

# Posting Network Platform

Tomás Cárdenas Benítez - 20221020021  
Juan Jesus Poveda - 20202020128

1

## INTRODUCTION

We want to recreate an application that can publish user ideas or activities, using different methods, whether audio, video, etc. Used the methods and techniques of programming models seen in class, as well as the guidelines and registration of technicians handled in the class.

2

## GOAL

The goal of this project is to create a social media platform with a good environment for the active, and new, users of the platform, while having better interactions with the platform elements

3

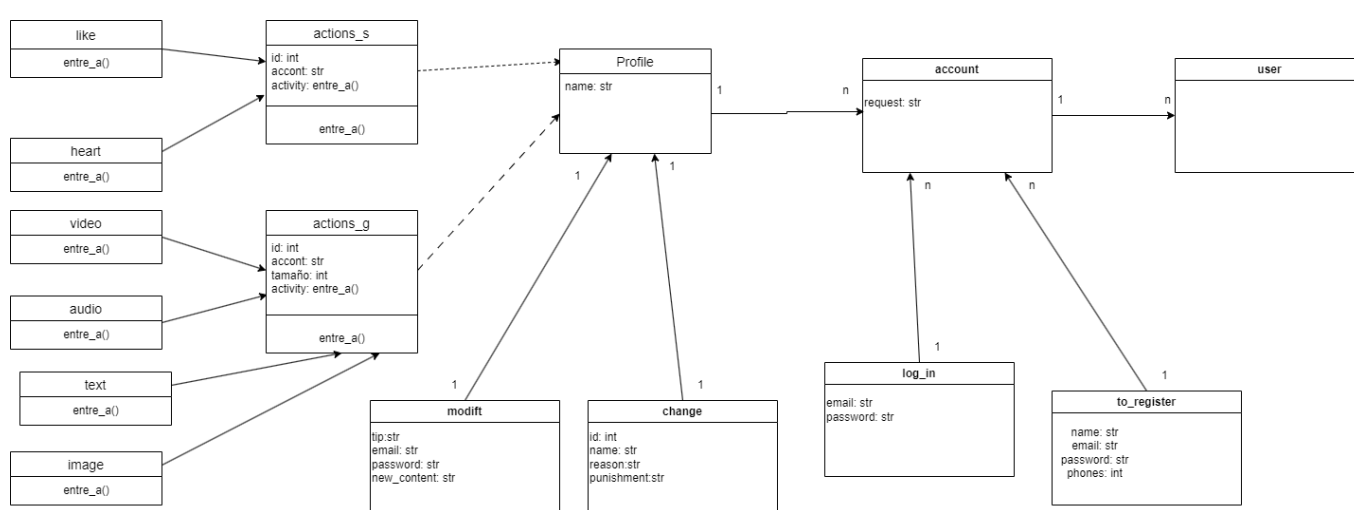
## CONCEPTS

- Assosation
- Dependency
- Composition
- Agregation
- Design Patterns:
  - Factory

4

## METHOD

The method for creation of the platform propoded is:



The writing actions of the page are done with the factory pattern, generating the files or information provided by the user that he needs as a requirement, to be active in his account. In addition to the profile object, it regulates user information and manages account status changes.

5

## CONCLUSIONS

6

## BIBLIOGRAPHY

- 1.
- 2.
- 3.