CLASS DIAGRAM :

Class: Friend

- string Person_Name

- vector <Friend*> Person_Friends

- Friend()

- Friend(string)

- bool Make_Friendship(Friend *)

- int Contain(string)

- void Unfriend(Friend *)

- bool Is_Friend_With(Friend *)

- string Tag

Class: Database

- vector <Friend> All_People

- Database() {}

- int Add_People(string)

- int Contain(string)

Class: Search_System

- Database *Main_Base

- Search_System() {}

- Search_System(Database *)

- void Show_Connections(string, string)

```
void All_Database_Functions(Database &Base)
```