### **DSA Project Report**



**Course Name:** 

Data Structure and Algorithm Lab

**Project Topic:** 

CLI Based Facebook App

**Group Members:** 

Muhammad Huzzifa Hafeez (2020-CS-606)

Hafiz Abdul Rehman (2020-CS-624)

**Submitted To:** 

Mr. Aizaz Akmal

## UNIVERSITY OF ENGNIEERING AND TECNOLOGY LAHORE, NEW CAMPUS

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#### Classes

- 1. Str Class (I / O for Sign Up and Log In)
- 2. Post Class (I / O for for Post Class)
- 3. PNode Class (Post Node (next and pre))
- 4. PostLinking Class (add, update and delete Post)
- 5. FNode Class (Friend Node (name, next and pre))
- 6. FriendLinking Class (add, un-follow and View friend)
- 7. Node Class (str, post and friend Object)
- 8. Sign-Up Class (Insert User, Log-In and Search function)
- 9. Comment Class (I / O for Comment)
- 10. CNode Class (Comment Object, next and pre)
- 11. CommentLinking Class (Add and View Comment)
- 12. Message Class (I / O for Message)
- 13. MNode Class (Message Object, next and pre)
- 14. MessageLinking Class (Send, View and Delete Message)

#### **Personal Tab**

#### **Data Structure:**

Doubly linked list

#### **Functionality:**

- 1) ADD POST
- 2) VIEW POST
- 3) REMOVE POST
- 4) UPDATE POST

#### **Description:**

In this Tab we are using Doubly linked list (Data Structure). In add Post function the Log-In User added some posts and, in the View Tab, user can view his post. In Remove post Function user can delete and update his post. This class is linking with Node and post (I / O) class.

```
Post_(I/O)

Public:
string pname;
int pno;
string pcontent;

Void AddPostData();
Void ViewPostData();
```

```
PNode

public:
Post p;
PNode* next;
PNode* prev;

Constructor();
-memberName
```

```
PostLinking

public:
PNode* head;
PNode* tail;
Post p1;

Constructor();
Void InsertPost();
Void DisplayPost();
Void RemovePost();
Void UpdatePost();
```

#### **Home Tab**

#### **Data Structure:**

Doubly linked list

#### **Functionality:**

- 1) ADD POST
- 2) VIEW POST
- 3) REMOVE POST
- 4) UPDATE POST
- 5) ADD COMMENT
- 6) VIEW COMMENT

#### **Description:**

In this Tab we are using Doubly linked list (Data Structure). In add Post function the Log-In User added some posts and, in the View Tab, user can view his post and his friend post. In Remove post Function user can delete and update his post. In this function we add some comment on his post and view comments on his post. This class is linking with Node and post (I/O) class.

```
public:
    string name;
    string content;

Constructor();
    Void InputComment();
    Void OutputComment();
```

```
PostLinking

public:
PNode* head;
PNode* tail;
Post p1;

Constructor();
Void InsertPost();
Void DisplayPost();
Void RemovePost();
Void UpdatePost();
```

# CNode public: Comment c; CNode\* pre; CNode\* next; Constructor();

```
Post_(I/O)

Public:
string pname;
int pno;
string pcontent;

Void AddPostData();
Void ViewPostData();
```

```
public:
    string name;
    int postname;
    CNode* head;
    CNode* tail;

Constructor();
    Void AddComment();
    Void ViewComment();
```

```
public:
   post p;
   PNode* next;
   PNode* prev;
   Constructor();
   -memberName
```

```
Node

public:
  Node* next;
  PostLinking* p2;
  FriendLinking* f2;
  str i1;
  Constructor();
```

#### **Friends Tab**

#### **Data Structure:**

Doubly linked list

#### **Functionality:**

- 1) ADD FRIEND
- 2) VIEW FRIENDLIST

#### **Description:**

In this Tab we are using Doubly linked list (Data Structure). In add Friend function the Log-In User added some friend that are already sign-Up and in the View Friend List user can view his friend in the List.

```
Public:
string name;
FNode* next;
FNode* prev;
PostLinking* p;
Constructor();
```

```
public:
  Node* next;
  PostLinking* p2;
  FriendLinking* f2;
  str i1;
  Constructor();
```

```
public:
   FNode* head;
   FNode* tail;

   Constructor();
   Void Follow();
   Void UnFollow();
   Void ViewFriend();
```

#### **Message Tab**

#### **Data Structure:**

Doubly linked list

#### **Functionality:**

- 1) SELECT FRIEND AND SEND MESSAGE
- 2) VIEW MESSAGE
- 3) DELETE MESSAGE

#### **Description:**

In this Tab we are using Doubly linked list (Data Structure). In send Message function the Log-In User send message to added friends by selecting one of them. User can delete message and view Message through their Proper Function

```
public:
    string content;

Constructor();
    void AddMeassadeData();
    void ViewMeassadeData();
```

```
public:
    Message m;
    MNode* pre;
    MNode* next;
    Constructor();
```

```
public:
    string nam;
    string name;
    FriendLinking f1;
    Message m;
    MNode* head;
    MNode* na = head;
    MNode* tail;
    Constructor();
    Void SendMessage();
    Void ViewMessage();
```