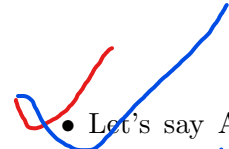


# CS 408 Term Project Details


Facebook kind of application for Sabancı University.

## Step 2

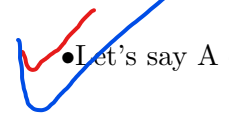
- Let's say we have 3 Clients: A, B and C. C is not from the database. A sends a request to C, then ERROR message such as User Does Not Exist in server and client GUI.
- Let's say A is sending a request to A: ERROR message such as You cannot send a request to yourself in server and client GUI.
- Let's say A has added B as a friend and B is not online. When B is online, B should see that A has added him/her.
- Let's say A adds B as a friend, the server GUI should have a message such as A has added B as a friend and Client GUI should have a message such as A has added you as a friend.
- Button or listbox in the client GUI should be present, so that the current friends of the person should be seen.
- From Step 1, we still should have everyone posts, also we should have a property to see only friend's posts and own posts with two other buttons.
- Let's say A removed B from its friends. B won't be able to see A's posts from now on and vice versa.
- Let's say A removed B: Message on Server GUI should be something like A removed B from its friends etc.
- Let's say A deleted a post by its attribute ID, the notification is A deleted a post.
- Let's say A deleted a post by its attribute ID, this post shouldn't be seen anywhere from now on.



- Let's say A deleted a post by its attribute ID, if ID is someone's post: ERROR message such as This post is not yours or you cannot delete this post etc.



- Let's say A deleted a post by its attribute ID, if ID is not existing: ERROR message such as This post does not exist etc.



- Let's say A deleted a post by its attribute ID, the notification is Your post has been deleted.