



## Social media



### Apply everything the instructor explained in the session up to the “multer using local and cloudinary and create post” feature (5 Grades) and add the following extra features:

#### 1. Viewer Count on Profile (2 Grades):

- Implement a view account endpoint with the following criteria.
  - Save the last 5 attempts with their dates of profile views by a user on another user. After that user has viewed the profile of that other user 6 times, delete the first view attempt object to keep the array only 5 attempts (1 Grade)
  - By the 6<sup>th</sup> attempt send an email to that user with the following body (0.5 Grades)
    - (username) has viewed your account 5 times at these time periods:[array of dates saved for each viewing attempt]
  - Users can visit their account freely without saving their attempts(0.5 Grade)

#### 2. 2-step-verification (2 Grade):

- Implement a 2-step-verification enabling endpoint: (1 Grade)
  - If a user wants to enable 2 step verification on his account, he will call this endpoint while logged in then an OTP will be sent to his account. (0.5 Grades)
  - With that OTP he needs to send it to another endpoint to verify that OTP and enable the 2-step-verification on his account. (0.5 Grades)
- In the Login endpoint: (1 Grade)
  - When a user is trying to login, (only if he enabled 2-step-verification) after validating his data is correct send a verification code (OTP) to his email to validate the identity of the user trying to login (0.5 Grades)
  - In another endpoint (login confirmation) the user is asked to send a verification code to this endpoint and after validating the OTP is correct the user receives their tokens (0.5 Grades)
  - \*\*if the user has 2-step-verification disabled the login should validate the login data and send the user their tokens without extra steps

#### 3. Block User (1 Grade):

- In a new endpoint (blockUser):
  - Users can send a specific email to that endpoint to block them from viewing their accounts/posts/comments.

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### Bonus (2 Grades)

#### How to deliver the bonus?

- 1- Solve the problem [Nim Game](#) on **LeetCode**
- 2- Inside your assignment folder, create a **SEPARATE FILE** and name it “bonus.js”
- 3- Copy the code that you have submitted on the website inside “bonus.js” file