



## SocialMediaController UserController userController: SocialMediaSystem socialMediaSystem; public void addUser(String name); public void addPost(String content); UserController public void follow(int follwerld,int followingId); public void unfollow(int followerld, int followingld); HashMap<Integer,User> users; List<Post> getRecentPost(); List<Post> getTimeline(); void addUser(String name); User getUser(int userId); List<User> getAllUsers(); Post SocailMediaController private static int postCount = 1; private int postId; private String content; LocalTime timeStamp; Post(content); SocialMediaSystem User //getter and setters private static int userCount = 1; private int userId; private static volatile SocialMediaSystem instance; private String userName; PriorityQueue<Post> posts; List<Post> posts; HashMap<Integer,User> user; Set<User> followers; private static int MAXPOST = 10; Set<User> following; //User(userName); void createPost(String content); void follow(User user); void following(User user); public static SocialMediaSystem getIntence(); void addPost(post); void addUser(User user); List<Post> getRecentPost(); List<Post> getTimeline(User userId);

Facebook

main();

















