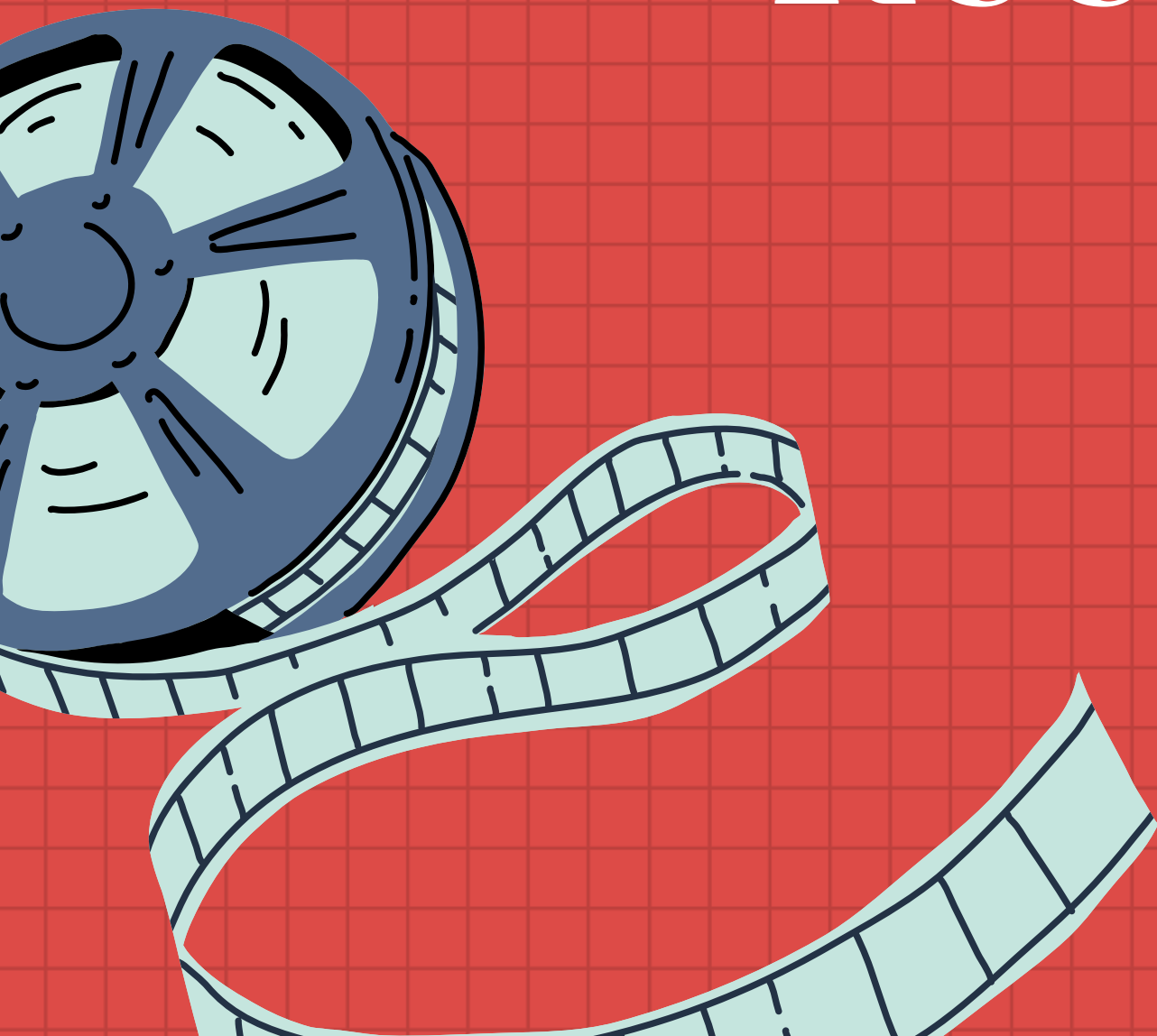
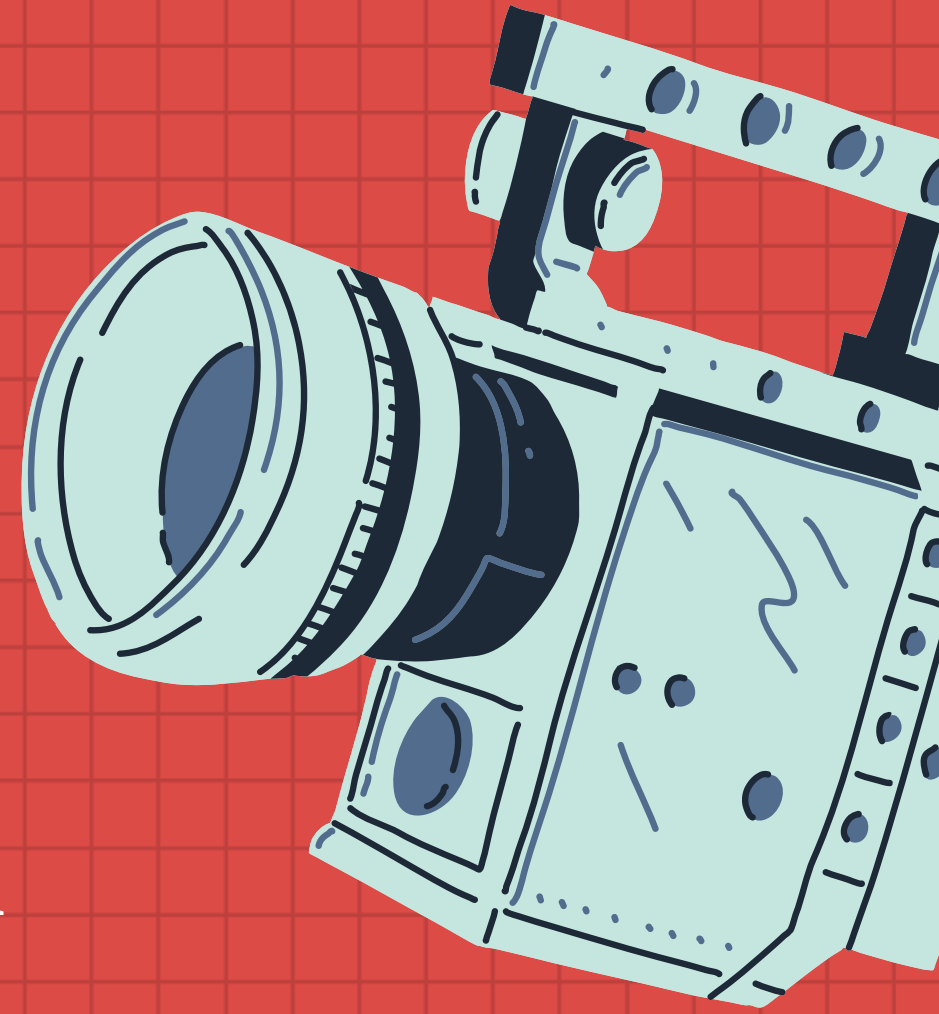


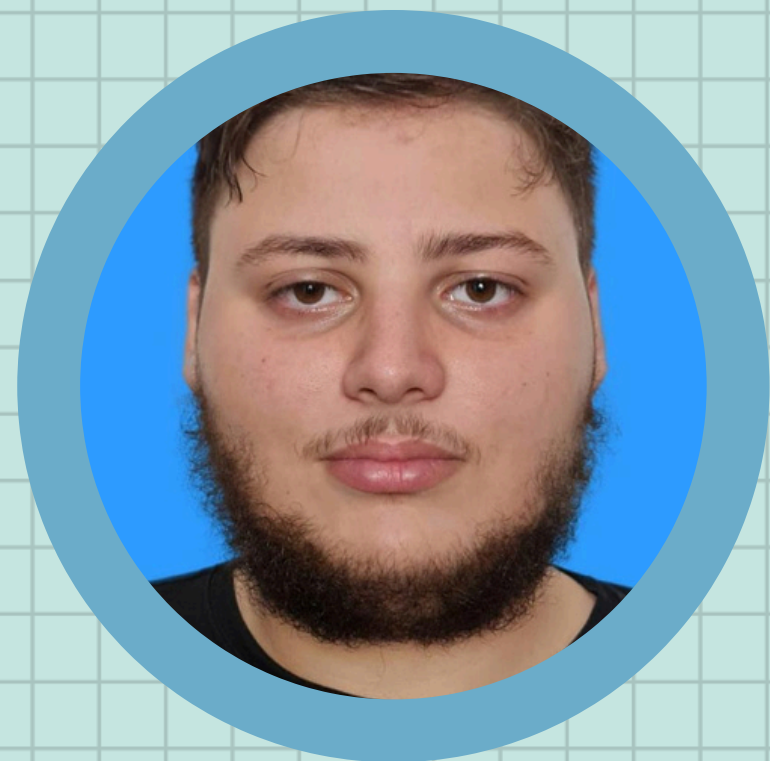


# Movie Recommindation System

Group 13



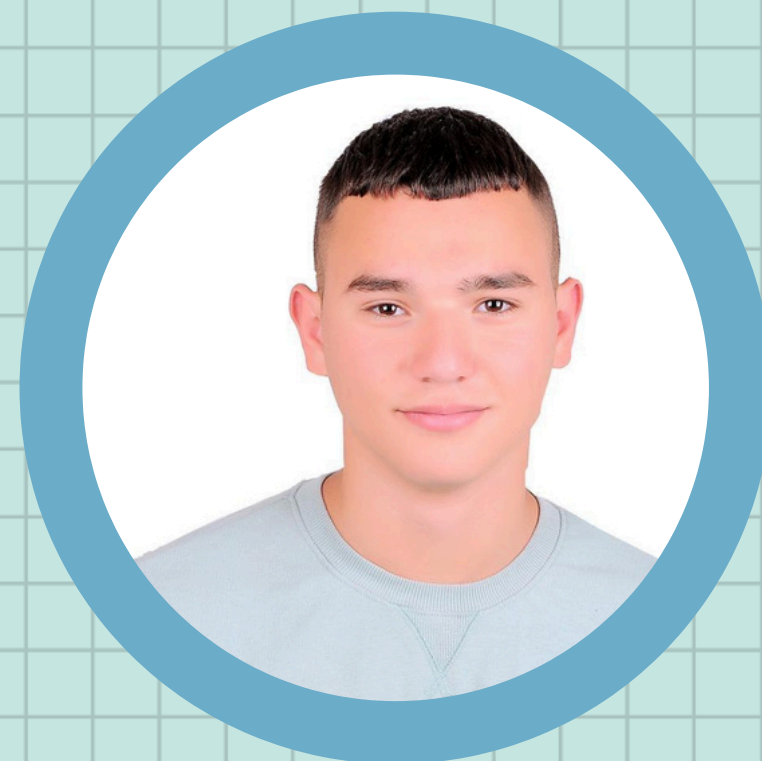
# Members



**Knan Fadi**



**Mohamed  
Moqbel**



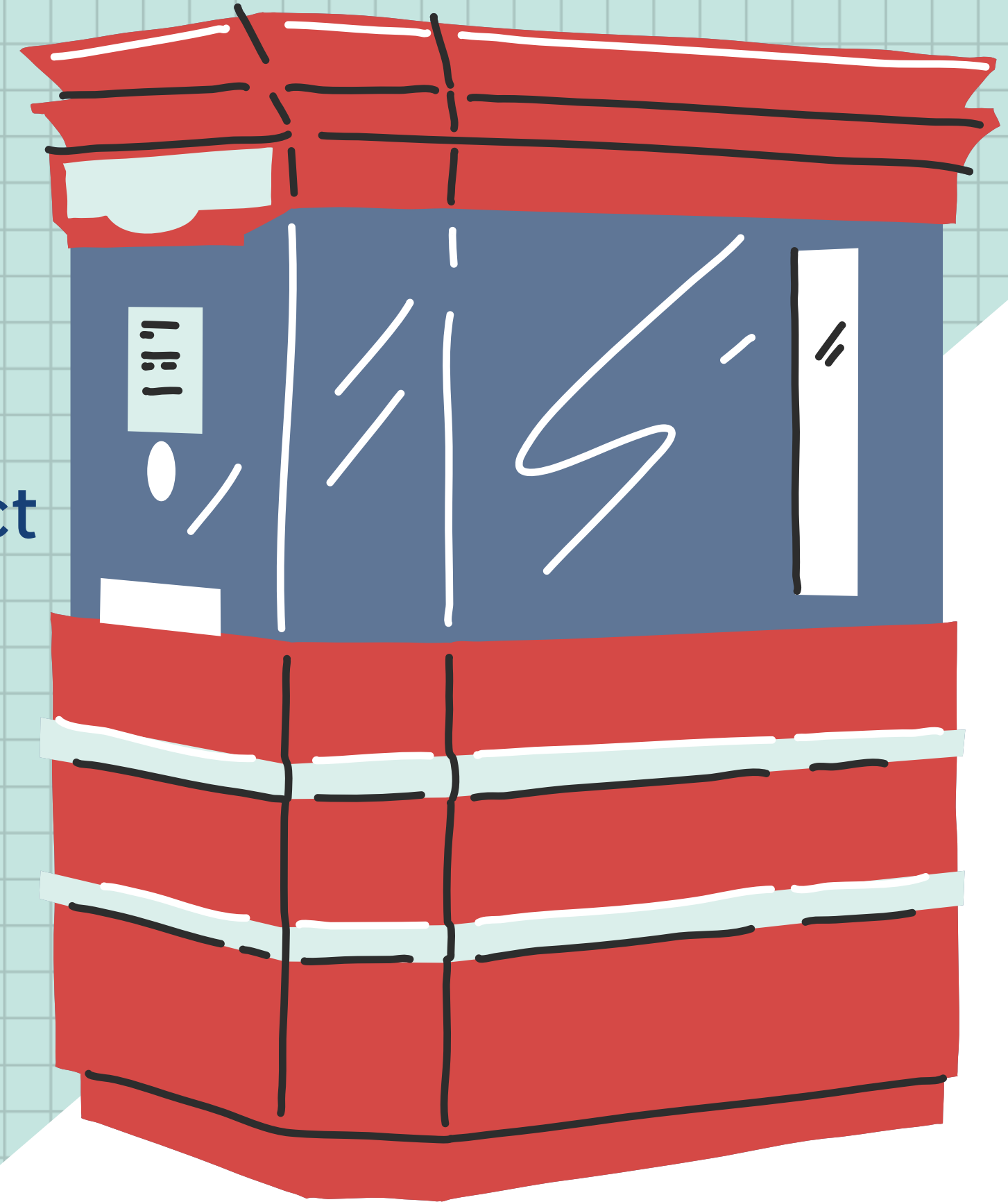
**Fouad Mahmoud**



**Ali Reda Ali**

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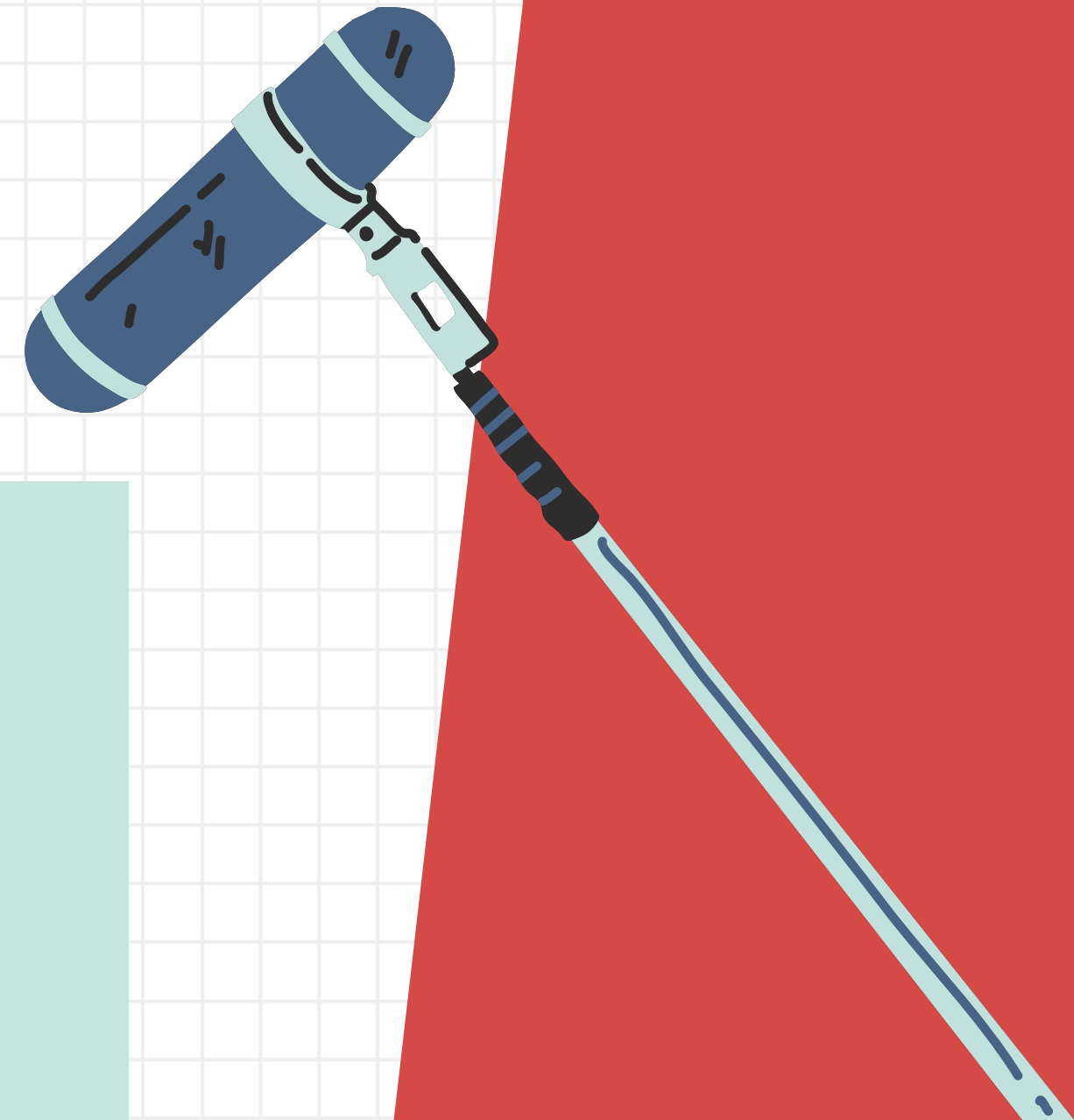




# Overview about the project

The Movie Recommendation System is designed to assist users in discovering new movies that match their tastes. It aims to make the process of finding movies more enjoyable through the use of algorithm. The system is intended to be user-friendly, ensuring that anyone can navigate and benefit from the recommendations. It will cater to a wide range of preferences, from blockbuster enthusiasts to indie film aficionados, ensuring that everyone finds something they love

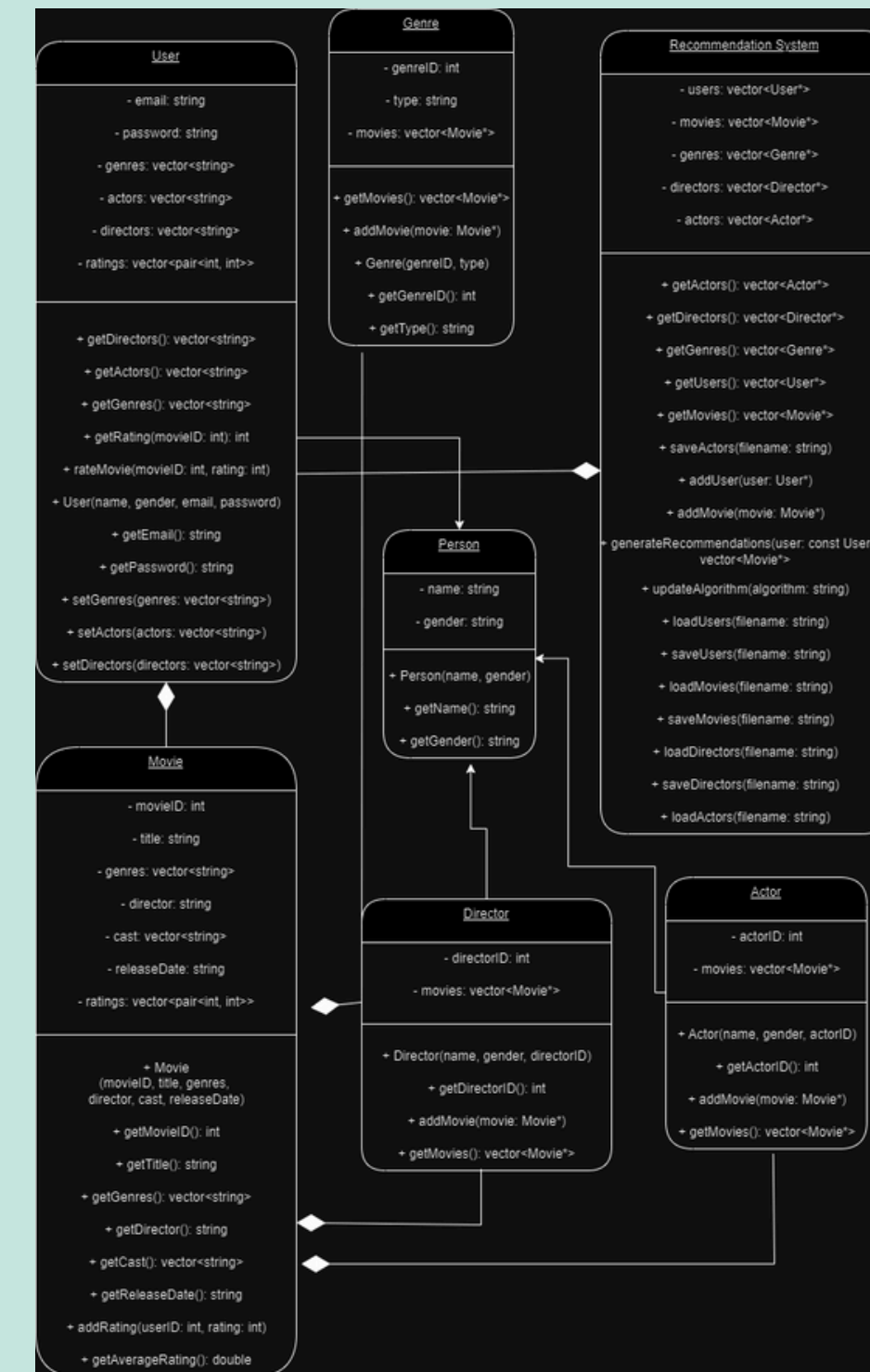
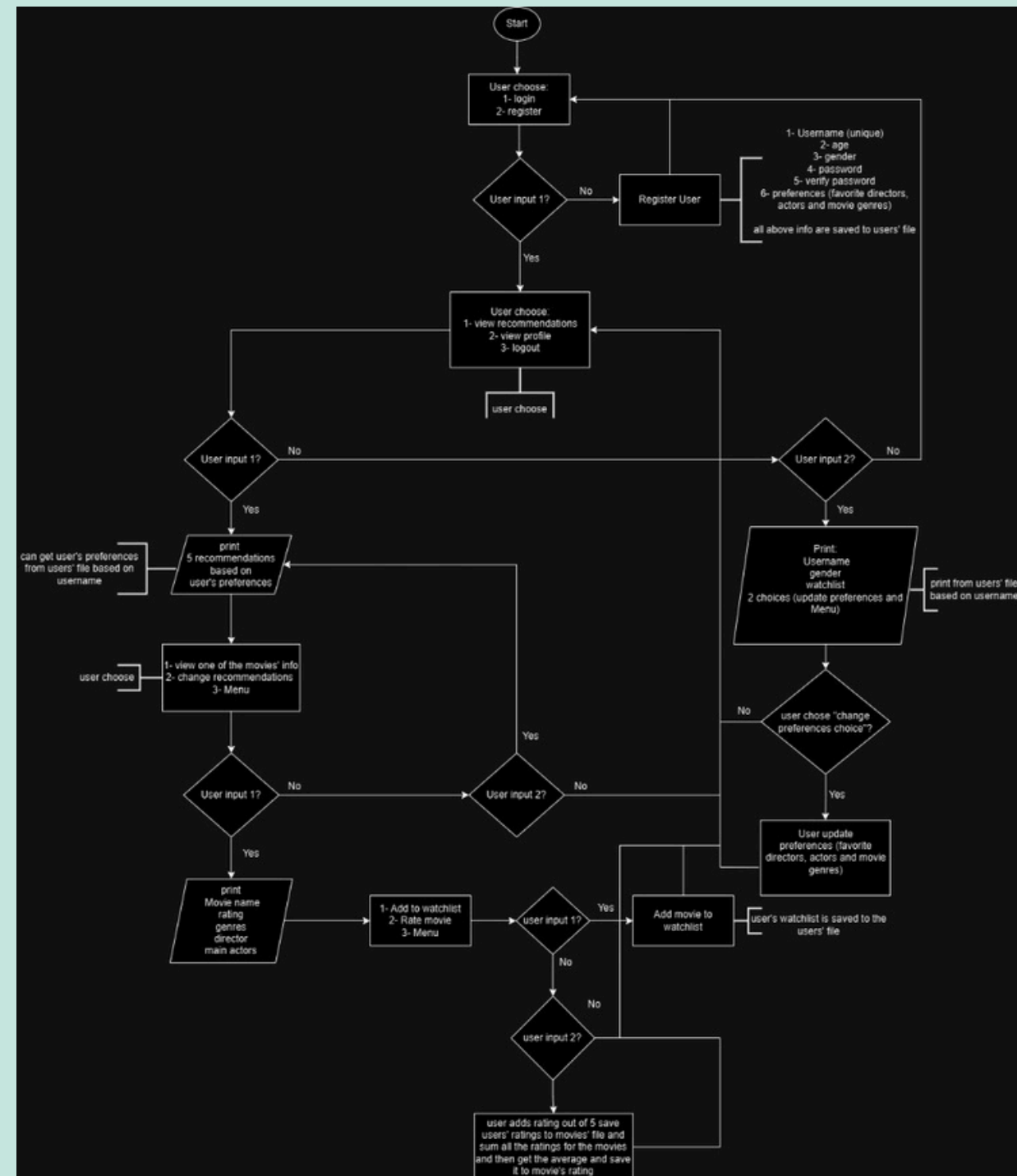
# objectives and purpose of the project



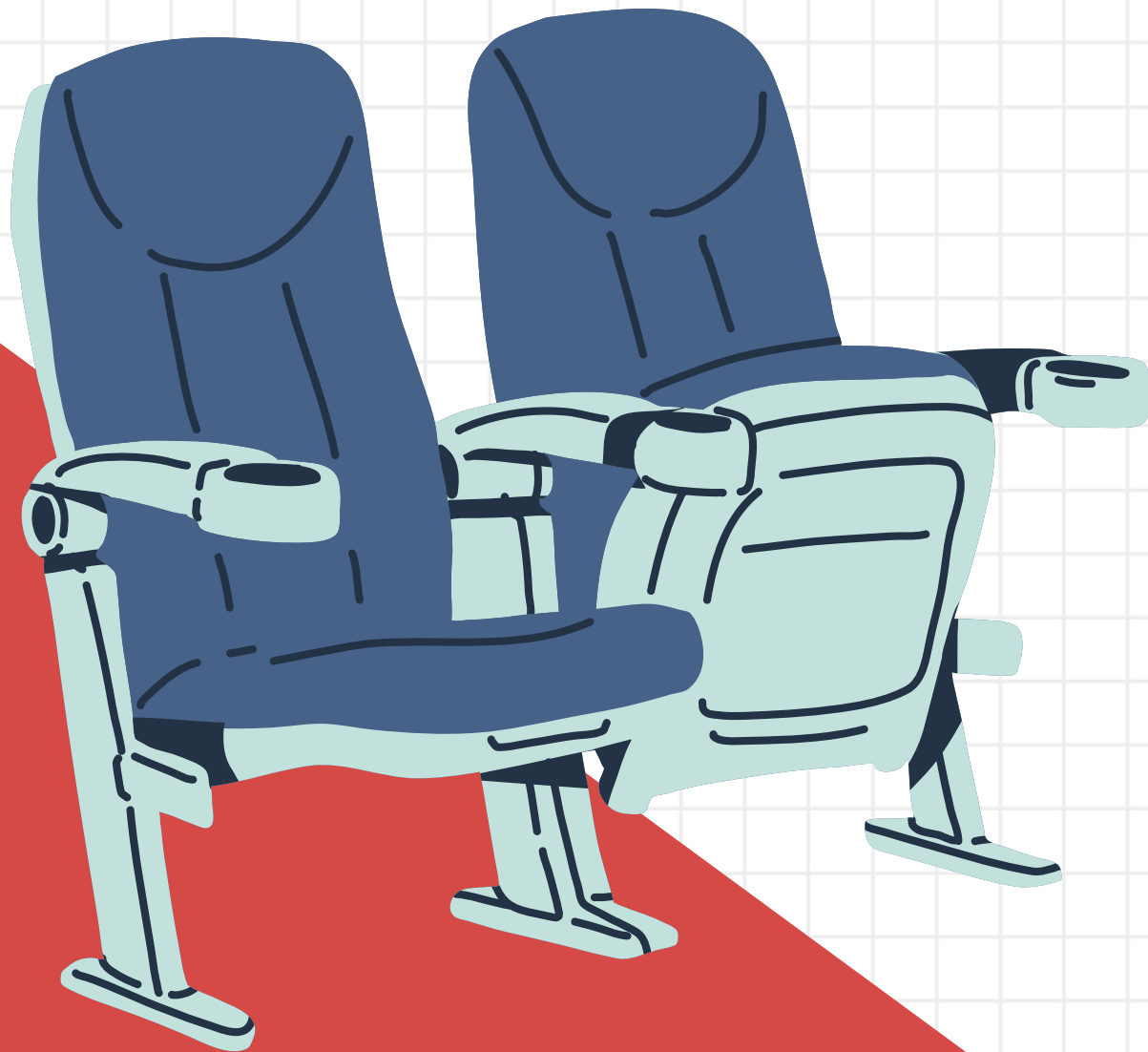
1. Help users discover new movies aligned with their tastes
2. Make finding movies easier and more enjoyable
3. Use clever computer techniques to improve the recommendations over time
4. Create a simple and friendly system that anyone can use



# Flowchart & UML



# OOP concepts used on the code



## 1. Encapsulation

Encapsulation bundles data and methods within classes, restricting access to some components. For example, attributes like email, password, and ratings in the User class are private and accessed through public methods.

## 2. Inheritance

Inheritance allows new classes to derive properties and methods from existing classes. The User, Director, and Actor classes inherit from the Person class, gaining attributes name and gender.

## 3. Composition

Composition builds complex types from simpler ones, indicating a "has-a" relationship. For instance, the User class contains vectors of genres, actors, and directors, and the RecommendationSystem class manages collections of User\*, Movie\*, Genre\*, Director\*, and Actor\*.

## 4. Utility Functions

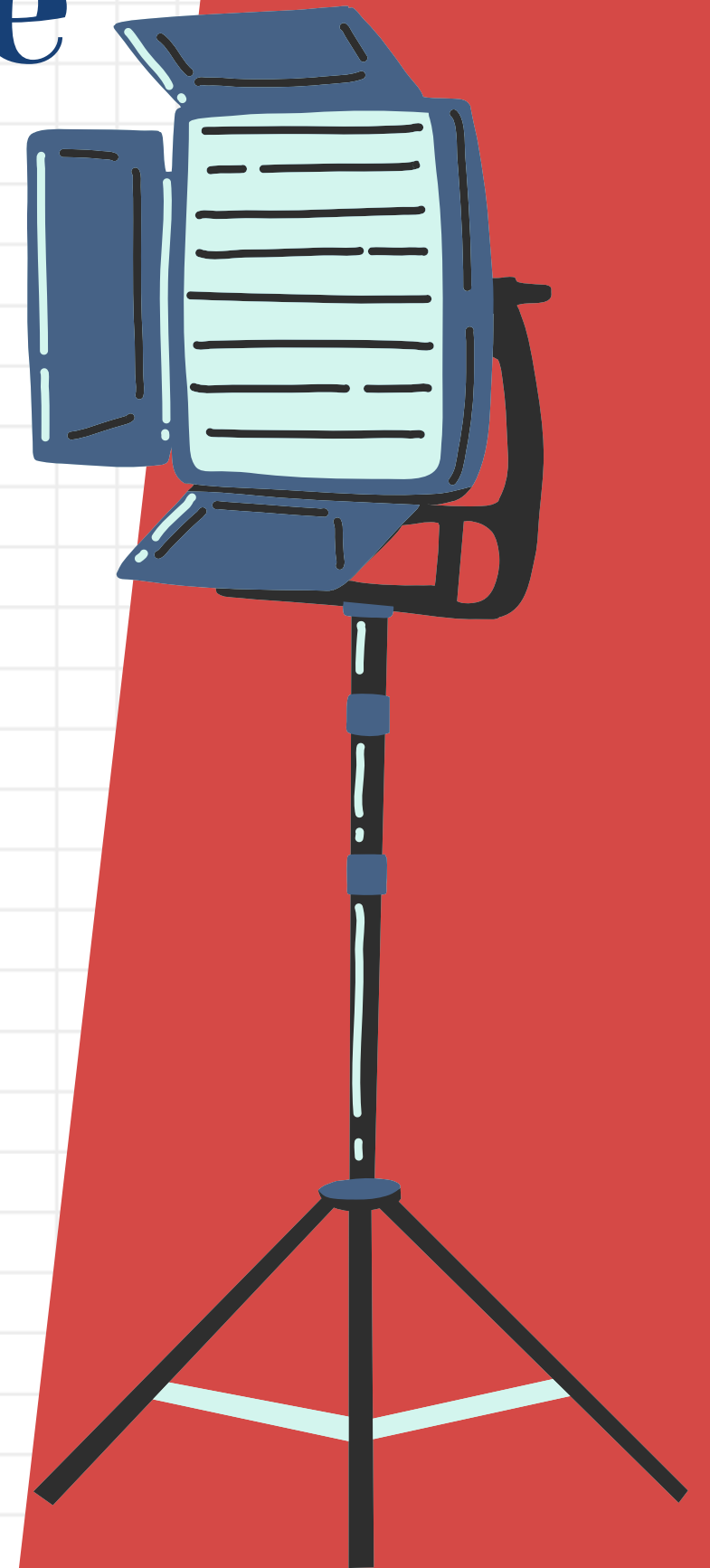
Functions like isValidEmail and isValidPassword are used for input validation.

## 5. User Interaction

The main function facilitates user interactions, allowing users to register, log in, view profiles, get recommendations, and rate movies.

# OOP concepts shown in code

- **Classes and Objects:** Defines blueprints (Person, User, Movie, etc.) and creates instances of these classes.
- **Inheritance:** User, Director, and Actor inherit from Person, gaining its properties and methods.
- **Encapsulation:** Uses private data members (e.g., email, password) and provides public methods (e.g., getEmail(), rateMovie()) to access and modify them.
- **Polymorphism:** Allows methods to perform different tasks based on the object, inferred through method use.
- **Abstraction:** Hides complex details, exposing only necessary features via public methods (addUser(), generateRecommendations()).
- **Data Management:** Manages and manipulates data (users, movies, ratings) and handles file operations (loadUsers(), saveUsers()).
- **Object Relationships:** Models relationships between entities, like users rating movies and movies associated with genres, actors, and directors.



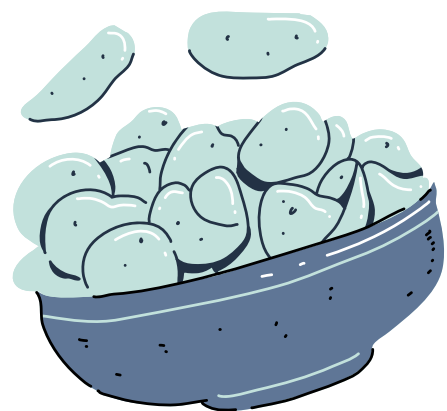
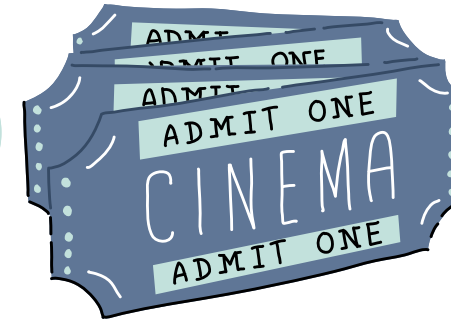
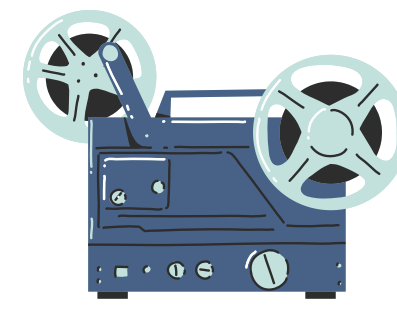
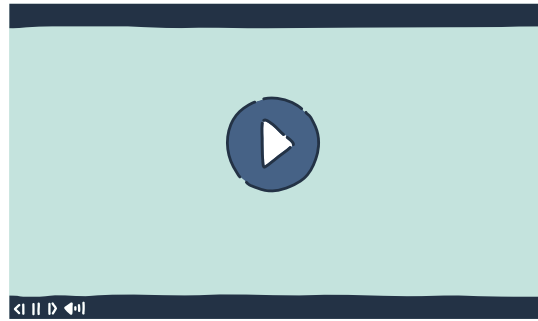
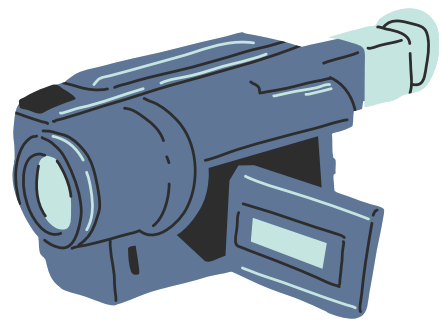
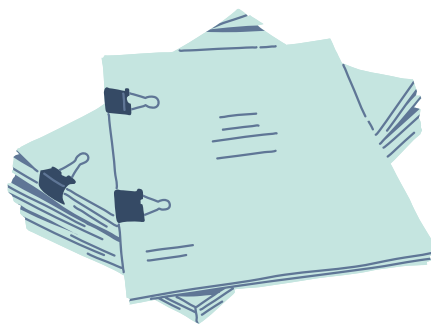


**Demonstration Link**

**Demonstration Link**

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Thank you

