

27 > Build Tinder done

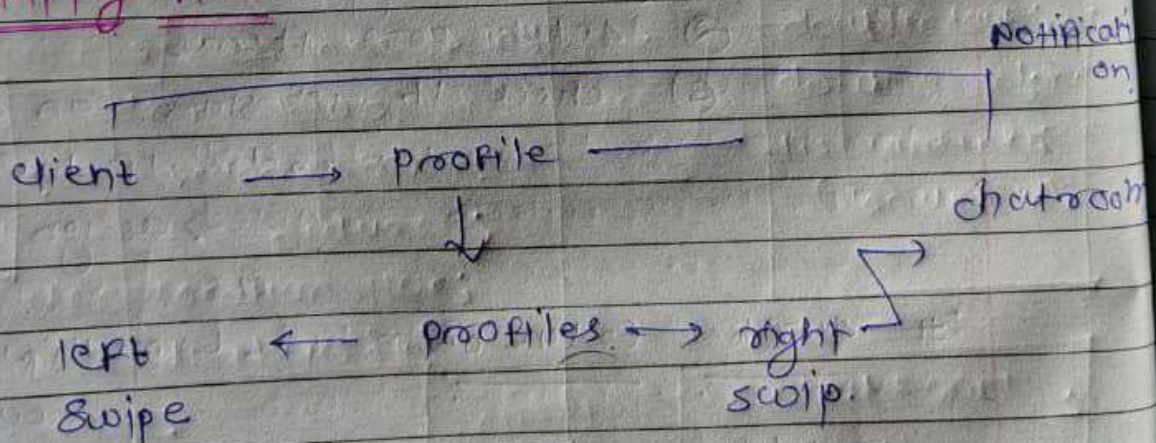
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Functional Requirements

- ① user can swipe left / Right to a profile.
- ② user can setup his/her own profile.
- ③ user can set his/her own preferences.
- ④ once there is a match they can chat in chatroom.
- ⑤ user can see all the profiles near their location. (Based on diff strategies).
- ⑥ user should get notified when there is a match. or receive a new message.
- ⑦ user monitoring should be based on several factors & scores like intent, match, location match, etc.

Happy Flow

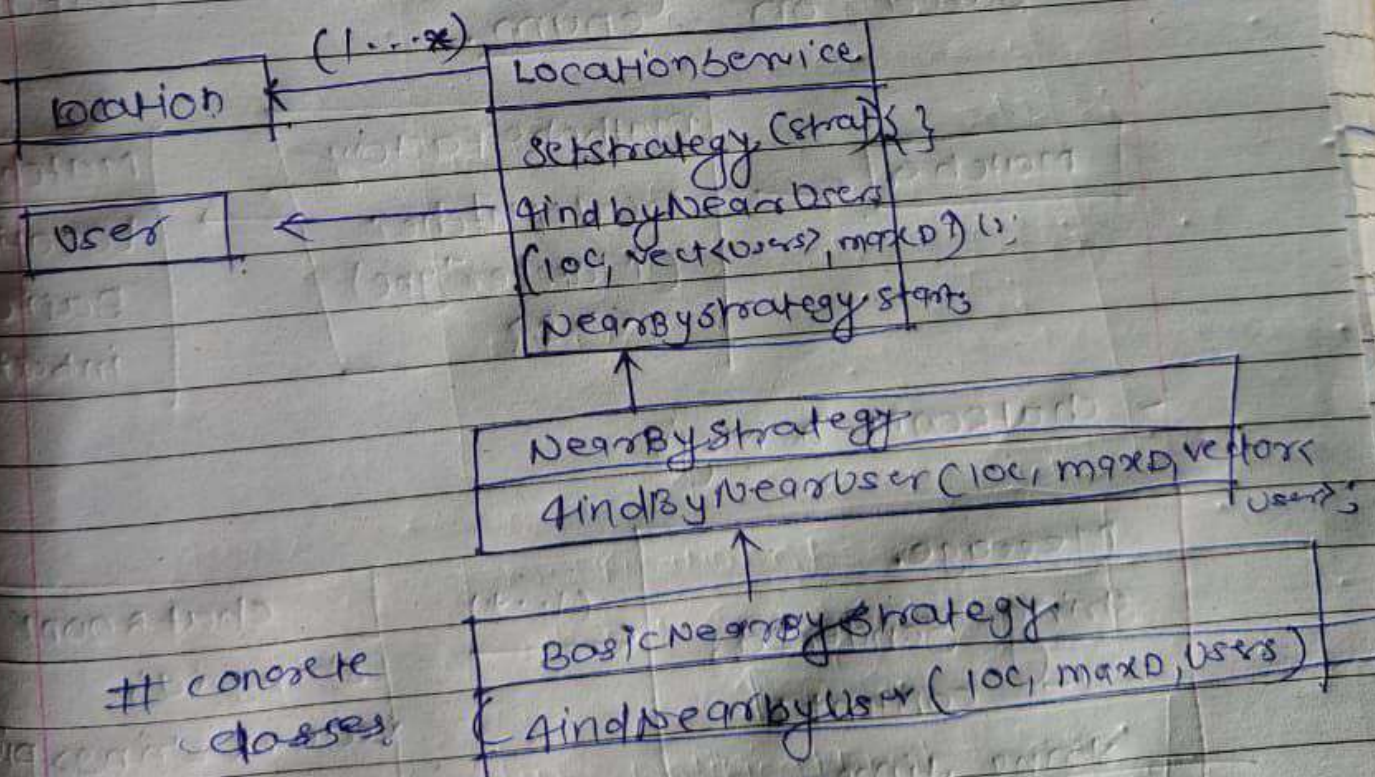


picture - stored as string as we assume we store path of images here
Location - is stored as object as if we don't that we have to store in longitude and latitude separately.
User preferences - based on user locations, interests.

multiple boolean methods can be stored in user like isInterestedIn, isLike, isDislike etc. which loop through history provide the answer.

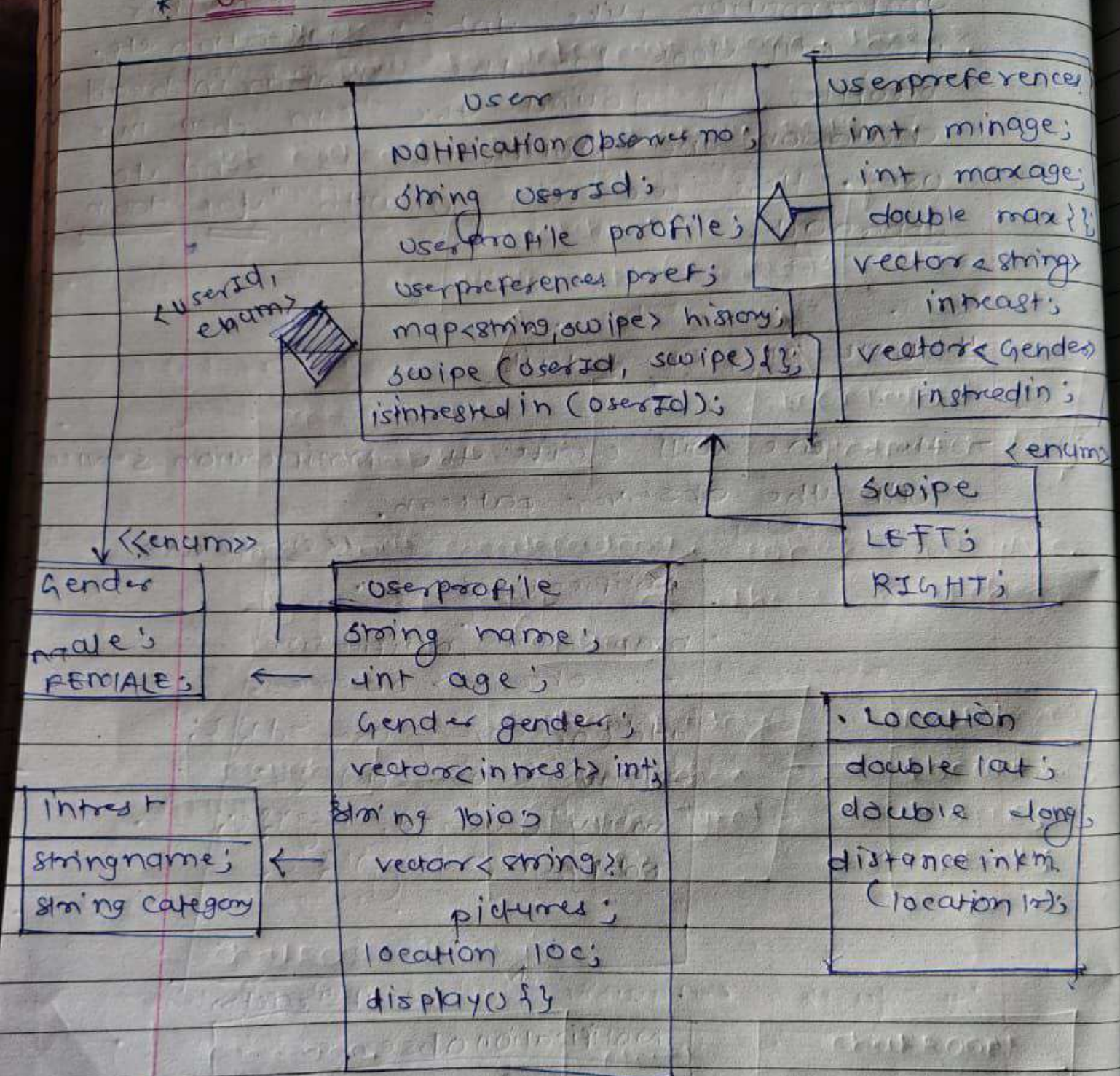
now to make other users to see profiles near the location.

↳ we will use location pattern.



concrete classes

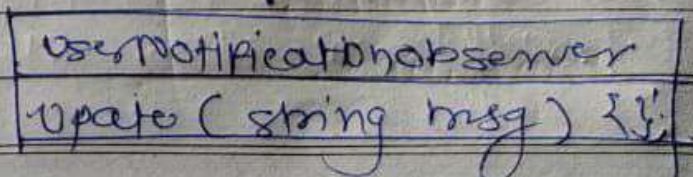
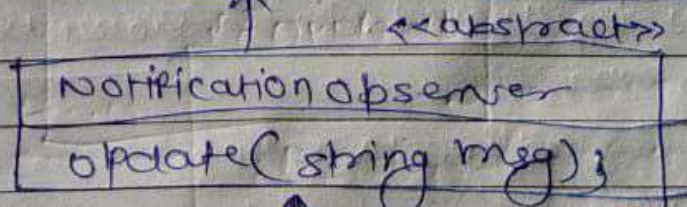
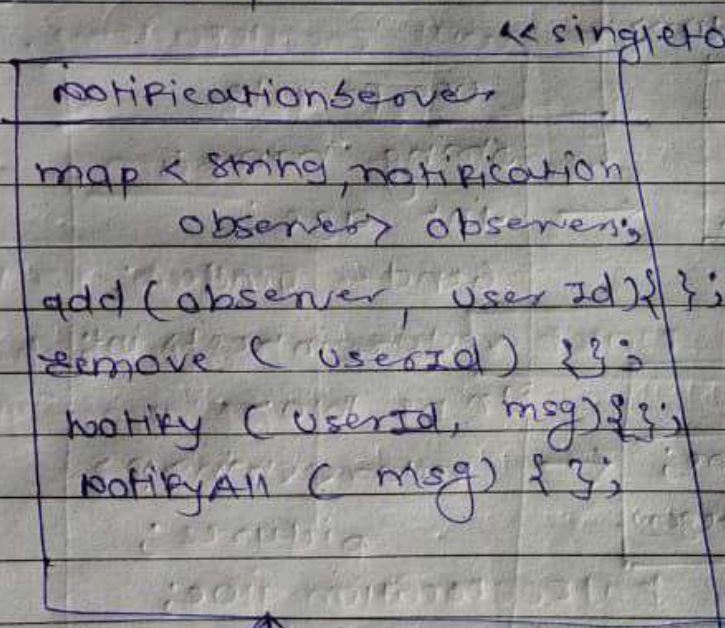
* user class (top-down approach).



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 User has a profile in which it has his information like interest, location etc. user will look for the similar instead profile. if found the can chat in chatroom and notification is send to user. Here we will go with "top-down approach".

UML program details

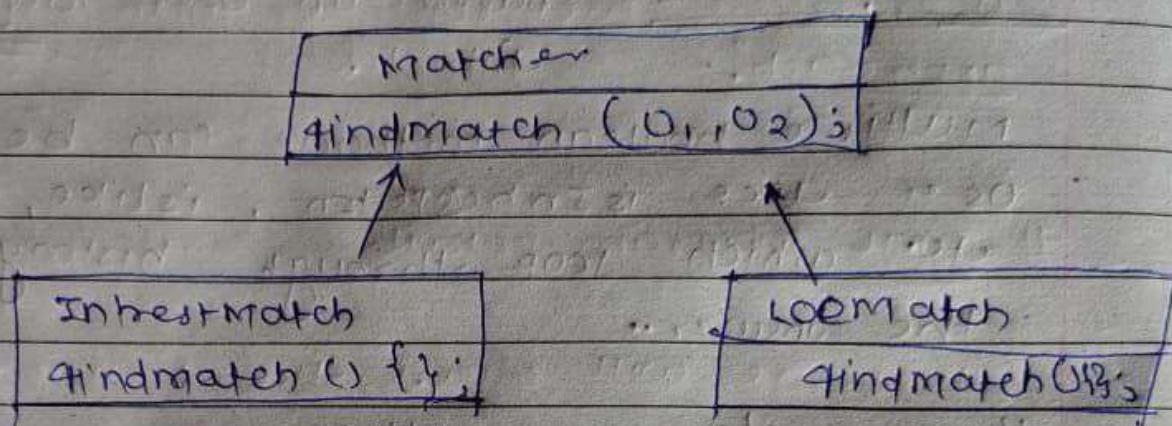
- Here we will create the Notification service with the observer pattern.



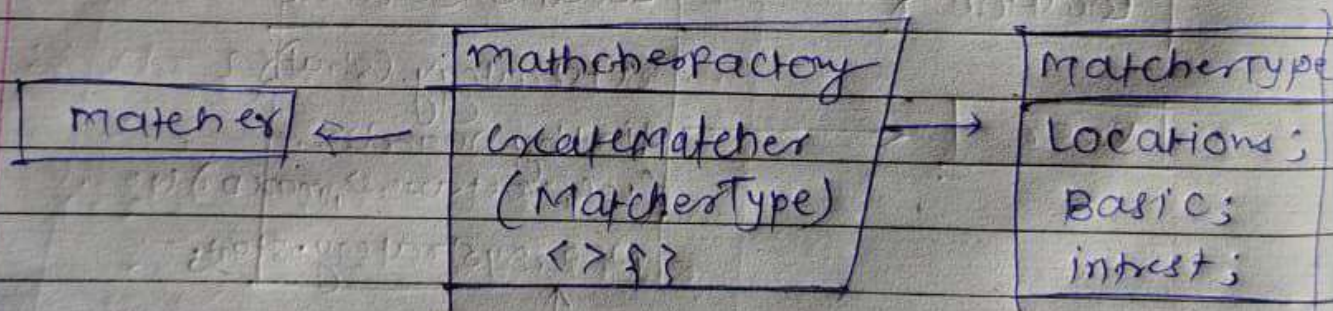
→ now, we have to work on user matching strategy

How to integrate work, there?

1st method - Basic strategy pattern.



- we will create factory which will give object of any of these matches based on enum.



- chatRoom & msg's

