

# **Mini Twitter**

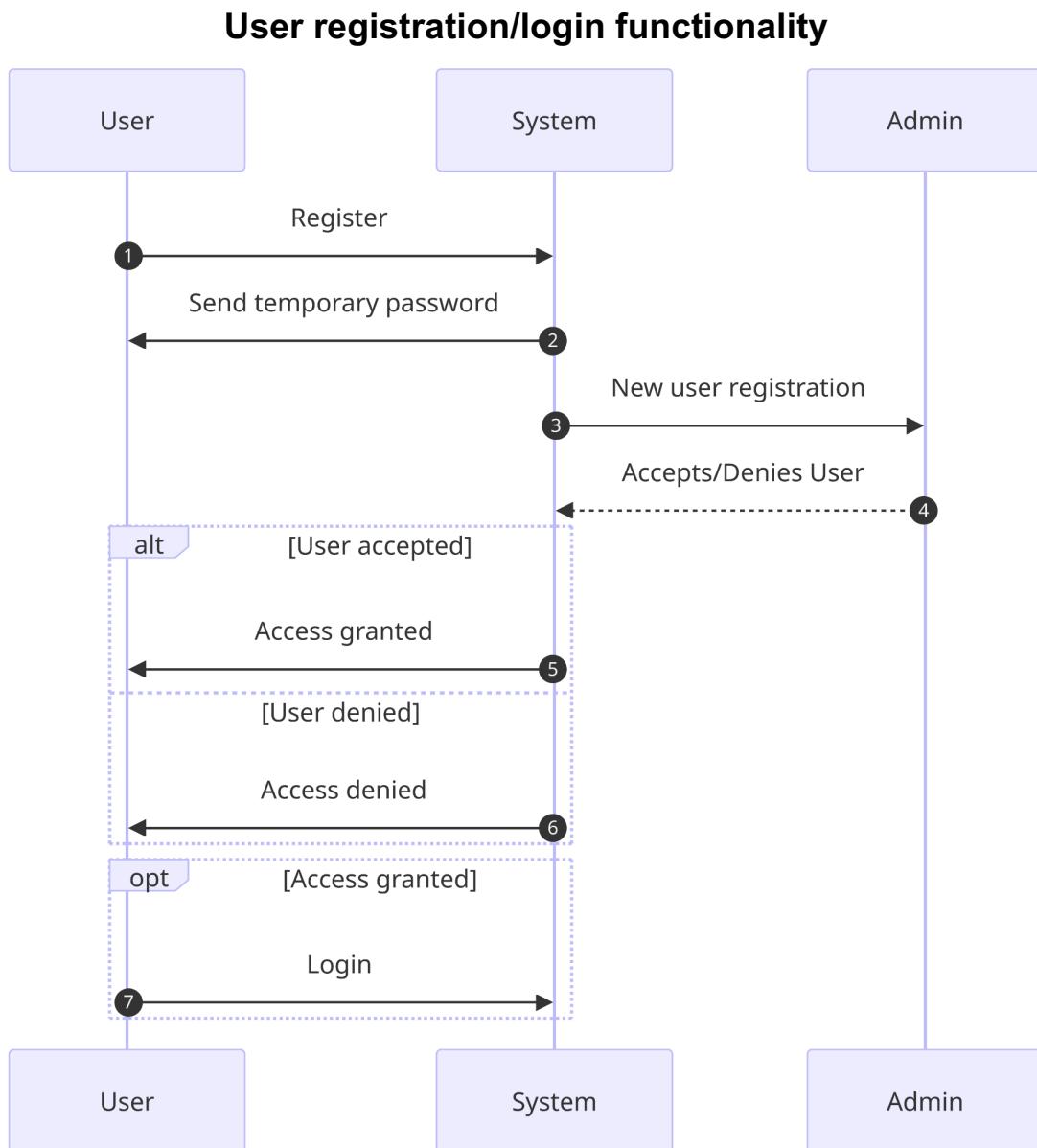
## **Design report**

Chapters:

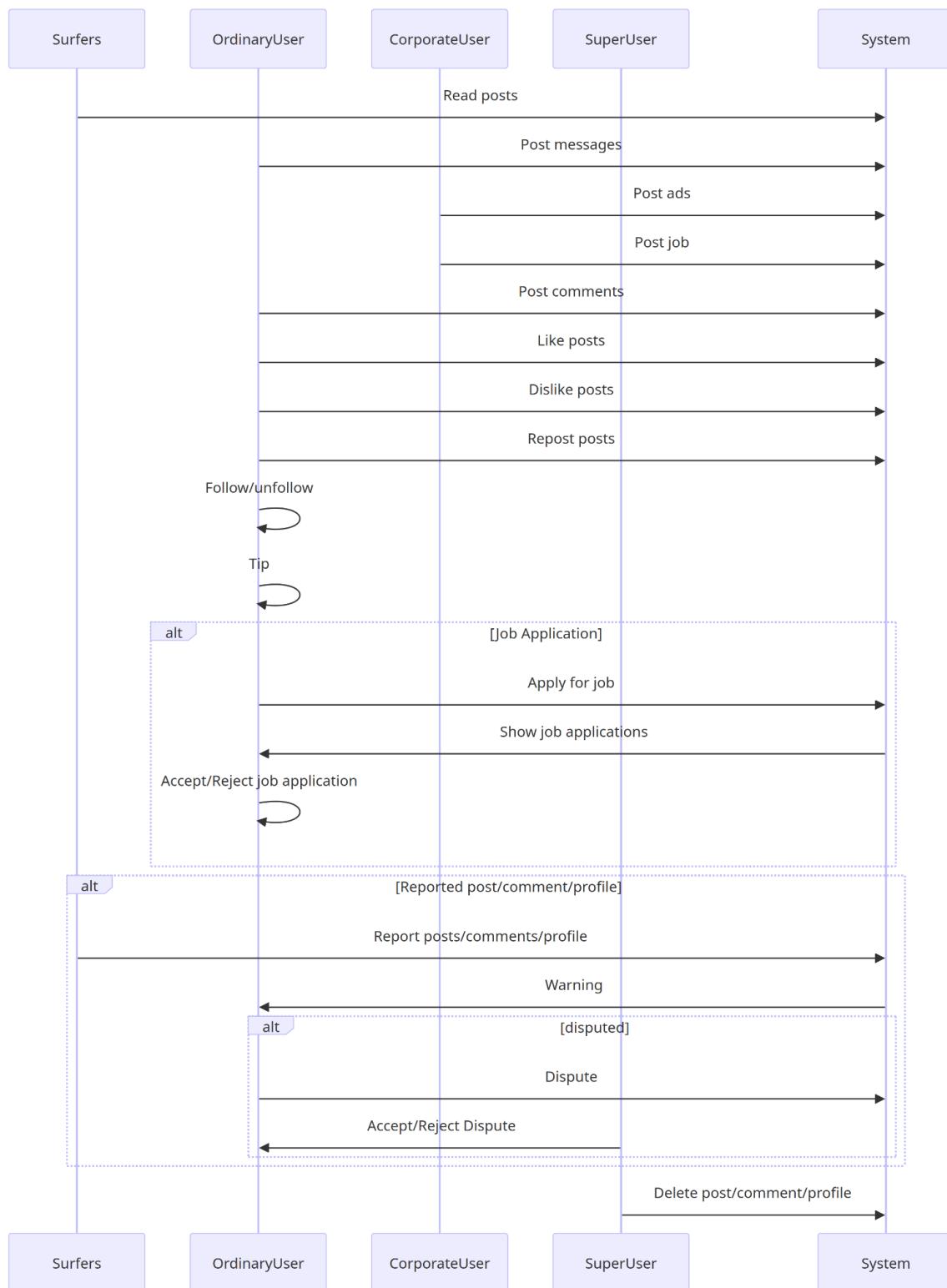
1. Overall picture of the system and use cases
2. Collaboration class and E-R Diagram
3. Detailed design and class diagrams
4. System screen prototypes
5. Group Memos
6. Github Link

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# Overall picture of the system and use cases

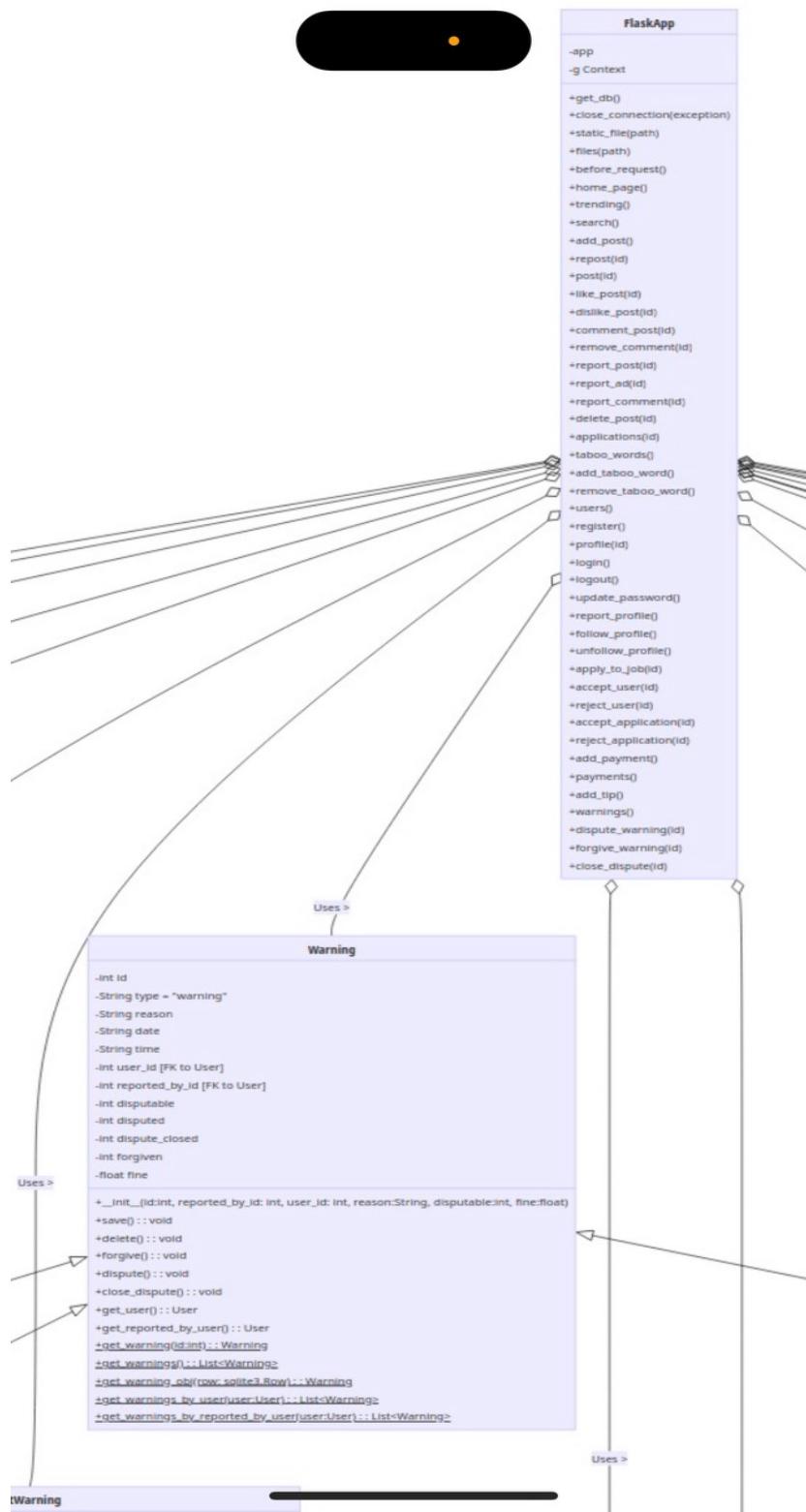


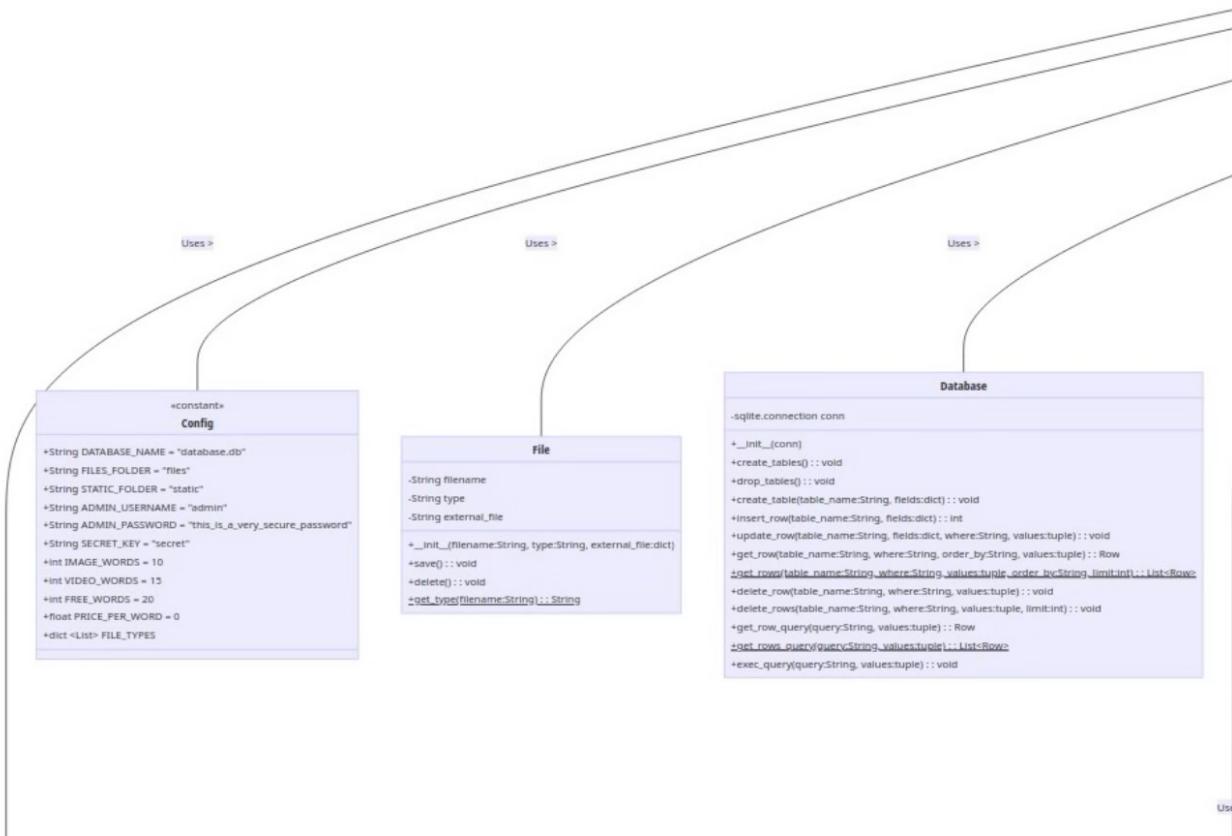
## User actions in the system

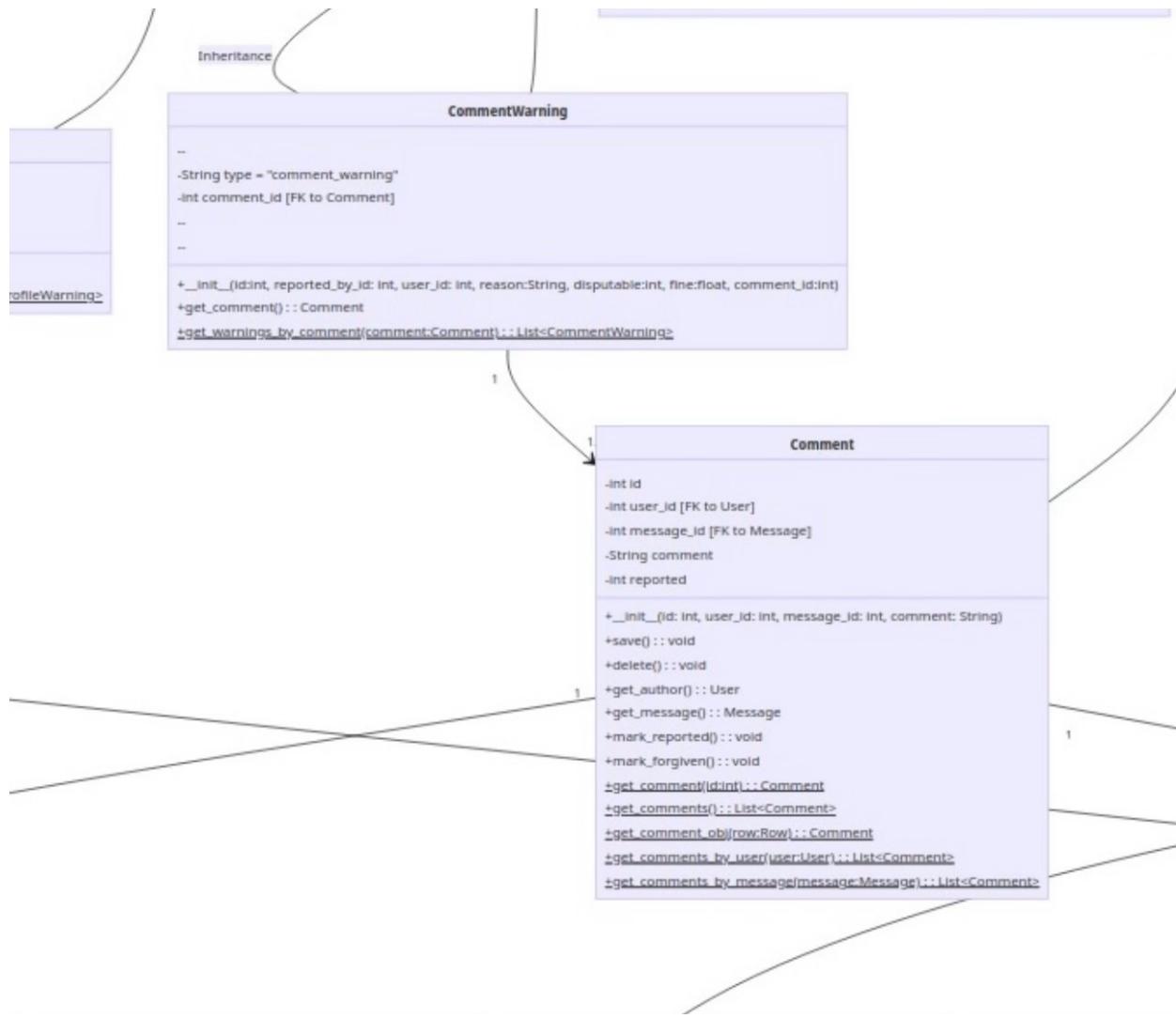


# Collaboration class and E-R Diagram

Screenshots of Collaboration diagram (zoomed in):





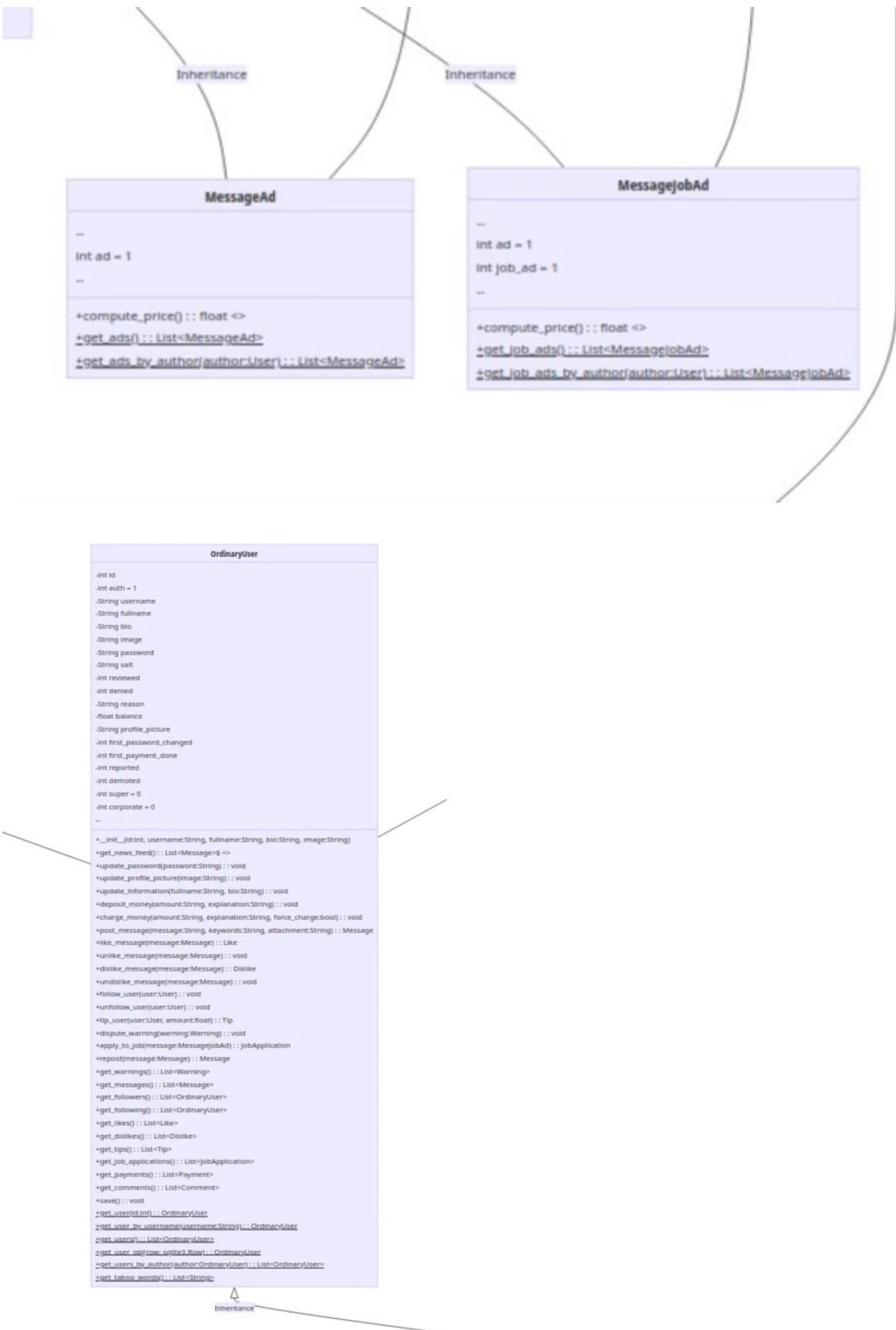


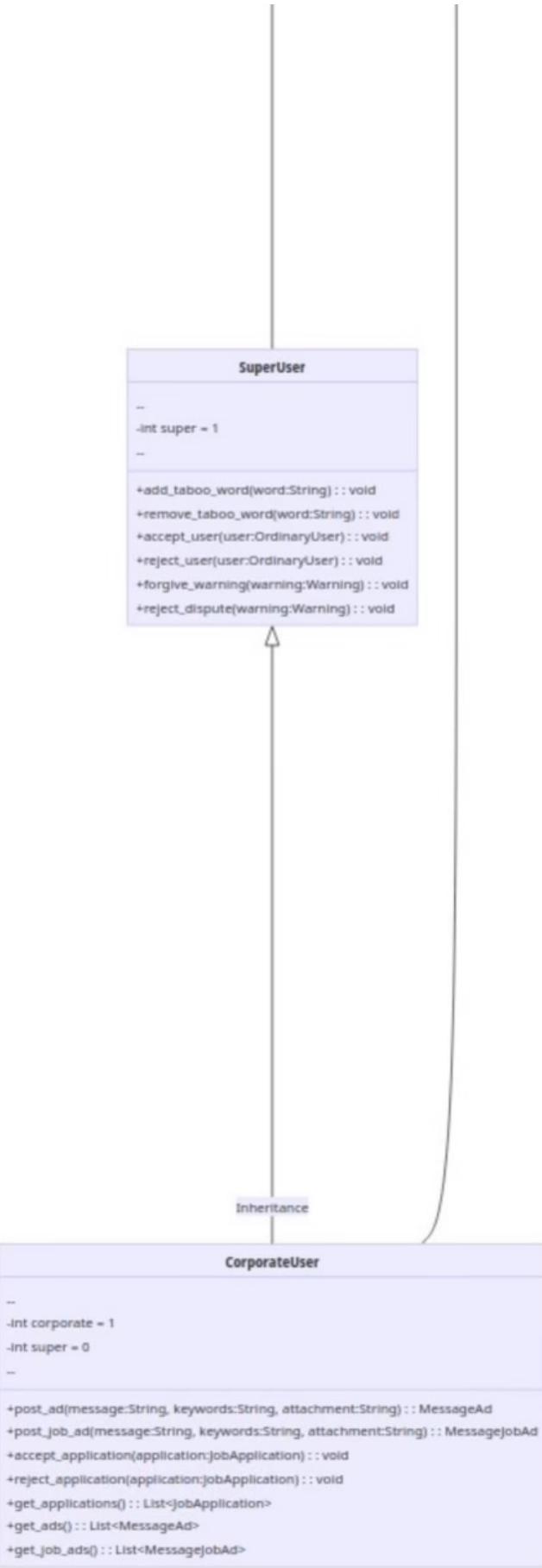












## **Detailed design and class diagrams**

### **System description**

The system is formed using the following elements

- A sqlite3 database
- A Flask webserver written in Python
- GUI will be web-browser-based
- HTML/Jinja for templating
- Bootstrap 5.0 for consistent layout
- Javascript for actions that do not require page reload, in the web-browser

The database includes the following tables:

- users
- messages
- comments
- likes
- follows
- tips
- payments
- job\_applications
- warnings

The server-side code will include the following classes:

- FlaskApp
- Comment
- CommentWarning
- Config
- CorporateUser
- Database
- Dislike
- File
- JobApplication
- Like
- Message
- MessageAd
- MessageJobAd
- MessageWarning
- OrdinaryUser
- Payment
- ProfileWarning
- SuperUser
- Tip
- User
- Warning

## Comment

Diagram:

Comment	
-int id	
-int user_id [FK to User]	
-int message_id [FK to Message]	
-String comment	
-int reported	
+__init__(id: int, user_id: int, message_id: int, comment: String)	
+save() :: void	
+delete() :: void	
+get_author() :: User	
+get_message() :: Message	
+mark_reported() :: void	
+mark_forgiven() :: void	
<u>+get_comment(id:int) :: Comment</u>	
<u>+get_comments() :: List&lt;Comment&gt;</u>	
<u>+get_comment_obj(row:Row) :: Comment</u>	
<u>+get_comments_by_user(user:User) :: List&lt;Comment&gt;</u>	
<u>+get_comments_by_message(message:Message) :: List&lt;Comment&gt;</u>	

Methods:

**\_\_init\_\_(id: int, user\_id: int, message\_id: int, comment: String)**

if id, get comment by id, otherwise save a new comment

**save()**

save info to the database

**delete()**

delete comment from the database

**get\_author()**

get the user who commented  
**get\_message()**  
get the message that was commented  
**mark\_reported()**  
mark the comment as reported and save  
**mark\_forgiven()**  
mark the comment as not reported and save  
**get\_comment(id:int)**  
get comment by id  
**get\_comments()**  
get all comments  
**get\_comment\_obj(row: sqlite3.Row)**  
create a Comment object from a sqlite3.Row  
**get\_comments\_by\_user(user:User)**  
get all comments by a user  
**get\_comments\_by\_message(message:Message)**  
get all comments for a message

## Config

This is only a Config.py file with various settings of the app

```
«constant»  
Config  
  
+String DATABASE_NAME = "database.db"  
+String FILES_FOLDER = "files"  
+String STATIC_FOLDER = "static"  
+String ADMIN_USERNAME = "admin"  
+String ADMIN_PASSWORD = "this_is_a_very_secure_password"  
+String SECRET_KEY = "secret"  
+int IMAGE_WORDS = 10  
+int VIDEO_WORDS = 15  
+int FREE_WORDS = 20  
+float PRICE_PER_WORD = 0  
+dict <List> FILE_TYPES
```

## Database

Diagram:

Database
-sqlite.connection conn  +__init__(conn) +create_tables() :: void +drop_tables() :: void +create_table(table_name:String, fields:dict) :: void +insert_row(table_name:String, fields:dict) :: int +update_row(table_name:String, fields:dict, where:String, values:tuple) :: void +get_row(table_name:String, where:String, order_by:String, values:tuple) :: Row <u>+get_rows(table_name:String, where:String, values:tuple, order_by:String, limit:int) :: List&lt;Row&gt;</u> +delete_row(table_name:String, where:String, values:tuple) :: void +delete_rows(table_name:String, where:String, values:tuple, limit:int) :: void +get_row_query(query:String, values:tuple) :: Row <u>+get_rows_query(query:String, values:tuple) :: List&lt;Row&gt;</u> +exec_query(query:String, values:tuple) :: void

Methods:

**\_\_init\_\_(conn)**

sets the connection variable

**create\_tables()**

creates the tables in the database

**drop\_tables()**

drop all the tables from the database

**create\_table(table\_name:String, fields:dict)**

create a table in the database

**insert\_row(table\_name:String, fields:dict)**

insert a row into the database and return its id

**update\_row(table\_name:String, fields:dict, where:String, values:tuple)**

update a row in the database

**get\_row(table\_name:String, where:String, order\_by:String, values:tuple)**

use get\_row\_query to get a row from the database given the params

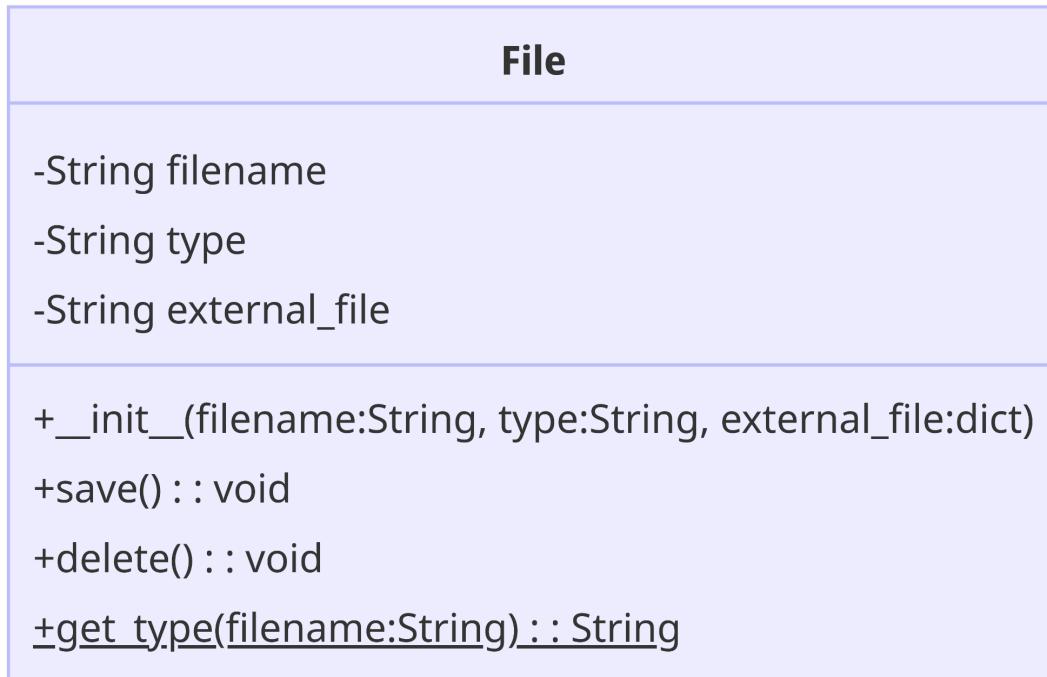
**get\_rows(table\_name:String, where:String, values:tuple, order\_by:String, limit:int)**

use get\_rows\_query to get rows from the database given the params

```
delete_row(table_name:String, where:String, values:tuple)
delete a row from the database
delete_rows(table_name:String, where:String, values:tuple, limit:int)
delete rows from the database
get_row_query(query:String, values:tuple)
exec a select and return only one row
get_rows_query(query:String, values:tuple)
exec a select and return all rows
exec_query(query:String, values:tuple)
exec a query
```

## File

Diagram:

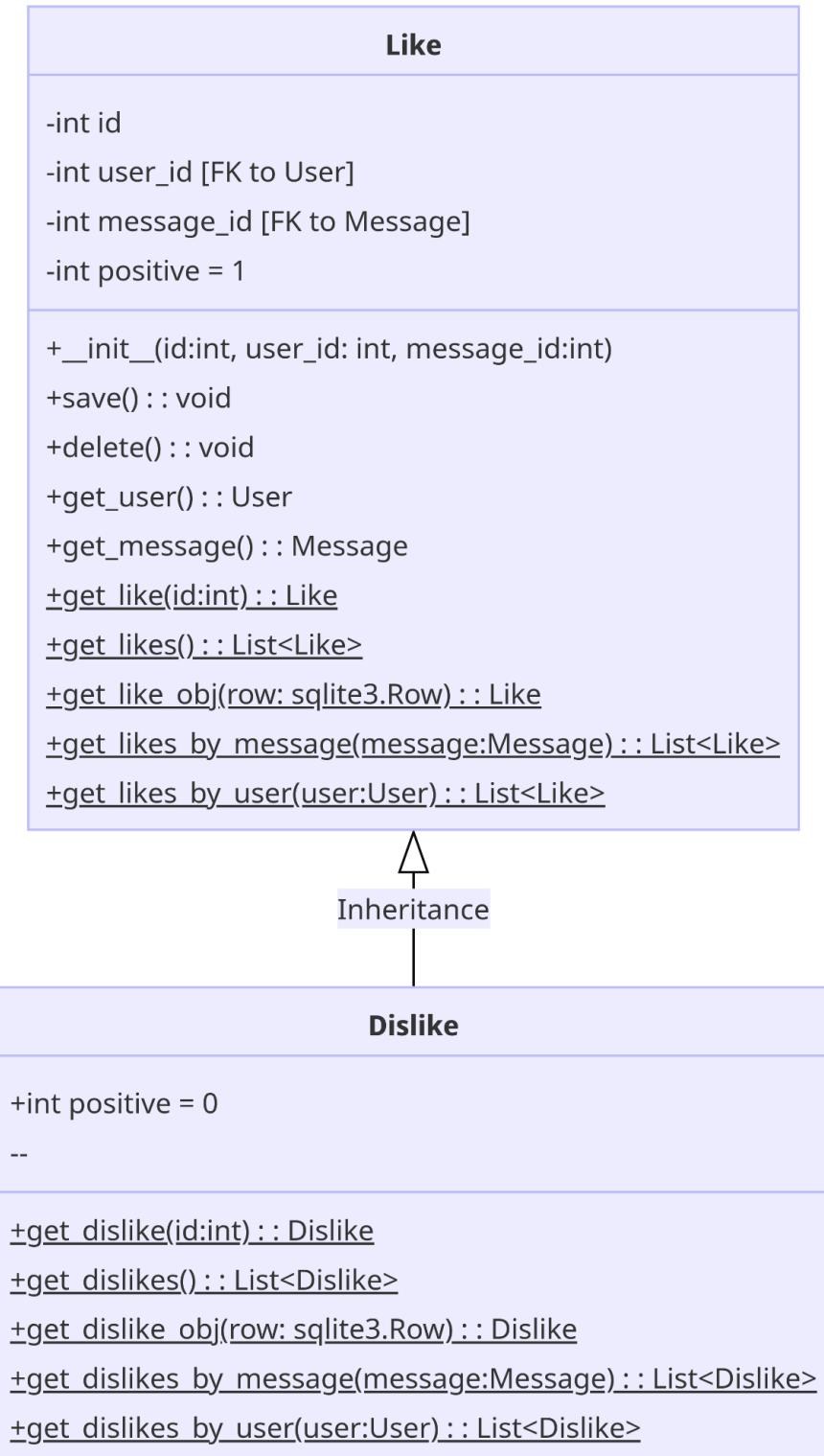


Methods:

```
__init__(filename:String, type:String, external_file:dict)
if filename, get file by filename, otherwise save a new file using external info
if the file is external, validate it's type
save()
if the file is external, save it to the system
delete()
delete file from the system
get_type(filename:String)
get the type of the file by filename
```

## Like, Dislike(Like)

Diagram:



Methods for Like class:

**\_\_init\_\_(id:int, user\_id: int, message\_id:int)**

if id, get like by id, otherwise save a new like

**save()**

save info to the database

**delete()**

delete like from the database

**get\_user()**

get the user who liked the message

**get\_message()**

get the message that was liked

**get\_like(id:int)**

get like by id

**get\_likes()**

get all likes

**get\_like\_obj(row: sqlite3.Row)**

create a Like object from a sqlite3.Row

**get\_likes\_by\_message(message:Message)**

get all likes for a message

**get\_likes\_by\_user(user:User)**

get all likes by a user

Additional/Overwritten methods for Dislike class, which extends Like as they share attributes:

**get\_dislike(id:int)**

get dislike by id

**get\_dislikes()**

get all dislikes

**get\_dislike\_obj(row: sqlite3.Row)**

create a Dislike object from a sqlite3.Row

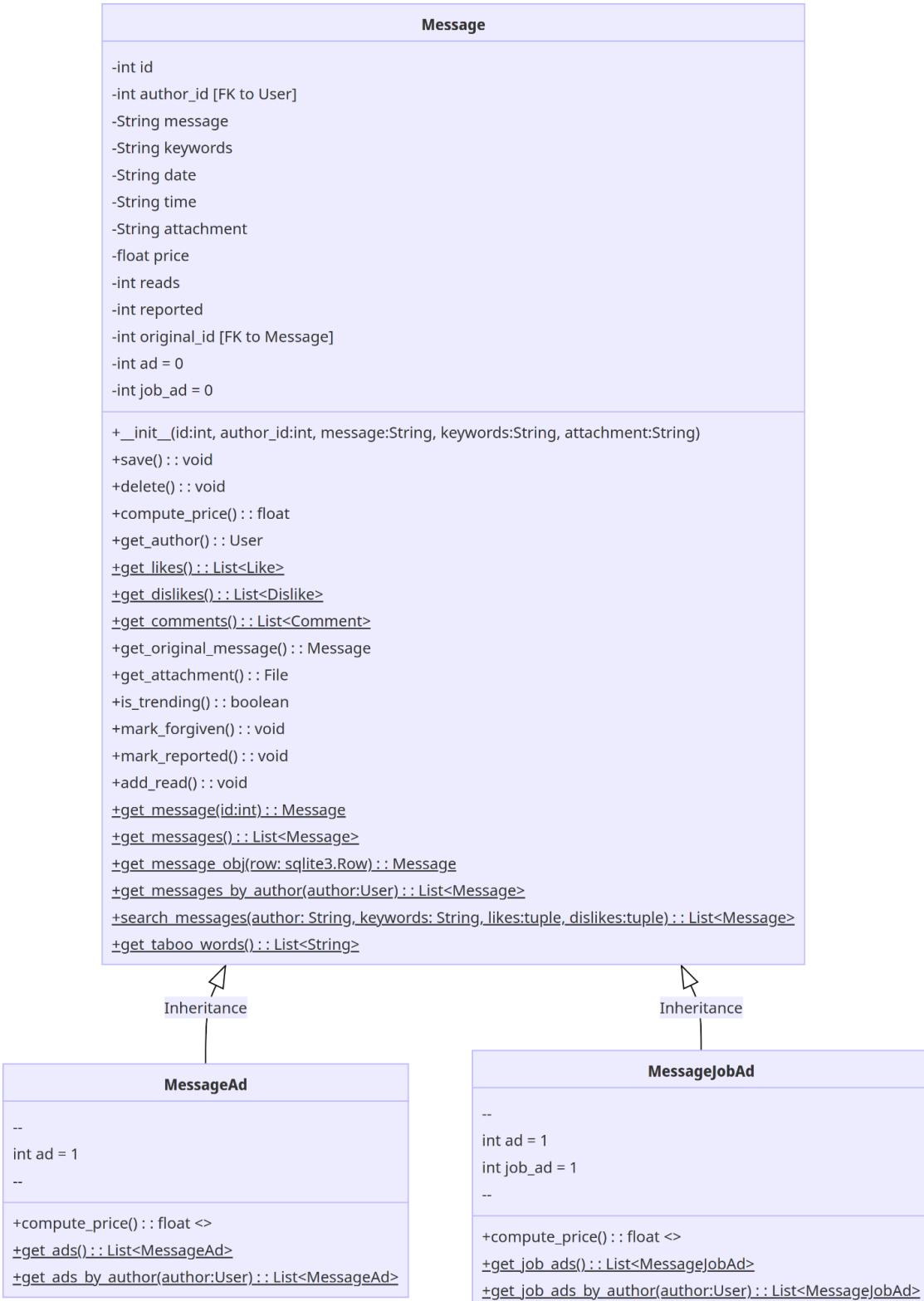
**get\_dislikes\_by\_message(message:Message)**

get all dislikes for a message

**get\_dislikes\_by\_user(user:User)**

get all dislikes by a user

## Message, MessageAd(Message), MessageJobAd(Message)



Methods for the Message class:

**\_\_init\_\_(id:int, author\_id:int, message:String, keywords:String, attachment:String)**

if id, get message by id, otherwise save a new message

if it is a new message, check and replace the number of taboo words

if it is a new message, check if author has the right to post it (corporate or ordinary)

**save()**

save info to the database

**delete()**

delete message from the database

**compute\_price()**

compute the price of the message

take the author status into account (corporate or ordinary)

**get\_author()**

get the user who posted the message

**get\_likes()**

get all likes for the message

**get\_dislikes()**

get all dislikes for the message

**get\_comments()**

get all comments for the message

**get\_original\_message()**

get the original message if this is a repost

**get\_attachment()**

get the attachment file

**is\_trending()**

check if the message is trending

**mark\_forgiven()**

mark the message as not reported and save

**mark\_reported()**

mark the message as reported and save

**add\_read()**

add a read to the message

**get\_message(id:int)**

get message by id

**get\_messages()**

get all messages

**get\_message\_obj(row: sqlite3.Row)**

create a Message object from a sqlite3.Row

**get\_messages\_by\_author(author:User)**

get all messages by a user

**search\_messages(author: String, keywords: String, likes:tuple, dislikes:tuple)**

search messages by author, keywords, number of likes and dislikes (min,max)

**get\_taboo\_words()**

get all taboo words

MessageAd and Message Job Ad extend message. The main difference between them is that MessageAd has the internal ad variable set to true and users can apply to that “message”.

Additional/Overwritten Methods for these classes:

**compute\_price()**

compute the price of the message, take into account that it is an ad

**get\_ads()**

get all ads

**get\_ads\_by\_author(author:User)**

get all ads by a user

## JobApplication

Diagram:

JobApplication	
-int id	
-int user_id [FK to User]	
-int message_id [FK to Message]	
-int answered	
-int accepted	
+__init__(id:int, user_id:int, message_id:int)	
+save() :: void	
+delete() :: void	
+accept() :: void	
+deny() :: void	
+get_user() :: User	
+get_message() :: Message	
<u>+get_job_application(id:int) :: JobApplication</u>	
<u>+get_job_applications() :: List&lt;JobApplication&gt;</u>	
<u>+get_job_application_obj(row: sqlite3.Row) :: JobApplication</u>	
<u>+get_job_applications_by_user(user:User) :: List&lt;JobApplication&gt;</u>	
<u>+get_job_applications_by_message(message:Messaage) :: List&lt;JobApplication&gt;</u>	

Methods:

**\_\_init\_\_(id:int, user\_id:int, message\_id:int)**

if id get application by id, otherwise save a new application

**save()**

save info to the database

**delete()**

delete application from the database

**accept()**

accept the application

**deny()**

deny the application

**get\_user()**

get the user who applied

**get\_message()**

get the message to which the user applied

**get\_job\_application(id:int)**

get application by id

**get\_job\_applications()**

get all applications

**get\_job\_application\_obj(row: sqlite3.Row)**

create a JobApplication object from a sqlite3.Row

**get\_job\_applications\_by\_user(user:User)**

get all applications by a user

**get\_job\_applications\_by\_message(message:Messaage)**

get all applications for a message

# User, OrdinaryUser(User), CorporateUser(OrdinaryUser), SuperUser(CorporateUser)



Methods for the User class:

**get\_news\_feed()**  
get trending posts first, others after

**get\_trending\_messages()**  
get trending posts

**search\_messages(author: String, keywords: String, likes:tuple, dislikes:tuple)**  
search posts by author, keywords, number of likes and dislikes (min,max)

**report\_message(message)**  
report a message  
issue a warning to the author  
check if the author has more than 3 warnings and take action if that's the case

**report\_ad(message)**  
report a message as an ad posted by a regular user  
issue a warning to the author  
fine the author 10  
check if the author has more than 3 warnings and take action if that's the case

**report\_comment(comment: Comment)**  
report a comment  
issue a warning to the author  
check if the author has more than 3 warnings and take action if that's the case

**report\_profile(user)**  
report a user  
issue a warning to the user  
check if the author has more than 3 warnings and take action if that's the case

**register(username: String, fullname: String, bio: String, type: enumerate("corporate", "ordinary"), image: String)**  
register as a user in the system  
create a temporary password  
return the temporary password

**login(username: String, password: String)**  
login to the system  
check if the user exists  
check if the password is correct  
set the user in the session  
return true if the login was successful

Additional/Overwritten methods for OrdinaryUser(User) class:

**\_\_init\_\_(id:int, username:String, fullname:String, bio:String, image:String)**  
if id, get user by id, otherwise save a new user

**get\_news\_feed()**  
overwrite the method from User

get the posts followed first, then trending, then others

**update\_password(password:String)**  
update the password

**update\_profile\_picture(image:String)**  
update the profile picture

**update\_information(fullname:String, bio:String)**  
update the information

**deposit\_money(amount:String, explanation:String)**  
deposit money into the account

save the payment

**charge\_money(amount:String, explanation:String, force\_charge:bool)**  
if force\_charge, charge the money  
otherwise, check if the user has enough money and only then charge

save the payment

**post\_message(message:String, keywords:String, attachment:String)**  
post a message

**like\_message(message:Message)**  
like a message

**unlike\_message(message:Message)**  
unlike a message

**dislike\_message(message:Message)**  
dislike a message

**undislike\_message(message:Message)**  
undislike a message

**follow\_user(user:User)**  
follow a user

**unfollow\_user(user:User)**  
unfollow a user

**tip\_user(user:User, amount:float)**  
check if the user has enough money  
tip the other user  
save the tip

**dispute\_warning(warning:Warning)**  
dispute a warning

**apply\_to\_job(message:MessageJobAd)**  
apply to a job

**repost(message:Message)**  
repost a message

**get\_warnings()**  
get all warnings

**get\_messages()**  
get all messages  
**get\_followers()**  
get all followers  
**get\_following()**  
get all following  
**get\_likes()**  
get all likes  
**get\_dislikes()**  
get all dislikes  
**get\_tips()**  
get all tips  
**get\_job\_applications()**  
get all jobs to which the user applied  
**get\_payments()**  
get all payments  
**get\_comments()**  
get all comments  
**save()**  
save the user to the database  
**get\_user(id:int)**  
get user by id  
**get\_user\_by\_username(username:String)**  
get user by username  
**get\_users()**  
get all users  
**get\_user\_obj(row: sqlite3.Row)**  
create an OrdinaryUser object from a sqlite3.Row  
**get\_users\_by\_author(author:OrdinaryUser)**  
get all users by a user  
**get\_taboo\_words()**  
get all taboo words

Additional/Overwritten methods for CorporateUser(OrdinaryUser) class:

**post\_ad(message:String, keywords:String, attachment:String)**  
post an ad  
**post\_job\_ad(message:String, keywords:String, attachment:String)**  
post a job ad  
**accept\_application(application:JobApplication)**  
accept a job application

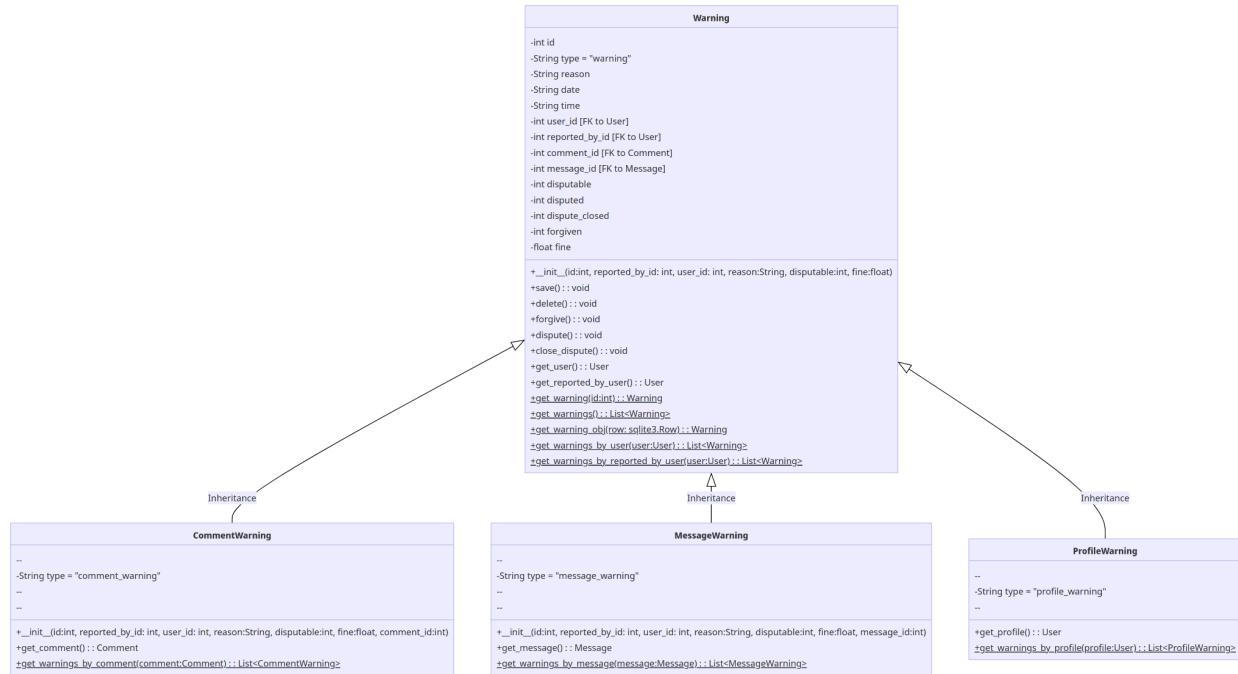
**reject\_application(application:JobApplication)**  
reject a job application  
**get\_applications()**  
get all job applications  
**get\_ads()**  
get all ads  
**get\_job\_ads()**  
get all job ads

Additional/Overwritten methods for SuperUser(CorporateUser) class:

**add\_taboo\_word(word:String)**  
add a taboo word  
**remove\_taboo\_word(word:String)**  
remove a taboo word  
**accept\_user(user:OrdinaryUser)**  
accept a user into the system  
**reject\_user(user:OrdinaryUser)**  
reject a user from registering into the system  
**forgive\_warning(warning:Warning)**  
forgive a warning  
**reject\_dispute(warning:Warning)**  
refuse to forgive a warning

# Warning, CommentWarning(Warning), MessageWarning(Warning), ProfileWarning(Warning)

Diagram:



Methods for the Warning class:

**\_\_init\_\_(id:int, reported\_by\_id: int, user\_id: int, reason:String, disputable:int, fine:float)**  
if id, get warning by id, otherwise save a new warning

**save()**

save info to the database

if the warning is new, fine the user if applicable

**delete()**

delete warning from the database

**forgive()**

forgive the warning

refund the fine if applicable

**dispute()**

dispute the warning

**close\_dispute()**

close the dispute without forgiving the warning

**get\_user()**

get the user who was warned

**get\_reported\_by\_user()**

get the user who reported the warning

**get\_warning(id:int)**

get warning by id

**get\_warnings()**

get all warnings

**get\_warning\_obj(row: sqlite3.Row)**

create a Warning object from a sqlite3.Row

**get\_warnings\_by\_user(user:User)**

get all warnings for a user

**get\_warnings\_by\_reported\_by\_user(user:User)**

get all warnings by a user

Additional/Overwritten methods for CommentWarning(Warning) class:

**get\_comment()**

get the comment that was warned

**get\_warnings\_by\_comment(comment:Comment)**

get all warnings for a comment

Additional/Overwritten methods for MessageWarning(Warning) class:

**get\_message()**

get the message that was warned

**get\_warnings\_by\_message(message:Message)**

get all warnings for a message

Additional/Overwritten methods for ProfileWarning(Warning) class:

**get\_profile()**

alias for get\_user from Warning

**get\_warnings\_by\_profile(profile:User)**

alias for get\_warnings\_by\_user from Warning

## Tip

Diagram:

### Tip

-int id  
-int user\_id [FK to User]  
-int author\_id [FK to User]  
-float amount

+\_\_init\_\_(id: int, user\_id: int, author\_id: int, amount: float)  
+save() :: void  
+delete() :: void  
+get\_user() :: User  
+get\_author() :: User  
+get\_tip(id:int) :: Tip  
+get\_tips() :: List<Tip>  
+get\_tip\_obj(row: sqlite3.Row) :: Tip  
+get\_tips\_by\_user(user:User) :: List<Tip>  
+get\_tips\_by\_author(author:User) :: List<Tip>

Methods:

**\_\_init\_\_(id:int, user\_id:int, author\_id:int)**

if id get tip by id, otherwise save a new tip

**save()**

save info to the database

**delete()**

delete tip from the database

**get\_user()**

get the user who tipped  
**get\_author()**  
get the user who was tipped  
**get\_tip(id:int)**  
get tip by id  
**get\_tips()**  
get all tips  
**get\_tip\_obj(row: sqlite3.Row)**  
create a Tip object from a sqlite3.Row  
**get\_tips\_by\_user(user:User)**  
get all tips by a user  
**get\_tips\_by\_author(author:User)**  
get all tips for a user

## Payment

Diagram:

Payment
-int id -int user_id [FK to User] -float payment_amount -string explanation -datetime date
+__init__(id: int, user_id: int, payment_amount: float, explanation: string) +save() :: void +get_user() :: User +validate_card_information(card_number: string, expiration_month: int, expiration_year: int, cvv: int) :: bool <u>+get_payment(id:int) :: Payment</u> <u>+get_payments() :: List&lt;Payment&gt;</u> <u>+get_payment_obj(row:sqlite3.Row) :: Payment</u> <u>+get_payments_by_user(user:User) :: List&lt;Payment&gt;</u>

Methods:

**\_\_init\_\_(id: int, user\_id: int, payment\_amount: float, explanation: string)**

if id get tip by id, otherwise save a new payment

**save()**

save info to the database

**get\_user()**

get the user who paid

**validate\_card\_information(card\_number: string, expiration\_month: int, expiration\_year: int, cvv: int)**

validate card number to 16 digits

validate expiration month to 1-12

validate expiration year to current year or later

validate cvv to 3 digits

**get\_payment(id:int)**

get payment by id

**get\_payments()**

get all payments

**get\_payment\_obj(row:sqlite3.Row)**

create a Payment object from a sqlite3.Row

**get\_payments\_by\_user(user:User)**

get all payments by a user

## FlaskApp

FlaskApp
-app
-g Context
+get_db()
+close_connection(exception)
+static_file(path)
+files(path)
+before_request()
+home_page()
+trending()
+search()
+add_post()
+repost(id)
+post(id)
+like_post(id)
+dislike_post(id)
+comment_post(id)
+remove_comment(id)
+report_post(id)
+report_ad(id)
+report_comment(id)
+delete_post(id)
+applications(id)
+taboo_words()
+add_taboo_word()
+remove_taboo_word()
+users()
+register()
+profile(id)
+login()
+logout()
+update_password()
+report_profile()
+follow_profile()
+unfollow_profile()
+apply_to_job(id)
+accept_user(id)
+reject_user(id)
+accept_application(id)
+reject_application(id)
+add_payment()
+payments()
+add_tip()
+warnings()
+dispute_warning(id)
+forgive_warning(id)
+close_dispute(id)

Methods and routes for the FlaskApp:

**get\_db()**

create a db object if it doesn't exist

**close\_connection(exception)**

close the db connection

**static\_file(path)**

return static files

**files(path)**

return saved files

**before\_request()**

execute before every request

get the db connection

auth the user if it's in the session

redirect to payments if balance is negative or no deposit has been made

**home\_page()**

show the home page

**trending()**

show the trending page

**search()**

search posts by author, keywords, number of likes and dislikes (min,max)

**add\_post()**

check if auth

if GET, show the add\_post page

if POST, add the post

**repost(id)**

repost the post with that id

**post(id)**

show the post with that id

**like\_post(id)**

check if auth

checked if already liked then unlike and return

like the post with that id

**dislike\_post(id)**

check if auth

checked if already disliked then undislike and return

dislike the post with that id

**comment\_post(id)**

check if auth

get text from post body and post comment

**remove\_comment(id)**

check if auth

delete comment with that id

**report\_post(id)**

report the post with that id

**report\_ad(id)**  
report the post with that id as an ad

**report\_comment(id)**  
report the comment with that id

**delete\_post(id)**  
check if auth and SuperUser or the author of the post  
delete post with that id

**applications(id)**  
check if owner of the post  
show the applications for that post

**taboo\_words()**  
check if SuperUser  
show taboo words list

**add\_taboo\_word()**  
check if SuperUser  
add taboo word

**remove\_taboo\_word()**  
check if SuperUser  
remove taboo word

**users()**  
check if SuperUser  
show users list

**register()**  
check if auth, redirect to home if already auth  
if GET, show the register page  
if POST, register the user

**profile(id)**  
show the profile of the user with that id

**login()**  
check if auth, redirect to home if already auth  
if GET, show the login page  
if POST, try to login

**logout()**  
logout and redirect to home

**update\_password()**  
check if auth  
if GET, show the update\_password page  
if POST, update the password

**report\_profile()**  
report the profile with that id

**follow\_profile()**  
check if auth and not the same user  
follow the profile with that id

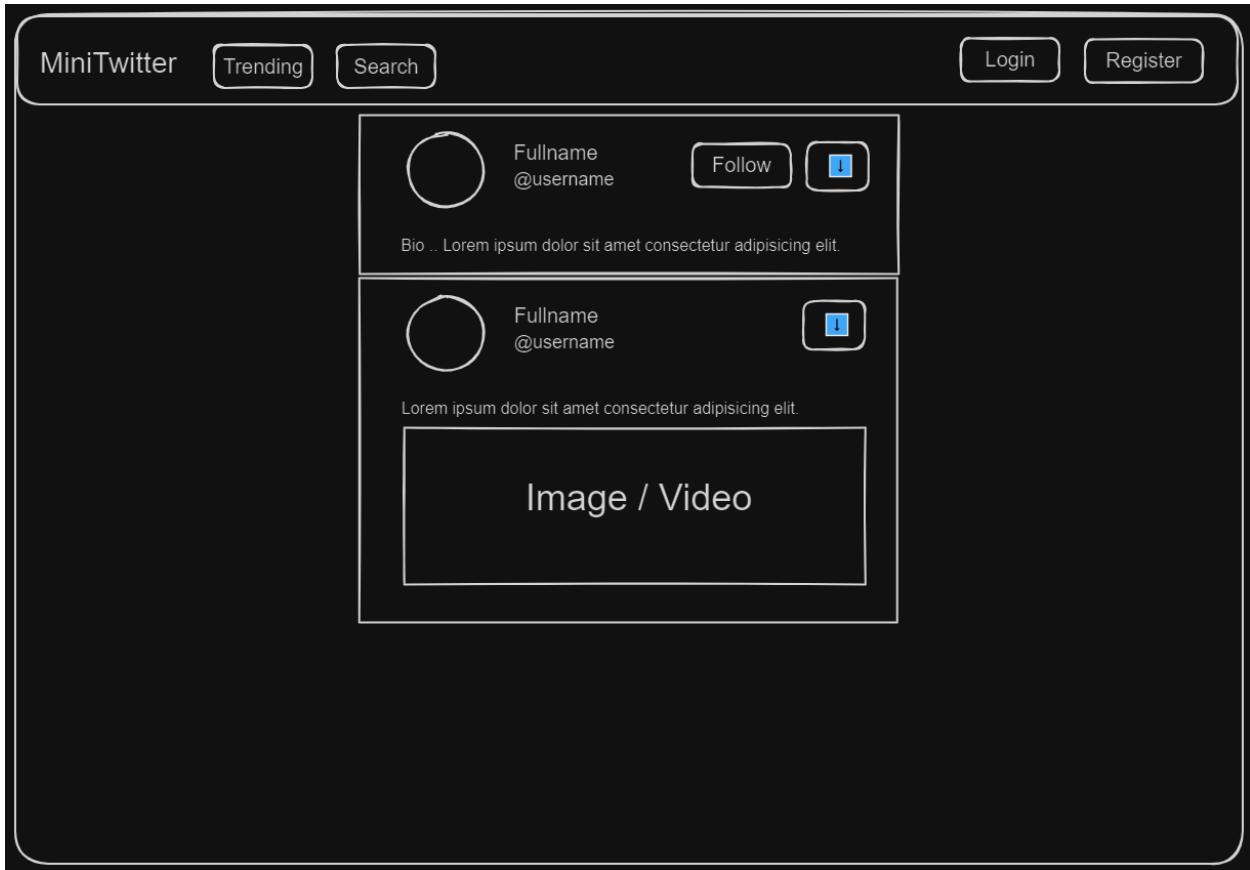
**unfollow\_profile()**

check if auth and not the same user  
unfollow the profile with that id  
**apply\_to\_job(id)**  
check if auth  
apply to the job with that id  
**accept\_user(id)**  
check if SuperUser  
accept user with that id  
**reject\_user(id)**  
check if SuperUser  
reject user with that id  
**accept\_application(id)**  
check if owner of the job ad  
accept application with that id  
**reject\_application(id)**  
check if owner of the job ad  
reject application with that id  
**add\_payment()**  
check if auth  
show payment page if GET  
deposit money if POST  
**payments()**  
check if auth  
if SuperUser show all payment history  
else show payment history for the user  
**add\_tip(id)**  
check if auth  
tip the user with that id  
**warnings()**  
check if auth  
if SuperUser show all warning history  
else show warning history for the user  
**dispute\_warning(id)**  
check if auth and warned user  
dispute the warning with that id  
**forgive\_warning(id)**  
check if auth and SuperUser  
forgive the warning with that id  
**close\_dispute(id)**  
check if auth and SuperUser  
close the dispute with that id without forgiving the warning

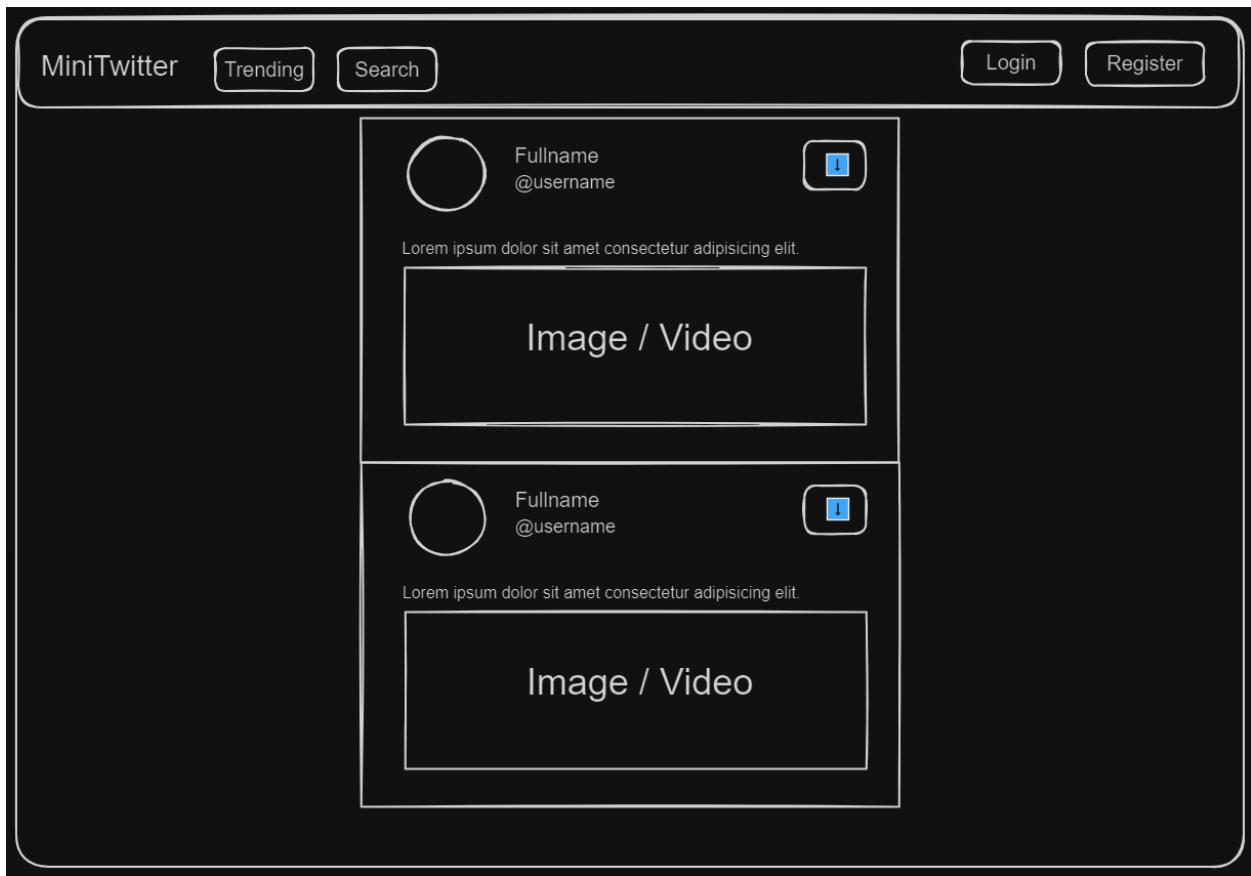
FlaskApp it's not actually a class, it's just named like this for the purpose of this report, in order to be easier to represent it. It's the main python file with the flask server and all of its routes.

# System Screen Prototypes

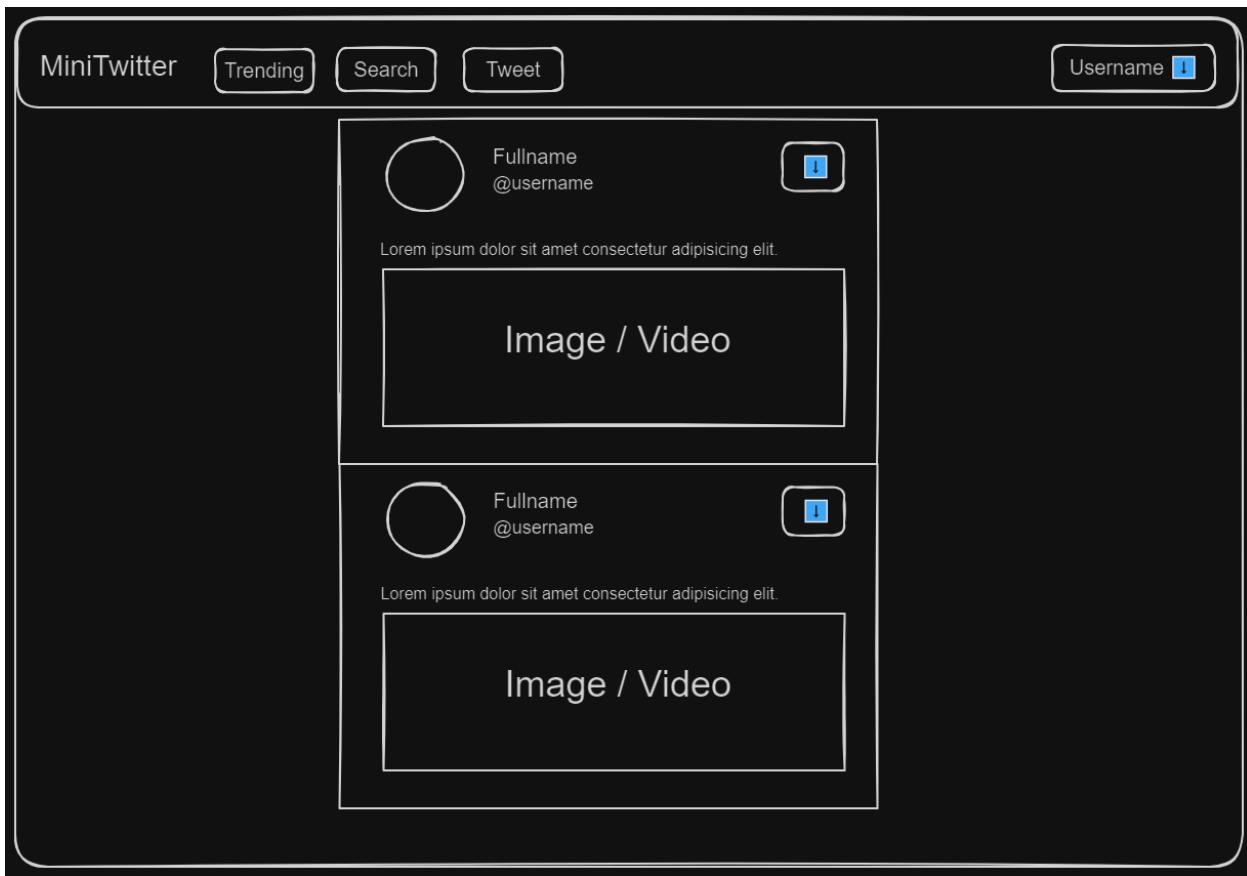
## Profile view - Non-authenticated User



## News feed view - Non-authenticated User



## News feed view - Authenticated User



## Group Memos

**Date:** 11/7/23

**Attendees:** S.C, F.H, A.Z

**Agenda:**

- Review progress on the Mini Twitter Design Report.
- Discuss challenges and potential solutions related to system screen prototypes.
- Allocate tasks for the upcoming week.

Discussion Points

**S.C Input:**

- Highlighted progress on the Flask webserver and sqlite3 database integration.
- Raised concerns about potential bottlenecks in handling simultaneous user actions in the system.

**F.H Contribution:**

- Shared updates on the GUI development, focusing on browser-based interactions.
- Expressed difficulties with implementing responsive design using Bootstrap 5.0 and requested assistance.

**A.Z Observations:**

- Provided insights on the E-R Diagram and collaboration class.
- Suggested revisions for the detailed design and class diagrams to enhance system efficiency.

Action Items

**S.C:**

- To explore optimization techniques for the Flask webserver to manage high user traffic.
- Collaborate with FH on integrating the database with the front-end design.

**F.H:**

- To continue developing the GUI, incorporating responsive design elements.
- Work with AZ on aligning the front-end design with the system's database structure.

**A.Z:**

- To refine the E-R Diagram and provide an updated version by the next meeting.
- Assist FH in understanding the database schema for effective GUI integration.

Possible Concerns and Solutions

**Communication Gaps:**

- Concern:** Potential misunderstandings in task allocations and progress updates.
- Solution:** Implement a shared digital workspace for real-time updates and clearer communication.

**Technical Challenges:**

- Concern:** Difficulty in synchronizing the database with the user interface.
- Solution:** Schedule additional technical workshops to facilitate better understanding and problem-solving.

**Time Management:**

- Concern:** Meeting project deadlines amidst individual workloads.
- Solution:** Regular check-ins to assess workload and redistribute tasks if necessary.

Next Meeting

-**Date:** 11/26/23

-**Focus:** Review of revised E-R Diagram and progress on GUI integration with the database.

**GitHub Link**

[https://github.com/OarakBabama420/CSC\\_322\\_TeamG](https://github.com/OarakBabama420/CSC_322_TeamG)