**Console-based Social Network Application**

**Submission Details:**

Submit only one cpp file.

**Project Description**

We need to develop a console based social network application.

Each **User** in the application has a unique ID and name. He may have other users in his friend list, having 10 friends at max. He has a list of pages which he has liked (10 likedpages at max).

Each **Page** has a unique ID, title.

**Important Instructions**

* You are not allowed to use global variables and functions
* Use best practices studied so far
* Memory deallocation carries significant weightage
* All the arrays should be dynamically allocated.
* Wherever you need an array of objects, keep it as double pointer. If a user has no friends and no liked pages then these double pointers should be null.

**Sample Run:** You are required to bring following output (on your console window) at time of your evaluation. DO NOT ASK USER TO ENTER ANYTHING AT RUNTIME. (Make a function SocialNetworkApp::Run() and hardcode function calls to run following sample).

**Phase I includes output highlighted in Blue.** U7 is just a sample, your program should properly run on any user.

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| Command: Set current user “u7”  Abdullah Nadeem successfully set as Current User  Command: View Friend List  -------------------------------------------------------------------------------------------------------------  Abdullah Nadeem – Friend List  u3 - Waheed Khan  u11 – Ahsan Ali  u12 – Kamal Subhani  ---------------------------------------------------------------------------------------------------------------  Comand: View Liked Pages  ---------------------------------------------------------------------------------------------------------------  Abdullah Nadeem – Liked Pages  P1 – Food Fusion  P2 – Al Jazeera English  P5 – Rumi Quotes  P9 – BBC News  --------------------------------------------------------------------------------------------------------------- |