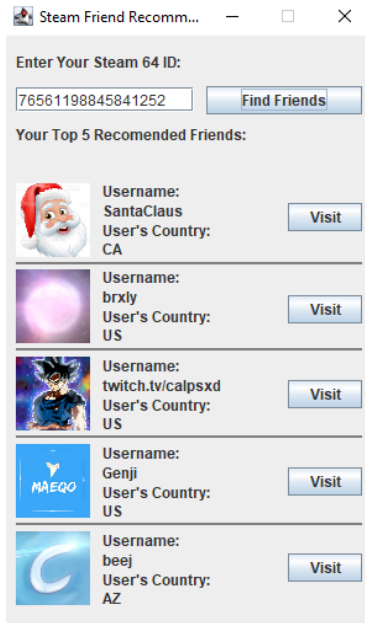
From here you can begin finding your steam friend recommendations! As described in the application, first enter your Steam 64 ID in the text field (given you don't have direct access to your Steam 64 ID, you can use <https://steamid.xyz/> to locate it using your custom Steam link). Note the application must be given a Steam 64 ID, and it must be the Steam 64 ID to a public profile with public games and public friends lists, otherwise the algorithm won't be able to run.



Above is an example of what your application will look like after having entered your Steam 64 ID. Now, you can press the “Find Friends” button to begin the recommendation algorithm! While the algorithm is running you will be presented with the following loading screen:



This animation will be shown throughout the duration of the recommendation process, and afterwards will shift into the actual friend recommendations. When the application has finished running you’ll be presented with a screen resembling this:



When this screen has appeared, congratulations! The algorithm has found the top five people who may be good friends for you on steam! From here you can view vital information about the people such as their name, or country (for timezone reasons), and a visit button which will take you directly to their profile on click so that you can add them!

### Important Notes:

- If the user has ran the program on a specific Steam 64 ID too many times, or runs the program on an ID with their games list private they will be presented with the following error message:

```
Exception in thread "Thread-1" org.json.JSONException: JSONObject["games"] not found.
    at org.json.JSONObject.get(JSONObject.java:572)
    at org.json.JSONObject.getJSONArray(JSONObject.java:765)
    at Recommender.getTop5Recs(Recommender.java:116)
    at Recommender.lambda$1(Recommender.java:336)
    at java.base/java.lang.Thread.run(Thread.java:832)
```

If said message pops up check if the user's games list is private, and if not wait before trying the same ID again.

- The error detailed above can also take place in another case: the program has used more than one hundred thousand API calls within a day. In this case, and any case where the error appears, the error can be easily resolved by waiting before running the algorithm again. This cannot be circumnavigated by using another API key, as the issue is IP based.
- As mentioned above the program **must** be provided a Steam 64 ID to a public profile with their games list publicized as well as their friends list, or else the algorithm will not function.
- When running the algorithm it's possible for there to be errors in the console among the printed Steam links. These errors are printed for documentation and will not affect the progress of the program. In more detail, the printed errors signify the fact that a Steam

profile that was accessed while running the algorithm, and said profile either had their friends list or games list private. After printing the error, the program will continue running without utilizing the error profile.