```c
// Instagram

#include <stdio.h>

#include <string.h>

#include <ctype.h>

struct User {

    char username[50];

    char password[50];

    char bio[100];

    int privacy; // 0 = Public, 1 = Private

};

int login(struct User *user);

void viewPosts();

void changeSettings(struct User *user);

void updateProfile(struct User *user);

void logout();

int isValidPassword(const char *password);

int main() {

    struct User user = {"user123", "Pass@123456", "Welcome to my profile!", 0}; // Default user data

    int choice, loggedIn = 0;

    printf("Welcome to Instagram Clone\n");

    while (1) {

        if (!loggedIn) {

            loggedIn = login(&user);

            if (!loggedIn) {

                printf("Invalid credentials! Try again.\n");

                continue;

            }

        }

        printf("\n--- MENU ---\n");

        printf("1. View Posts\n");

        printf("2. Change Settings\n");
```

```c
        printf("3. Update Profile\n");
        printf("4. Logout\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        getchar();
        switch (choice) {
            case 1:
                viewPosts();
                break;
            case 2:
                changeSettings(&user);
                break;
            case 3:
                updateProfile(&user);
                break;
            case 4:
                logout();
                loggedIn = 0;
                break;
            default:
                printf("Invalid choice! Try again.\n");
        }
    }
    return 0;
}
int isValidPassword(const char *password) {
    int length = 0, hasUpper = 0, hasDigit = 0, hasSpecial = 0;
    for (int i = 0; password[i] != '\0'; i++) {
        length++;
        if (isupper(password[i])) hasUpper = 1;
        if (isdigit(password[i])) hasDigit = 1;
```

```c
        if (strchr("!@#$%^&*()-_=+{}[]|;:'\",.<>?/`~", password[i])) hasSpecial = 1;
    }
    return (length >= 10 && hasUpper && hasDigit && hasSpecial);
}
int login(struct User *user) {
    char inputUsername[50], inputPassword[50];
    printf("\nEnter Username: ");
    scanf("%s", inputUsername);
    printf("Enter Password: ");
    scanf("%s", inputPassword);
    if (strcmp(user->username, inputUsername) == 0 && strcmp(user->password, inputPassword) ==
0) {
        if (!isValidPassword(inputPassword)) {
            printf("Error: Password must be at least 10 characters, contain an uppercase letter, a digit, and
a special character.\n");
            return 0;
        }
        printf("Login successful! Welcome, %s.\n", user->username);
        return 1;
    } else {
        return 0;
    }
}
void viewPosts() {
    printf("\n--- Posts ---\n");
    printf("1. Beautiful Sunset\n");
    printf("2. Weekend Vibes\n");
    printf("3. Coding Marathon\n");
}

void changeSettings(struct User *user) {
    int choice;
```

```c
    printf("\n--- Settings ---\n");

    printf("1. Privacy (0 - Public, 1 - Private)\n");

    printf("Enter your choice: ");

    scanf("%d", &choice);

    if (choice == 0 || choice == 1) {

        user->privacy = choice;

        printf("Privacy updated successfully!\n");

    } else {

        printf("Invalid choice! Try again.\n");

    }

}

void updateProfile(struct User *user) {

    printf("\n--- Update Profile ---\n");

    printf("Enter new bio: ");

    getchar(); // Clear input buffer

    fgets(user->bio, sizeof(user->bio), stdin);

    user->bio[strcspn(user->bio, "\n")] = '\0'; // Remove newline character

    printf("Profile updated successfully!\n");

}

void logout() {

    printf("\nLogging out...\n");

}
```

Start

Login / sign in

already have an account?

Yes → Proceed to login

No (No) → go to signin

Are details valid
Yes / No

Yes → Access to home feed

No → Show error message return to login

Is user want to interact?
Yes / No

Yes → Interaction options
• like a post
• comment on a post
• return to home share a post

No → Continue Browsing

Profile (View/edit)

want to view following followers?
Yes / No

Yes → View following list

No → Return to home

Settings

user want to log out
Yes / No

Yes → log out & return to login screen

No → Return to Profile

```
                    Start

                      ↓
            Admin logs Into
              Admin Panel

                      ↓
            View Admin
              Dashboard

                      ↓
            Manage User
               accounts

                      ↓
            Review reported
               content

                      ↓
              Is the
              content
             compliant

        Yes            No

          ↓                    ↓
   leave              Remove or
   Content            restrict Content

                      ↓
            Notify user of action taken

                      ↓
            Access user Engagement Metrics

                      ↓
            Implement   New Features

          Yes              No

          ↓                    ↓
  Continue Support     Consider Modifications

                      ↓
            Organize Events/Campaigns

                      ↓
                    End
```