Final Project: Twitter Me This

By
Valay Brahmbhatt and Zvonko Kavelj

Description of project:

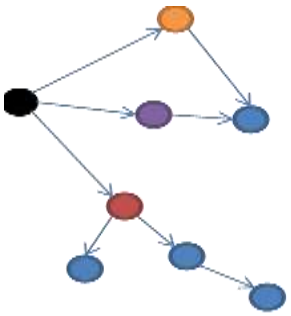
We are creating a program that will reach the greatest number of users while still staying under the radar of Twitter's lawyers. The number of Tweets we can send is sometimes 20 while others its 100; it's always changing. This program tells how many individuals it can reach via Twitter. And it tells you who the key people to tweet to are.

Description of data structures:

We are thinking of using the following data structures:
The main data structure is Graph implemented by adjacency list we chose adjacency list over matrix because it would be more space efficient. Matrix would create gaps in the code. We also implemented Queues and Vectors in the graph.

Step-by-step instructions:

1. You will be asked to enter a filename - If the filename is invalid then you will be asked again until the right .csv file is entered. Next it will read in this file, and put each number and its UserID into a vector, and sort the numbers in ascending order depending on their number of FollowersID.
2. Next, the randFunction will generate a random number of tweets minimum of 20 and max of 100.
3. After that we create a graph the black node, and transverse through orange, purple, and red.
4. Pick the red one because it the highest number of followers and keep going.
5. Finally create an output file that will output text file which will have all the UserID.



IDE/OS:

CodeBlocks, since both of us have this on our laptops, and previously had trouble with Visual Studios. We both used windows operating system.

List of who did what:

We first discussed what data structures we wanted to use, as well as the logic to implement the assignment. We would meet outside of class and work together on actually writing the code. We did most of the coding together (40% Zvonko, 60% Valay). We also worked with tutor who included Tom and Abdul. During our sessions together we both had thought about beforehand what we should do next, and we both took turns in actually typing up the code. Valay did most of the debugging and reported any issues, then we talked and thought about how to fix these issues. Zvonko wrote the documentation with some help from Valay.