

## **Group 7 - Braylon Steffen and Allen Chan**

**HTML Link:** <http://flip3.engr.oregonstate.edu:17154/index>

### **Summary:**

In step 1, we started with a 6-table database design that included all tables in this version but Friendships. The feedback for step 1 was to add a M:M relationship, and ensure consistency in table/attribute names (plural vs. singular). So we added the Friendships table, and decided each table would be the plural version of the word. For step 3, we started with more of a front-facing software due to misunderstanding of the project's nature. Because of this, we got some feedback that many of the CRUD elements appeared to be missing in our UI. We decided to start over on the UI to make it a straightforward representation of the database, with the user having full control over the data within, adding buttons for each of the CRUD functionalities. In step 4, we designed the SQL queries that would implement the CRUD functionalities. There were a number of syntax errors, but once those were resolved, the queries remained largely unchanged. In Step 5, we implemented most of the CREATE and READ functionalities for the database. We did not implement them for the Memberships and Friendships tables in time for feedback, but all the others seemed to be working. Additionally, we hadn't used the auto-incrementing ID attributes correctly and as such, the user was able to manually enter an ID value that would skew the ID counts. In Step 6, we completed the CREATE and READ functionalities, and implemented the new UPDATE and DELETE functionalities for each table. This was by far the most challenging aspect of the project due to many errors surrounding variable names and syntax. However, most of these functionalities worked. Finally, in between Step 6 and this final draft, we implemented a bit of error checking and dynamic SQL query generation, so that the website doesn't crash from minimal errors, and the search functionality works with any combination of missing/present attributes.

### **Cumulative Feedback Summary:**

- Add auto incrementing id
- Add insert for friendships and Memberships
- Lack of M:M relationship
- UI does not have any adding, searching, deleting or updating functions
- Change the relationship between Friends and Accounts to M:M relationship
- Moving all the tabs such as "create post" to the top of the page

### **Main Changes Made:**

- Added auto increment id
- Added insert for friendships and memberships
- Added update and delete for Accounts, Comments, Friendships, Groups, Memberships, Messages, and Posts
- Added type checking for some inputs
- Added M:M relationship with composite entity Friendships
- Separate links for posts, comments, and accounts

## Project Overview and Database Outline

### **Overview:**

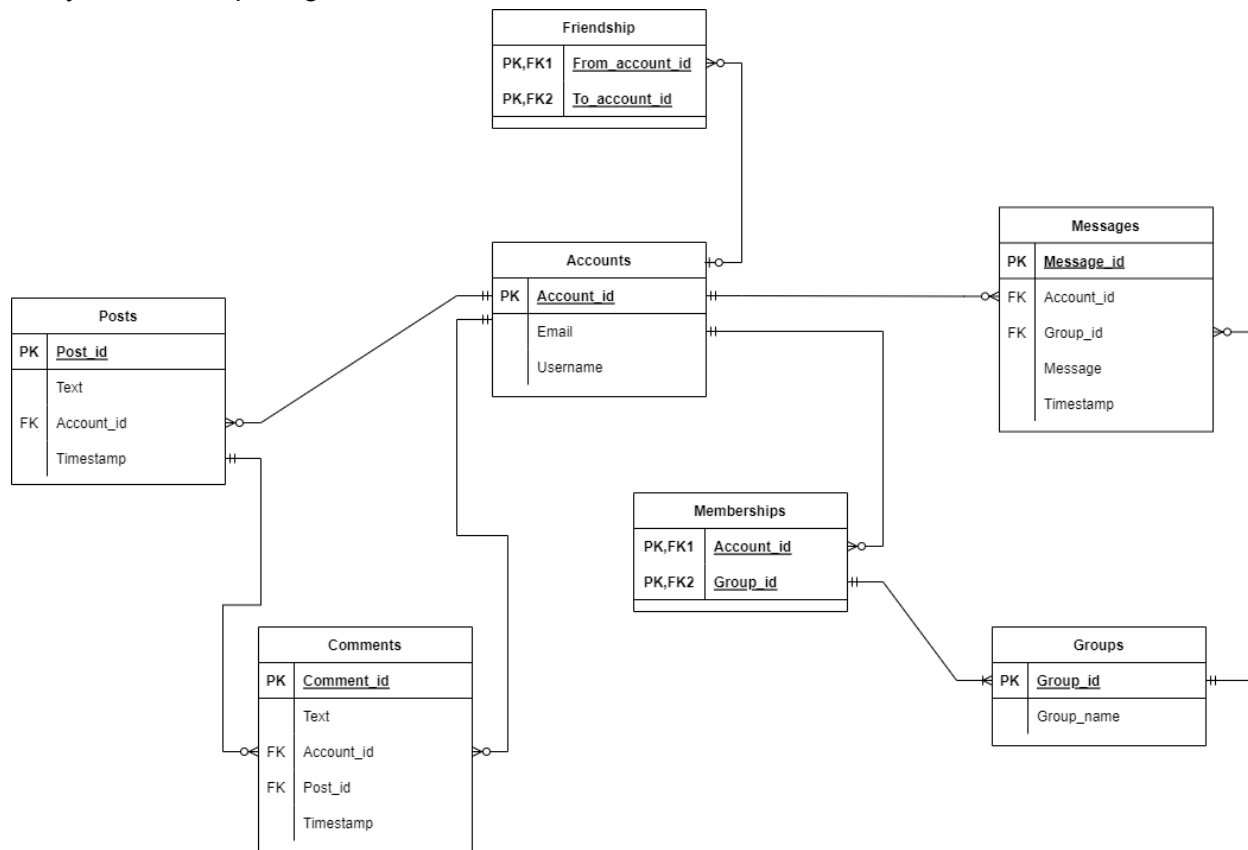
Social media has connected people globally, and generated new revenue streams through advertising. A database driven text-based social media website will allow users to connect and communicate seamlessly, and access content at all times. The social media platform can expect 100,000,000+ Accounts, with 500,000,000+ Messages, Posts, and Comments added on the database every day, as well as 50,000,000+ Groups total. Most Accounts will have a relationship with many Posts, Messages, Comments, and Memberships/Groups. The purpose of this project is to show how a social media platform keeps stores and protects private information of user data while keeping everything organized. A social media database must be dynamic because there will always be new features being added and removed.

### **Database Outline: Social Media Entities**

- **Accounts** - The purpose of this entity is to identify the user's account.
  - **Account\_id**: int, auto\_increment, unique, not NULL, PK
  - **Email**: string, not NULL
  - **Username**: string, unique, not NULL
  - **Relationship**: a 1:M relationship between Accounts and Posts with Account\_id as a FK inside Posts
  - **Relationship**: a 1:M relationship between Accounts and Comments with Account\_id as a FK inside Comments
  - **Relationship**: a 1:M relationship between Accounts and Memberships with Account\_id as a FK inside Memberships
  - **Relationship**: a 1:M relationship between Accounts and Messages with Account\_id as a FK inside Messages
  - **Relationship**: an indirect M:N relationship between Accounts and Groups, with Memberships linking Account\_id and Group\_id as a composite entity
  - **Relationship**: a M:M relationship between Accounts and Friendships to show user is friends with another user
- **Posts** - This entity identifies and stores the contents of a post from a given user
  - **Post\_id**: int, auto\_increment, unique, not NULL, PK
  - **Text**: string, not NULL
  - **Account\_id**: int, auto\_increment, unique, not NULL, FK
  - **Timestamp**: datetime, not NULL
  - **Relationship**: a 1:M relationship between Posts and Comments with Post\_id as a FK inside Comments
- **Comments** - This entity identifies and stores comments on a given post
  - **Post\_id**: int, auto\_increment, unique, not NULL, FK
  - **Comment\_id**: int, auto\_increment, unique, not NULL, PK
  - **Account\_id**: int, auto\_increment, unique, not NULL, FK
  - **Text**: string, not NULL
  - **Timestamp**: datetime, not NULL
- **Memberships** - This will identify an account being a member of a given group
  - **Account\_id**: int, auto\_increment, unique, not NULL, FK, PK

- **Group\_id**: int, auto\_increment, unique, not NULL, FK, PK
- **Relationship**: a M:1 relationship between Accounts and Groups with Group\_id as a FK inside Memberships
- **Groups** - This will identify the groups in which direct messages are sent
  - **Group\_id**: int, auto\_increment, unique, not NULL, PK
  - **Group\_name**: string, not NULL
  - **Relationship**: a 1:M between Groups and Messages with Group\_id as a FK inside Messages
- **Messages** - This will identify the messages in a group, by a specific account
  - **Message\_id**: int, auto\_increment, unique, not NULL, PK
  - **Account\_id**: int, auto\_increment, unique, not NULL, FK
  - **Group\_id**: int, auto\_increment, unique, not NULL, FK
  - **Message**: string, not NULL
  - **Timestamp**: datetime, not NULL
- **Friendships** - This will show if a user is friends with another user
  - **From\_Account\_id** - int, auto\_increment, unique, not NULL, FK, PK
  - **To\_Account\_id** - int, auto\_increment, unique, not NULL, FK, PK

## Entity-Relationship Diagram



## Database Schema

### **Account**

*Account\_id*: int(11), auto\_increment, primary key

*Email*: varchar(254)

*Username*: varchar(15)

### **Posts**

*Post\_id*: int(11), auto\_increment, primary key

*Text*: varchar(280)

*Account\_id*: int(11), foreign key to Accounts.Account\_id

*Timestamp*: datetime

### **Comments**

*Comment\_id*: int(11), auto\_increment, primary key

*Text*: varchar(280)

*Account\_id*: int(11), foreign key to Accounts.Account\_id

*Post\_id*: int(11), foreign key to Posts.Post\_id

*Timestamp*: datetime

### **Messages**

*Message\_id*: int(11), auto\_increment, primary key

*Group\_id*: int(11), foreign key to Groups.Group\_id

*Account\_id*: int(11), foreign key to Accounts.Account\_id

*Message*: varchar(255)

*Timestamp*: datetime

### **Memberships**

*Account\_id*: int(11), foreign key to Accounts.Account\_id, primary key

*Group\_id*: int(11), foreign key to Groups.Group\_id, primary key

### **Groups**

*Group\_id*: int(11), auto-increment, primary key

*Group\_name*: var\_char(64)

### **Friendships**

*From\_Account\_id*: int(11), primary key, foreign key to Accounts.Account\_id

*To\_Account\_id*: int(11), primary key, foreign key to Accounts.Account\_id

## Database User Interface

### Accounts list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Account_id	Username	Email	
1	footballguy12	jeffk@hello.com	
2	albthatsme	aliceb@hello.com	
3	roberth77	bobh@hello.com	
4	newuser1234	useremail@hello.com	
	<input type="text"/>	<input type="text"/>	<input type="button" value="Add"/>

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="button" value="Search"/> <input type="button" value="Update"/> <input type="button" value="Delete"/>

**Image 1:** All CRUD functionalities for Accounts table

### Friendships list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

From_Account_id	To_Account_id	
1	2	
1	3	
2	3	
3	1	
4	1	
<input type="text"/>	<input type="text"/>	<input type="button" value="Add"/>

<input type="text"/>
<input type="text"/>
<input type="button" value="Search"/> <input type="button" value="Delete"/>

**Image 2:** CREATE/READ/DELETE functionalities for Friendships table, no UPDATE by design

### Posts list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Post_id	Text	Account_id	
1	This is my first post!	1	
2	Hello World!	2	
3	Welcome!	3	
4	Hello everyone!	4	
5	New Test	3	
7	test	2	
	<input type="text"/>	<input type="text"/>	<input type="button" value="Add"/>

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="button" value="Search"/> <input type="button" value="Update"/> <input type="button" value="Delete"/>

**Image 3:** All CRUD functionalities for Posts table

#### Comments list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Comment_id	Text	Account_id	Post_id	
1	Nice post!	2	3	
2	Yeah I agree.	1	2	
3	lol	4	1	
4	yeah true I think	4	3	
5	what do you mean?	3	4	
6	love this.	2	2	
7	test	2	1	
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="button" value="Add"/>

Image 4: All CRUD functionalities for Comments table

#### Memberships list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Account_id	Group_id	
3	2	
4	2	
<input type="text" value="Account_id"/>	<input type="text" value="Group_id"/>	<input type="button" value="Add"/>

Image 5: CREATE/READ/DELETE functionalities for Memberships table, no UPDATE by design

#### Groups list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Group_id	Group_name	
2	Group 2	
	<input type="text" value="Group_name"/>	<input type="button" value="Add"/>

Image 6: All CRUD functionalities for Groups table

#### Messages list

[Home](#) [Accounts](#) [Friendships](#) [Posts](#) [Comments](#) [Memberships](#) [Groups](#) [Messages](#)

Message_id	Account_id	Group_id	Message	
5	3	2	How are you doing?	
6	4	2	Great!	
8	1	2	Terrible	
	<input type="text" value="Account_id"/>	<input type="text" value="Group_id"/>	<input type="text" value="Message"/>	<input type="button" value="Add"/>

Image 7: All CRUD functionalities for Messages table