

Description

A social network, based on two types of servers (Reactor and Thread Per Client), programmed in Java, and a simple client, programmed in C++.

Only the servers (spl-net) are uploaded, since they are my work. No points were reduced on them.

Manual

Both servers support the following requests and operations:

- 1) Register request
- 2) Login request
- 3) Logout request
- 4) Follow/Unfollow request
- 5) Post request
- 6) Private message request
- 7) Get states about a logged-in user request
- 8) Get states about all users
- 9) Notify a user when a private message was sent, a post was sent by another user the current user follows, or a post that the user was tagged in (@user)
- 10) Block another user