



*Note: All the GUI Interface Classes have connections as shown on the next page of this Class Diagram.

Design patterns used:

Proxy (Pictures and Friend's Profiles)
Chain of Responsibility (Name and password verification)
State (Post type: Activity, Status, Picture)
Facade (GUI interfaces' interaction)
Singletons (Validation, SignalSender, ActiveWindow)

↑ Chain of Responsibility ↑



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“Main Diagram” (CS 12 AY 1314B)

