

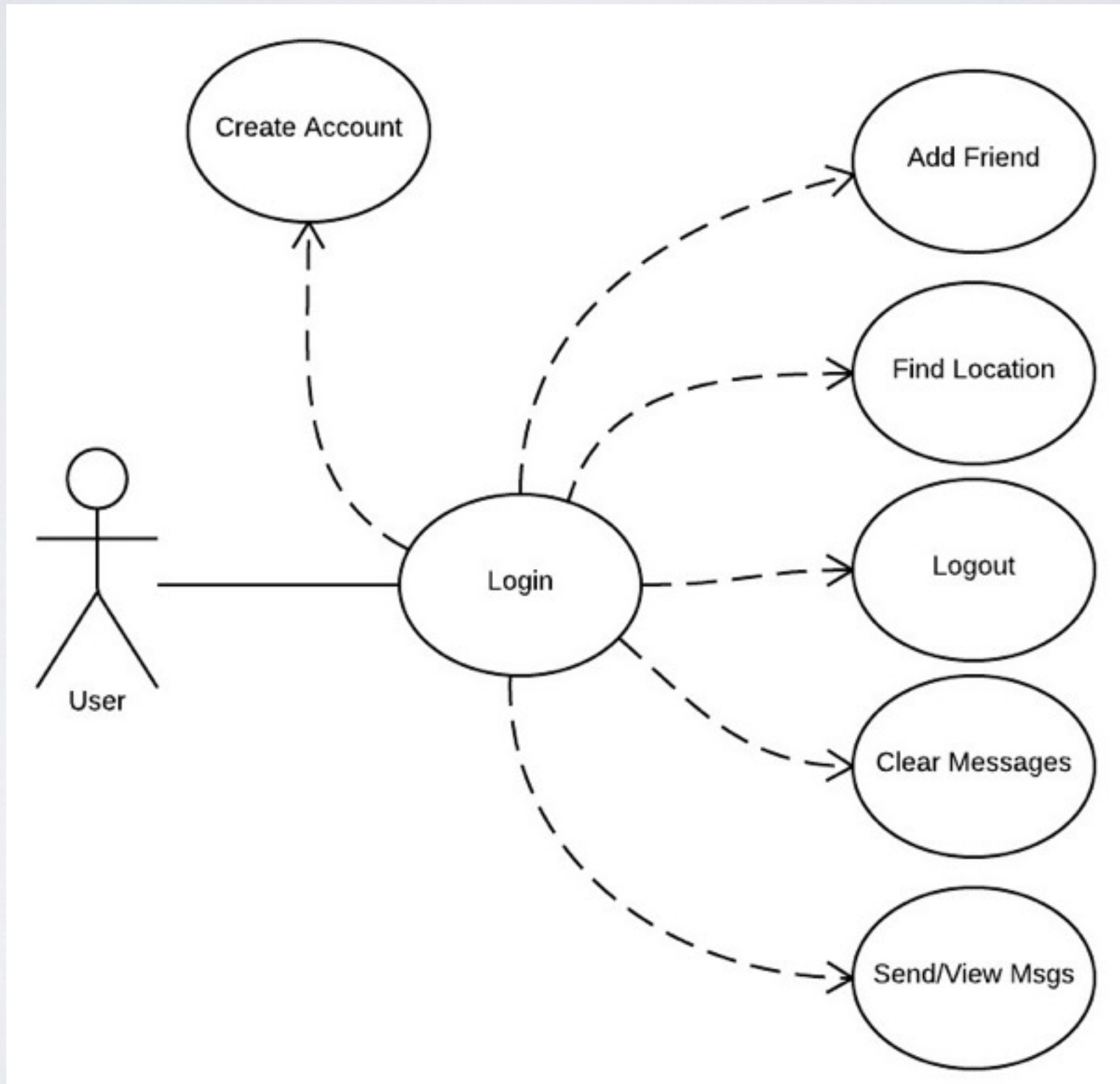
# FRIENDSTER

By: Marckenson Civil, Anand Timaul & Dave Nandlall

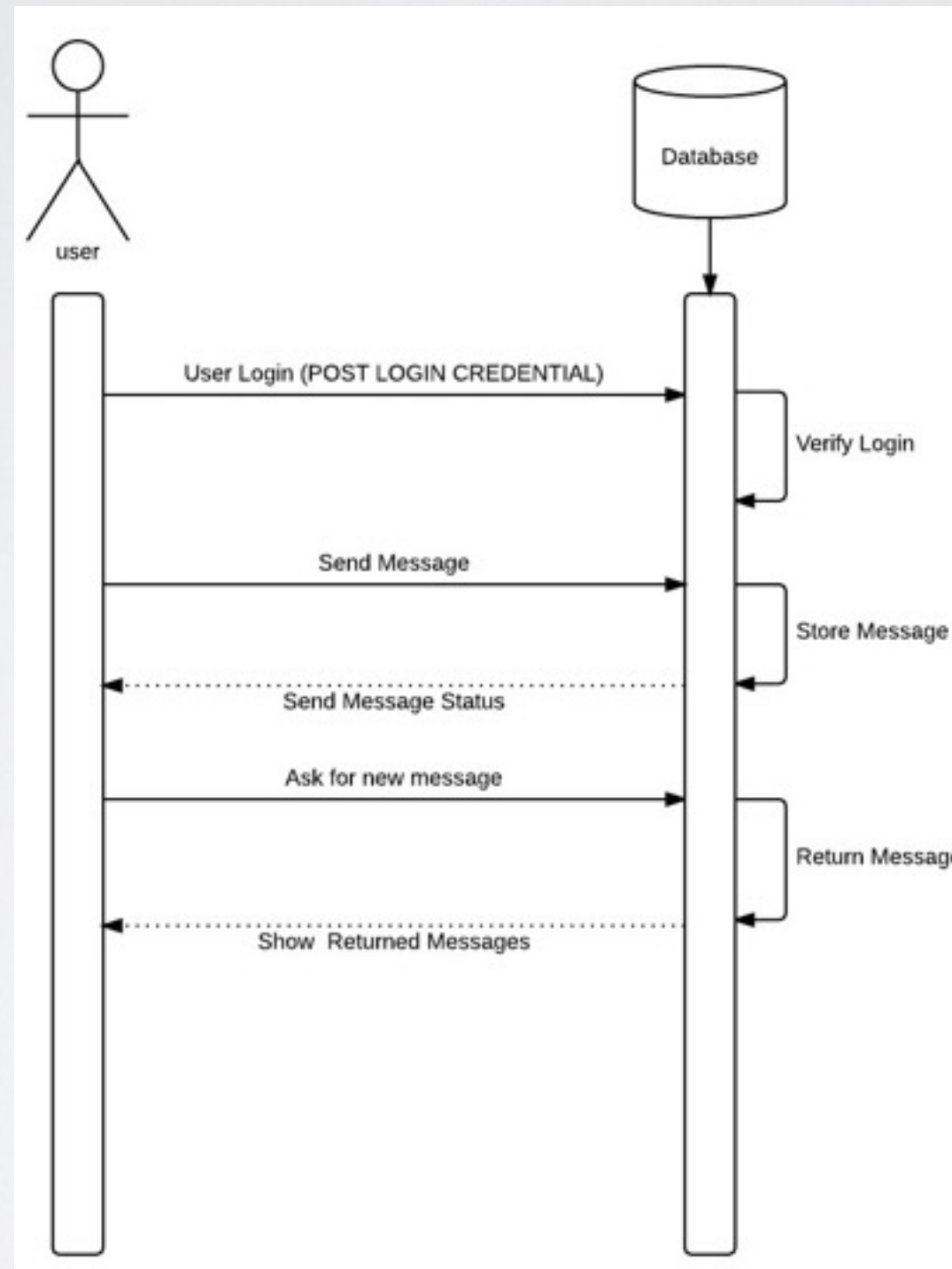
# WHAT IS FRIENDSTER?

- Friendster is a simple instant messaging client available on the web and Android.

# USE CASE DIAGRAM

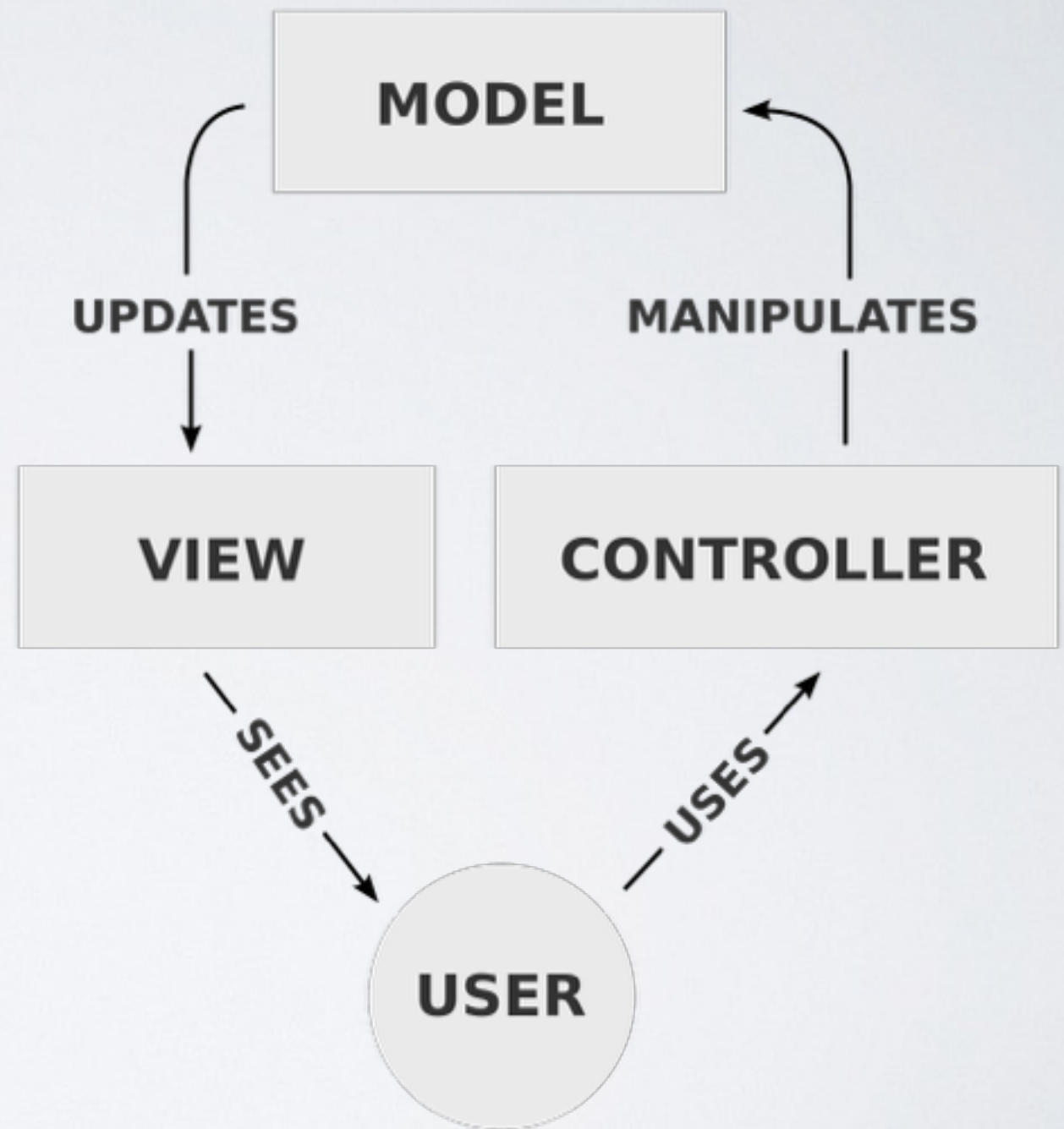


# SEQUENCE DIAGRAM



# DESIGN PATTERN

- Model - MySQL database
- Controller - PHP scripts
- View - HTML elements





# MAIN DRIVERS

- MySQL Database - main driver of the website and the android app.
- PHP Post - app/website uses the post method to send and receive messages from the database.
- jQuery/AJAX - used for real time message posting.

# DATABASE TABLE - FRIENDS

**User ID** - holds the id of the user

**Friends User ID** - stores all of the friends user ids' that are online

# DATABASE TABLE - MESSAGES

**ID** - holds the id of each message

**User ID** - holds the id of the recipient user id

**Type** - holds the message type which is 0 for incoming and 1 for outgoing

**Claim Timestamp** - time the receiver views the message

**Message Text** - content of the message

**Date Timestamp** - time the message was sent

**Sender** - the user id of the sender



# DATABASE TABLE - USERS

**ID** - the unique identifier of the user

**Online** - display the login status of the user (0: offline) and (1: online)

**Username** - hold the username of the user

**Active** - determines if a user is an active customer

**Name** - holds the name of the user

**Phone** - hold the phone number of the user

# OTHER COMPONENTS

- HTML/CSS - used to design style and format website.
- Javascript/jQuery - add defined behavior to web site elements
- Bootstrap framework - used to design components such as the navbar and login page
- PHP/MySQL - used mainly for message sending
- Java - Used for android application
- Google Maps API - used for location settings

# WHAT WORKS

- Users can create an account
- Send messages with the app/website
- Receive messages from the app/website
- Add a friend given by a unique friend id
- Ability to check current location

# SOME MISSING FEATURES

- Implementing group chats
- Alerts from nearby users with the app
- Receiving messages offline w/o network conn.
- Adding avatars for each user
- Ability to send MMS messages



# SOURCES

- Homepage Layout - <http://startbootstrap.com/template-overviews/freelancer/>
- Bootstrap Navbar - <http://getbootstrap.com/examples/navbar/>
- Google Maps - <https://developers.google.com/maps/tutorials/fundamentals/adding-a-google-map>