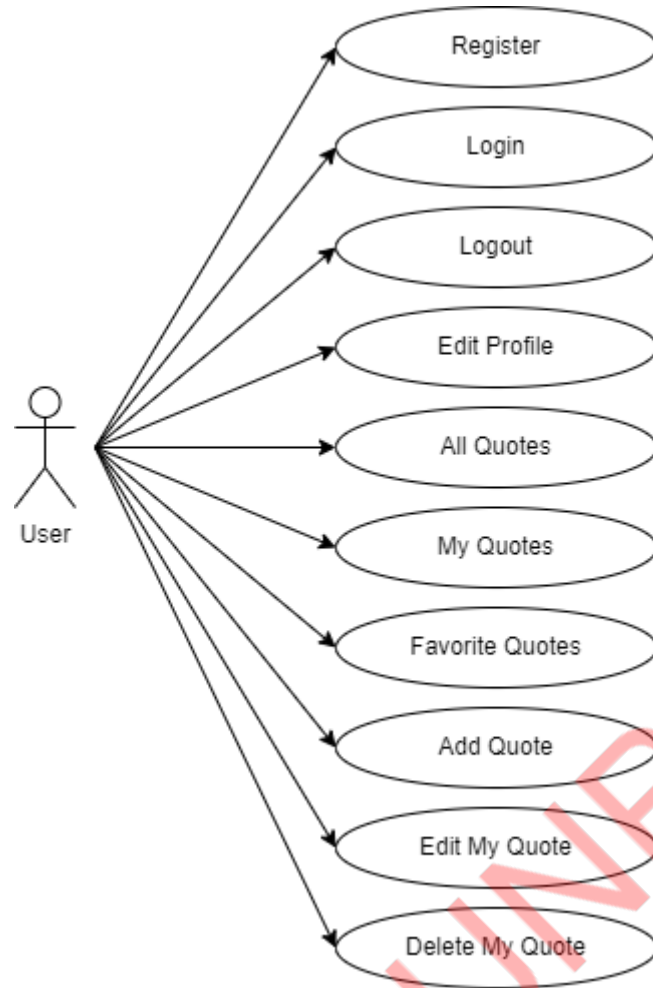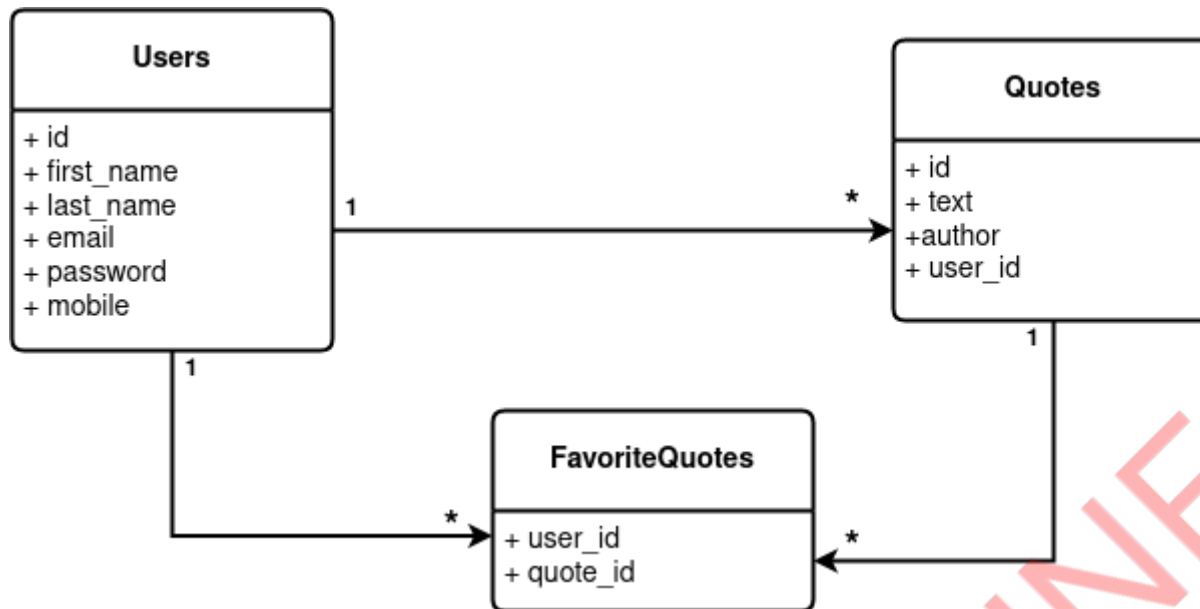# Awesome Quotes

Use Case Diagram

UI design

- Console application

- User menu (Before authentication):
  - 0. Exit
  - 1. Sign In
  - 2. Sign Up
- User menu (After authentication):
  - 0. Sign Out
  - 1. All Quotes
  - 2. My Quotes
  - 3. My Favorite Quotes
  - 4. Like/Unlike Quote
  - 5. New Quote
  - 6. Edit Quote
  - 7. Delete Quote
  - 8. Change Password
  - 9. Edit Profile
- Refer screenshots for expected operations under each menu.

Database design

- Diagram below may be used as a reference.
- You can use File IO as appropriate.

Technologies/Platforms Used

- Application Type: Console application
- Database: File IO
- Programming language: Choose any one language as per your course curriculum.
    - C/C++
    - Python
    - Java

Notes

- Unauthenticated user should not see the user menu options. (i.e. All Quotes, My Quotes, etc.)
- Authenticated user should not see main menu (i.e. Exit, Sign In, etc.)
- User can like (favorite) or unlike (unfavorite) quotes inserted by other users. User cannot like/unlike his own quotes.
- Each user should have his separate set of
- User can edit/delete his own quotes only. He should not be able to edit/delete quote by other users.
- User should not be able to enter empty fields (first name, last name, email, password, mobile, quote text, author, etc).

- Validations of email, password format is optional.
- User and quote id for new quotes can be auto-generated. Hint: last inserted id + 1.
- When a quote is deleted by a user, it should also be removed from other user favorites.

Evaluation

- Students are expected to code in pairs. For a group size of 40 students, we will evaluate 20 programs.
- Each program will get 1 mark for the full completion and 0 mark if not completed. In the end, we will calculate the percentage score of each group by the formula: group score = 100 * number of complete programs / expected number or pairs in the group.
- The points will be rewarded to the top 3 groups.
    - First group: 10 points
    - Second group: 5 points
    - Third group: 2 points
- If your program is ready, you should test all the menu options thoroughly and then inform the lab mentors. Evaluations are done in last 1 hour.