

Proiect de Programare / C++

Retea socializare Jobs

Student: Andrei Bota

I. Enunt

- adauga, modifica, sterge anunturi de job
- poate vedea candidatii care au aplicat la un job
- poate vizualiza lista cu joburi
- poate vizualiza lista filtrata in functie de un skill
- poate aplica la un job

II. Structura datelor

User: int id, string name, string[] skills

Job: string id, string title, string description, string[] requiredSkills

PartTimeJob: double hourlyRate

FullTimeJob: double anualSalary

RemoteJob: timeZoneRequirement

Application: int userID, string jobID

JobPlatform: Job[] jobs, User[] users, Application[] applications

III. Structura fisierelor

- users.txt

Fisier in care vom stoca detalii despre useri

<user_id_1>;<user_name>;<skill1, skill2, skill3>

<user_id_2>;<user_name>;<skill1, skill2, skill3>

<user_id_3>;<user_name>;<skill1, skill2, skill3>

- jobs.txt

Fisier in care vom stoca joburile si detalii despre acestea

<type>;<job_id1>;<title>;<description>;<skill1, skill2, skill3>;<salary>

<type>;<job_id2>;<title>;<description>;<skill1, skill2, skill3>;<salary>

<type>;<job_id3>;<title>;<description>;<skill1, skill2, skill3>;<salary>

- applications.txt

Fisier in care vom stoca toti userii care au aplicat la un job

<user_id1>;<job_id1>

<user_id2>;<job_id1>

<user_id3>;<job_id2>

IV. Interactiunea cu executabilele

./jobplatform.exe addJob <job_type> <job_id> <job_title> <description> <skills>
<salary>

- adauga un job nou

./jobplatform.exe modifyJob <job_id> <job_title> <skills> <salary>

-modifica un job deja existent

./jobplatform.exe deleteJob <job_id>

-sterge un job si toate aplicatiile pentru el

./jobplatform.exe viewJobs

-afiseaza toate joburile create

./jobplatform.exe viewJobsBySkill <skill>

- filtreaza si afiseaza joburile dupa un anumit skill ex. C++

./jobplatform.exe applyToJob <user_id> <job_id>

-un user poate aplica la un job

./jobplatform.exe viewCandidatesForJob <job_id>

-afiseaza o lista cu toti candidatii pentru un anumit job

./jobplatform.exe addUser <user_id> <name> <skills>

-adauga un user nou