

1 Introduction

This document serves as a comprehensive report of the Social Platforming App project. The project is a social networking platform written in C++ using the GTK4 and Adwaita frameworks. It is designed to provide users with a modern, user-friendly interface for connecting and interacting with others.

2 Methodology

The Social Platforming App project aims to create an interactive and intuitive platform for social networking. The app's main features include:

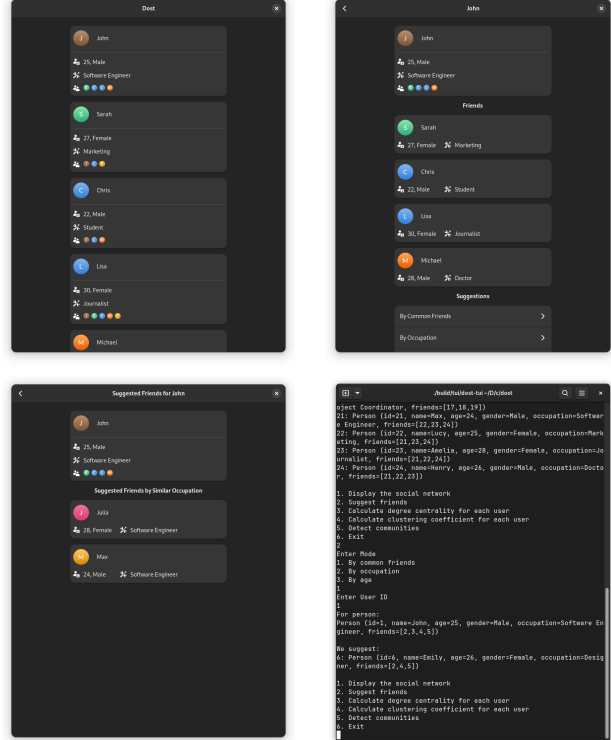
- User authentication and account management.
- User profiles with customizable information.
- Social feed displaying posts from friends and followed accounts.
- Messaging functionality for direct communication between users.
- Search and discover features for finding new connections.
- Notifications and alerts for user interactions.
- Privacy and security settings for user data protection.

3 Implementation

The project is built using the following technologies:

- **C++**: The main programming language used for the project.
- **GTK4**: The graphical user interface toolkit used for building the app's front-end.
- **Adwaita**: The design system used to create a modern, consistent UI for the app.

4 Results



5 Conclusion

Describe the challenges you faced during the development of the project and how you addressed them.