# Project

About

For many years, computer have been used as a ubiquitous platform for communication. While email is perhaps still the most common medium for computer-based interaction, social networking applications (such as Facebook, Orkut, and MySpace) have gained immense popularity in recent years. In this vein, your job for this project is to create an application that keeps track of a simple social network.

What is a Social Network?

For those of you not already familiar with social networks, a social network, in the simplest sense, is a means of keeping track of a set of people (each of whom have a "profile" in the social network) and the relationships (usually involving friendship) between them. For example, let's consider a simple social network that contains four people's profiles: Alice, Bob, and Cathy, and Don. Say now that Alice is friends with both Bob and Don (in which case, we consider Bob and Don to automatically be friends of Alice, reciprocally). And Cathy is also a friend of Don. Graphically, we could draw this "network" as:
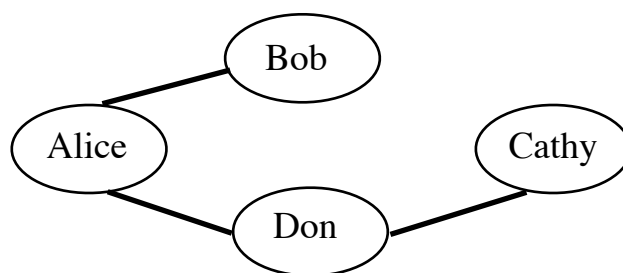

Here, each profile in the network is represented by a circle containing the name of the profile (more formally, such circles would be called "nodes") and a friendship relationship between two people (which, for our purposes, is always reciprocal) is shown as a line connecting two profiles of people who are considered friends.

Tasks

1. For this project, you will create an application that keeps tracks of the information in such a simple social network. More specifically, your application will allow for user profiles to be added to, deleted from, or looked-up in the social network. Moreover, for each profile, you will keep track of the person's name associated with that profile, an optional image that the person may wish to display with his/her profile, an optional "current status" for the profile (which is basically just a `String` indicating what activity the owner of that profile is currently engaged in), and a list of friends for each profile. Also each profile contains a list of interests (or likes).
2. Your program must contains a GUI.
3. Your program must use Database for storing and loading data.

4. Your program must have a suggestion mechanism to suggest friends to you by examining both your friends and interests.

5. In your program from a profile you can go to his/her friends' profiles instead of searching their names.

Your program may look like this. Initially, the social network starts out empty (i.e., it contains no profiles). Below we illustrate what the application initially looks like when it is run:
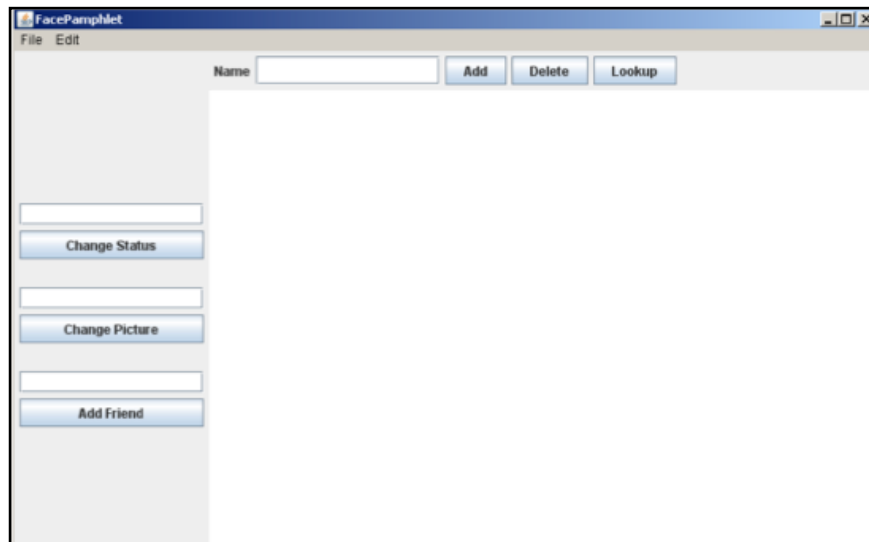
Now we add "Ali Ahmadi" to our program:
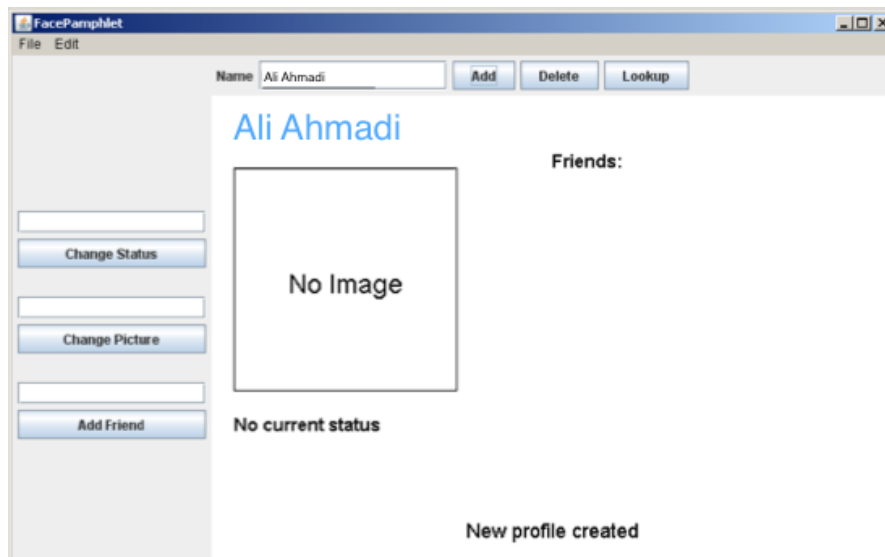
Attention

✤ All your names must be meaningful and obey the OOP rules and you have to write neat.

✤ The pictures are for a really simple application, your program may contains more information for each profile (e.g., age, gender, school informations and so on) and many other features.

✤ You can add as many features as you like to your program and make it better.