

Dost

Social platforming project written with C++ and GTK4.

Author

Ahmet Hakan Candar 20220702022

Project Structure

This project consists of three subprojects

- `lib` the base library that handles graphs and people
- `tui` a terminal interface to interact with the base library
- `gui` a graphical user interface to interact with the base library

Required Libraries

The project requires the following components to be installed

- gcc
- make
- CMake
- GTK4
- libadwaita

Fedora >=39, RHEL >=9, CentOS Stream

```
# dnf install gcc make cmake gtk4-devel libadwaita-devel
```

Ubuntu >=23.10, Debian Unstable

```
# apt install gcc make cmake libgtk-4-dev libadwaita-1-dev
```

Arch Linux, Manjaro

```
# pacman -Syu gcc make cmake gtk4 libadwaita
```

macOS with Brew

First, ensure C/C++ compiler and make is installed via XCode

```
$ xcode-select --install
```

Install the remaining components

```
# brew install cmake gtk4 libadwaita
```

Windows

- Install [MSYS2](#)
- On MSYS2 MINGW64 shell run the following command:

```
pacman -Syu mingw-w64-x86_64-gcc mingw-w64-x86_64-make mingw-w64-x86_64-cmake mingw-w64-x86_64-gtk4 mingw-w64-x86_64-libadwaita
```

Building Steps

Open a terminal window at the root folder of the project.

For building all subprojects, do either

- `./build.sh` (UNIX) or `build.bat` (NT)

Or

- `cmake -B build` Create Makefile
- `cmake --build build` Build with Make

Running

Do either

- `./run.sh` (UNIX) or `run.bat` (NT)

Or

- Terminal Interface: `./build/tui/dost-tui` (UNIX) or `build\tui\dost-tui.exe` (NT)
- Graphical Interface: `./build/gui/dost-gui` (UNIX) or `build\gui\dost-gui.exe` (NT)