Hayden Vass
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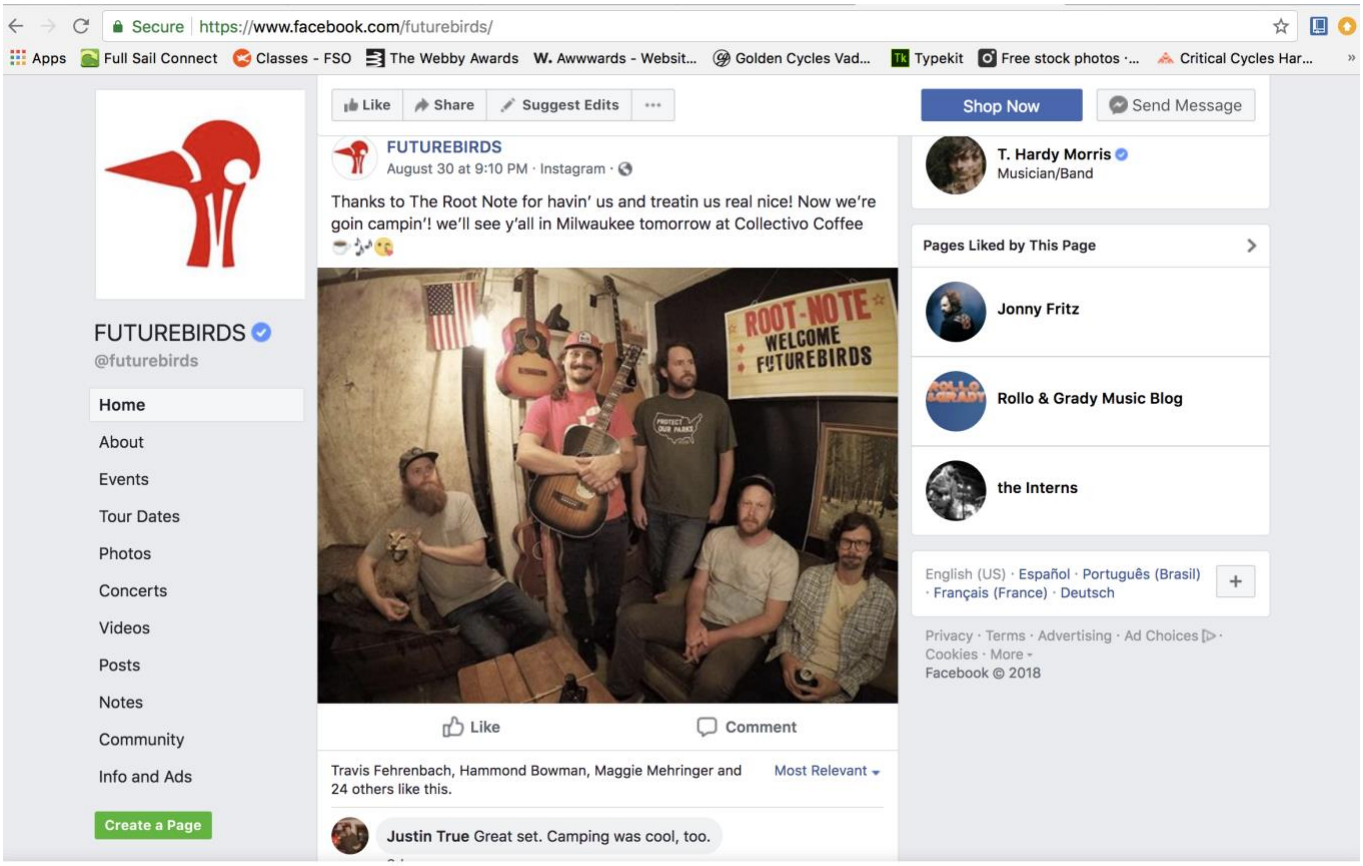

On a typical Feed a user would see comments, interest, wall post. A user might post a video or a link to other content. People on Facebook would be able to send messages to each other, tag each other in post, join a group, subscribe to a page, and add to friends.

Comments – Gets time stamp from computer posting the comment at the time the post button was pressed. Gets location from gps data associated with that device. Data gets populated from user and posted from their device. Comment gets shown on the post, then the originals post author gets notified with the same time stamp as the original comment post time.

String newComment = console.readline();
Int time = // device time
List <string> subComments = new List<string>;
subComments.Add(newComment);

Adding an Interest – an interest page is created and stored on a database. Post can be contributed by other uses that include a time stamp of when the post button is pressed. Data in comments are filled out by users who've liked that interest page. A new user can like that

interest page, in which it would be added to their profile and shown up on their wall with the time stamp of when they liked it.

```
List <Interest> newinterest = new List<Interest>;
interest.Add(slectedInterest);
```

Wall Post – Data for post gets inputted by user. A time stamp is added from the moment the user presses comment. GPS data gets logged via device location.

```
String newPost = console.readline();
Int time = // device time
Location = new GeoCooridateWatcher();
Post newPost (newPost, time, Location )
List <post> Wall = new List<post>;
Wall.Add(newPost);
```

Posting to Wall - Gets time stamp from computer posting the comment at the time the post button was pressed. Gets location from gps data associated with that device. Data gets populated from user and posted from their device. Post gets added to the wall at the time the user presses post. Post can then be seen by followers.

```
String newPost = console.readline();
Int time = // device time
Location = new GeoCooridateWatcher();
Post newPost (newPost, time, Location )
List <post> Wall = new List<post>;
Wall.Add(newPost);
```

Sending a Message – All data put in by users. Time stamps of each message gets logged from when its sent, based off the device time. GPS data might also be tracked pending device settings and device location.

```
String newPost = console.readline();
Int time = // device time
Location = new GeoCooridateWatcher();
Console.Writeline(newPost \rtime\rLocation)
```

Tagging – A user can tag another user in a comment. That tag is created by the user while the content of the post may or may not be created by someone else. A time stamp from computer posting the comment at the time the post button was pressed will be associated with the tag. Users can also reply in comments.

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ConsoleWriteline(@user -message- @target + location + time);

Join a group – a user might be able to openly join a group or be invited. If invited, the user would receive a notification with the group information. This information would have been stored in a database then projected as needed. The notification would also have the time stamp of the invite. If the user can openly join a group, they would just hit add. A notification could be sent out to followers that the user joined a group. That data would be populated with time stamps of time joined and possible information from that group.

List<users> TargetGroup = new List<users>();
TargetGroup.Add(currentUser, Location, time);

Subscribe – A user can subscribe to another user. A notification could be sent out to followers that the user joined a group. That data would be populated with time stamps of time joined and possible information about the person who they subscribed to. This information could come from a database.
List<users> TargetGroup = new List<users>();
TargetGroup.Add(currentUser, Location, time);

Add friend - Gets time stamp from computer posting the comment at the time the post button was pressed. Gets location from gps data associated with that device. Data gets populated from user and posted from their device. Friends list gets updated with information about the new friend, found from a database.

List<users> friendsList;
friendsList.Add(targetUser);

References

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