## CO5615 Project 4: Part 2

# **WebSocket Interface to Twitter Simulator using Erlang**

## **Team Members:**

Hemanth Bandari (UFID: 2047 6361) Tanuj Venkata Satya Sridhar Karuturi (UFID: 7805 6734)

### **Problem Statement:**

Use WebSharper framework to implement a WebSocket for Twitter simulator. Twitter simulator has functionalities like account registration, sending tweets, hashtags, re-tweets, querying tweets.

## **Compile and Run:**

- 1. Compile server and client files
  - a. c(client).
  - b. c(server).
- 2. In the server terminal: Start the server
  - a. server: start ().
- 3. In the client terminal: start the client
  - a. client: start ().

## Implementation details:

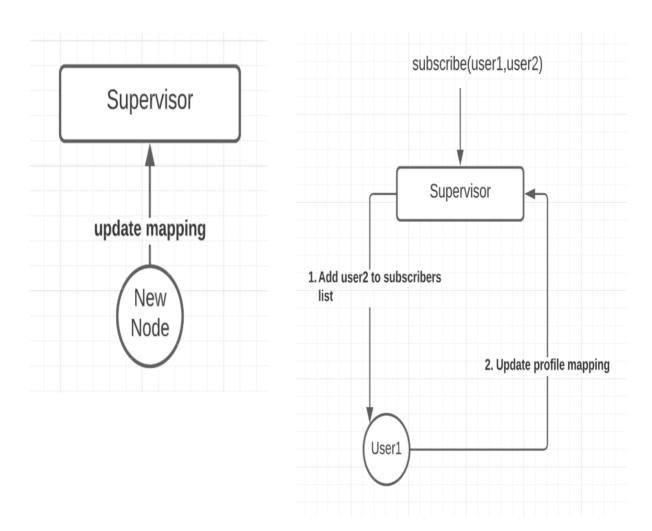
### Services:

- 1. Registration of the user
- 2. Login the user
- 3. Logout the user
- 4. Post a tweet
- 5. Subscribe to a user
- 6. Get tweets of a user
- 7. Get tweets with hashtag
- 8. Get tweets with mentions
- 9. Display search query results

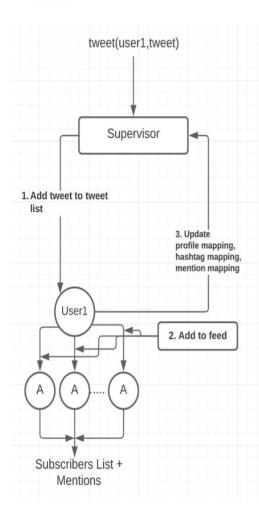
## Architecture and control flow:

# Architecture Register

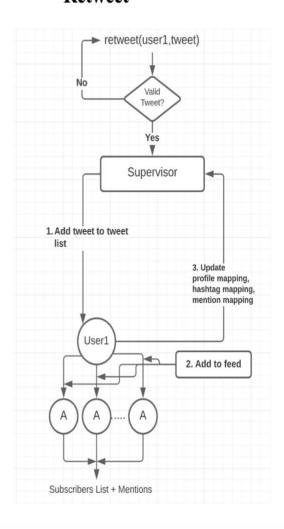
# **Subscribe**



# **Tweet**

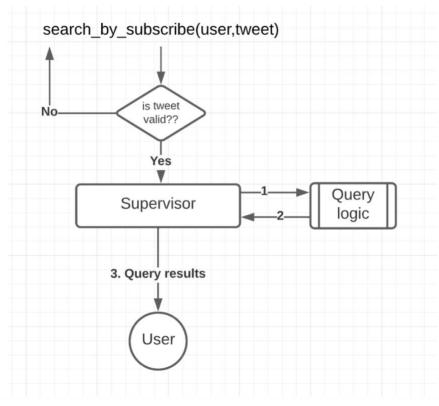


# Retweet



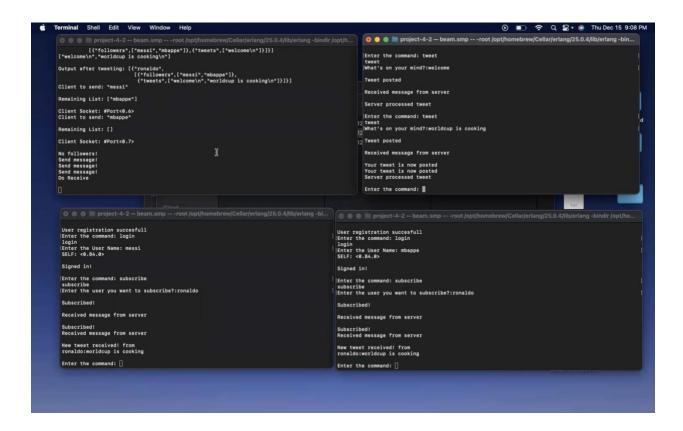
# Supervisor Supervisor Query Tweet by hashtag Search\_by\_mention(user,mention) Supervisor User User

# Query Tweet of subscribed user



## **Output:**





### **Conclusion:**

Twitter like engine is successfully implemented using actor model in erlang. The architecture is partly p2p and partly server-client model.

## Link for demo video:

https://youtu.be/qKDoWGd-AAA