**PROJECT** : **FRIEND’S NETWORKING**

**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)