

Dost

Social platforming project written with C++ and GTK4.

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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 Visual Studio 2022 and Visual C++ build tools
- Install CMake <https://cmake.org/download/>

Building the `gui` project is not possible on Windows, although you can still build and run `tui`.

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)