

Design Document

Homework #2

This document will loosely describe the functionality of our social media program, and our thought process while designing it.

Our overall design is pretty straightforward. The server listens for clients to connect, and when they do, it listens for commands. These commands are sent through the service calls generated from the proto file, which acts as the bridge between the server and the client. The server handles the data needed to run the client, and to give it the information it requests.

We decided to split the work up, with one of us writing the server program and one of us writing the client.

Server program - Eric

The server program handles the database and stores information about users, their followers, and who they're following. It does this by implementing the six functions outlined in the proto document. The server program worked as expected.

Client program - Ezra

The client program uses the service functions outlined in the proto document to connect the user to the server, process the user's commands, and display the user's timeline. The client commands work, but the timeline doesn't quite function as intended. Because there is currently no way to manage timeline posts, they post repeatedly and uncontrollably.

Running the program

Simply use the make command, then run the following lines:

Server:

```
Sudo ./tsd -h <host> -p <port>
```

Clients:

```
Sudo ./tcd -h <host> -p <port> -u <username>
```