# Project: Follow/Unfollow

**Points:**   
 Design: 20 points  
 Implementation: 20 points  
 Meeting: 10 points

**due dates:**

* Monday, October 24 – Class and Sequence Diagrams, Protocols and GUI picture(s)
* Monday, October 31 - Implementation meeting

You will need to implement these three pieces of the project at this stage:

* **Follow another user**
* **Unfollow another user**
* **Retrieve a list of followers**

Your GUI client needs to be able to display at least a list of people the user is following. However, it will benefit you in a future stage to also keep on the server a list of people who are following this user. You may choose to also provide the ability to display this list on the GUI as well, but that is not required. When the list or lists are retrieved is up to you. This could be a part of the login process and added there or it could be something separate that the user has to initiate (perhaps by clicking a button).

Another item for you to consider, you may start to have more and more data about the user that you need to store on the client that may not appear in the GUI. You may wish to create a class on the GUI project for this.

**Design requirements (for Monday the 24th)**.

Server Class Diagram

You should update the class diagram for the server that you turned in for the last design to include any new classes, methods, and instance variables needed to store followers. Please remember these requirements for your class diagram:

* You must include any of Java’s collection classes that you use in your project (LinkedList, ArrayList, HashMap, etc.) in the class diagram. You do NOT have to include any other Java classes such as Scanner or Random.
* For the classes that you will be writing, you must include your best estimation of what instance variables you will have. You should also include any methods you have listed in the sequence diagrams.
* For Java’s collection classes you only need to include the class name. You do not need to include any instance variables or methods in the diagram.

Sequence Diagrams

Provide a sequence diagram for following a user on the server. This is the only sequence diagram you need to complete for this design. You may wish to complete sequence diagrams for unfollowing someone and retrieving a list of followers and I will look at them, but they are not required.

Make sure your sequence diagram and class diagram are consistent. If you indicated that a method will be used in your sequence diagrams, but it doesn’t appear in your class diagram then you will lose points.

Your documents must be electronic!

Submit your diagrams on Blackboard as pdf or image files (this is preferred over the html file that you have to zip). Please do not zip the files together.

Protocols

Provide protocols that show the communication between the client and the server for each of the three pieces you are required to implement. These are the messages that the client and server will send to each other of the input and output streams created from the sockets. It is suggested that you follow the format of the examples that will be presented in class.

These may be hand written and a picture can be submitted on Blackboard.

GUI Picture

Add the ability to your GUI to follow and unfollow someone and to retrieve a list of follows. Submit a picture of the pieces of your GUI where this will occur. You can code this in your project and take a picture of the GUI when you run it, or if you aren’t ready to do that you can just draw the GUI on paper and take a picture of that. If your GUI has multiple windows you only need to submit the pieces relevant to following/unfollowing.

Submit your picture(s) on Blackboard.