LINK TO VIDEO PRESENTATION

- https://youtu.be/TGQJ3iWslpq
- The video is unlisted so anyone with a link can view it.
- Please send me an email @ <u>219003234@student.uj.ac.za</u> if there is an issue with the video, I'll also include this link in a .txt document just in case.
- I put the link on the first slide because in the video I got through the same slide.



DISCLAIMERS

• I have created the project in netbeans but set it to save as an eclipse project. If you check out the code on eclipse make sure to import the jfree chart library from the res folder.



THE PROBLEM

- The social network problem that i have chosen to address is pet interconnectivity.
- currently there is a tremendous lack of it, where pets are unable to connect and interact with one another.
- The idea for the problem came from my pet!

THE GRAPH

- A graph is the best way to represent this vast amount of data, where it can easily represent the relationship between the pets and their relationship strength, while easily being able to recommend pets that share a strong compatibility with other pets that share a strong relationship.
- The edges will be the relationship strength between pets, after pets meet up their owners will be asked to rate the date based on various metrics, afterwards the average of the two responses from both owners will determine the strength of their relationship.
- The vertexs are the pet objects with their weights being their friend count.

THE SOLUTION

• An social media application that exclusively connects pets together on an social platform that owners can use to make friends for their pets as well as chat and set up play dates to better gauge whom their pet will be the most comfortable with!

THE DEMO

• Video plays here



THE TEXTUAL PRESENTATION

• The rest of the pages after this shows everything in the demo but in a textual format. With slight additional information on some slides such as additional user log ins. You do not have to read past here as the demo showed everything, this is just included in case there was a problem with the video. If there is a problem with the video please send me an email on 219003234@student.uj.ac.za so I can send it to you.

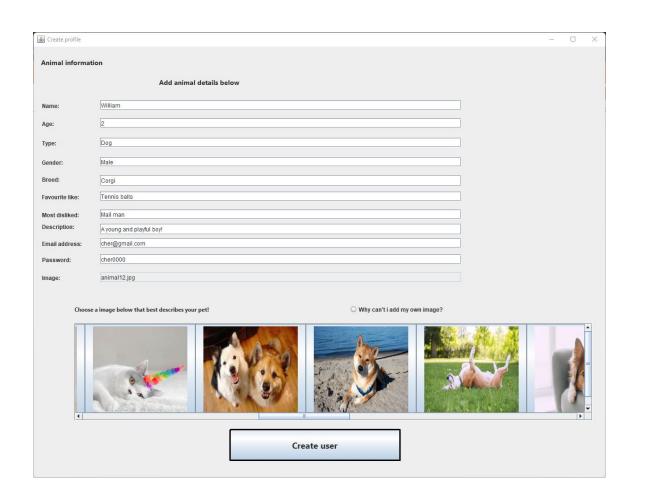
GETTING STARTED (THE NEXT PAGES CONTAINS EVERYTHING THAT WAS SHOWED IN THE DEMOVIDEO BUT ON A TEXTUAL FIELD)

• This is the Welcome page that contains 2 options: login and register. Your cursor also changes to a paw!



REGISTRATION

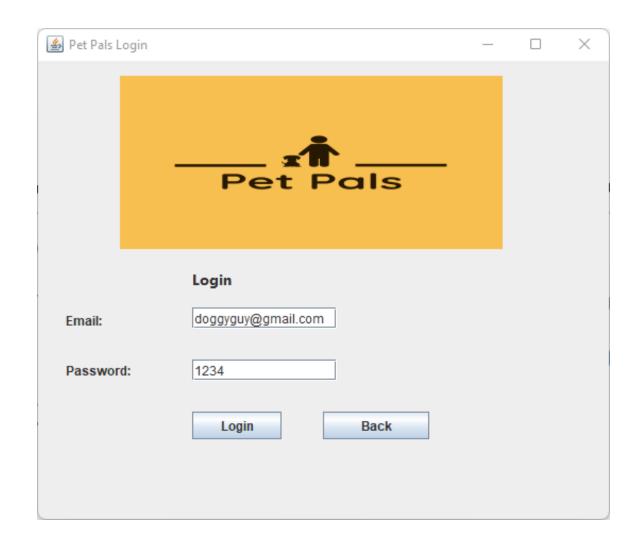
Add pets details to registration



LOGIN

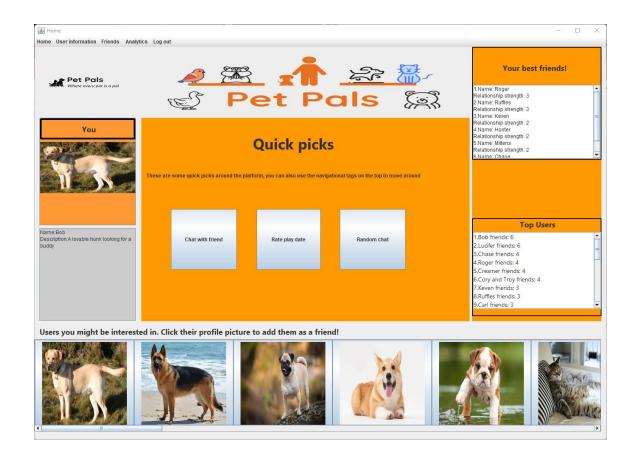
• Here we can login as as the user we created or as one of the existing users. I have created 25 unique default users so the app could simulate a real environment (check the main.java file for the default user logins if you want to login as someone else that has already been created). Some logins include (username: doggyquy@qmail.com | password: 1234 /

username: grumpycat@gmail.com | password: 1234)



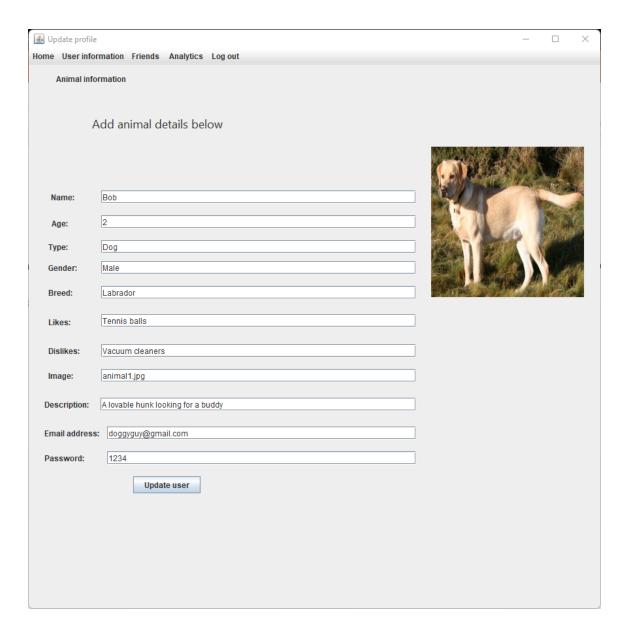
HOME PAGE

• This is the home page where you have the top menu bar for easy navigation. As well as chat and rate options. You can also send friend requests, view top users, your friends and view your pet.



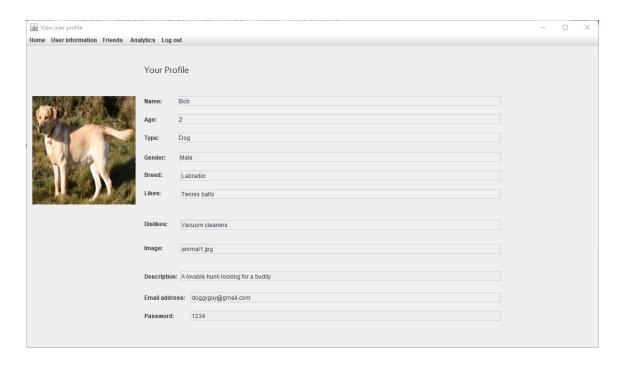
MENU BAR: UPDATE PROFILE

• If you click the update profile it will take you to this page where you will be able to update your details



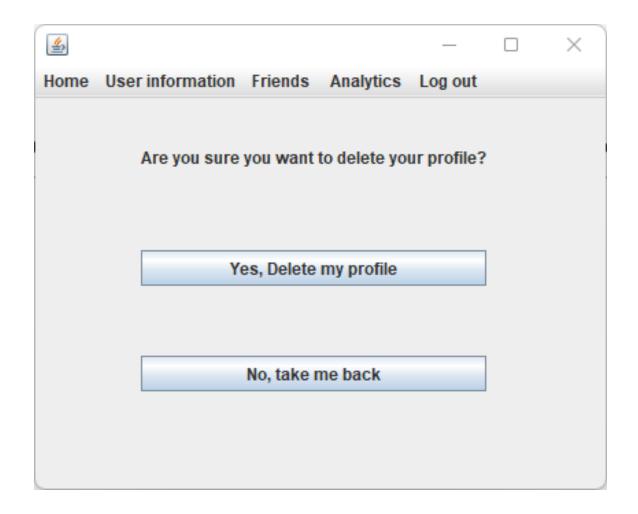
MENU BAR: USER PROFILE

• This is the user profile form that shows you your details without modifying anything.



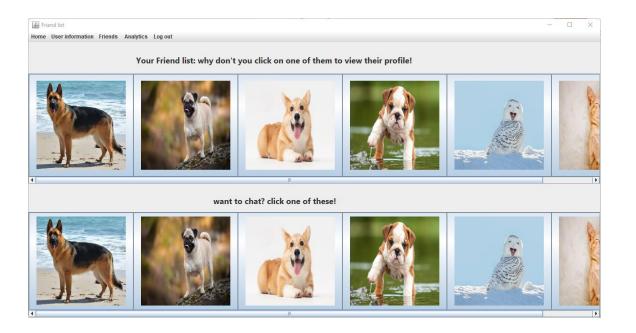
MENU BAR: DELETE

• This is the deletion form that allows you to delete your account.



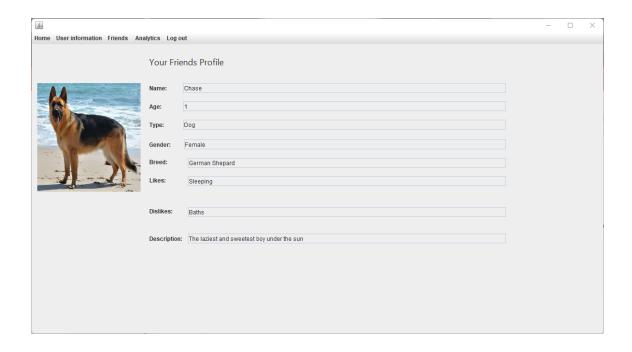
MENU BAR: FRIEND PROFILE

• This is the friend profile form that allows you to view friends profile or start a chat with them!



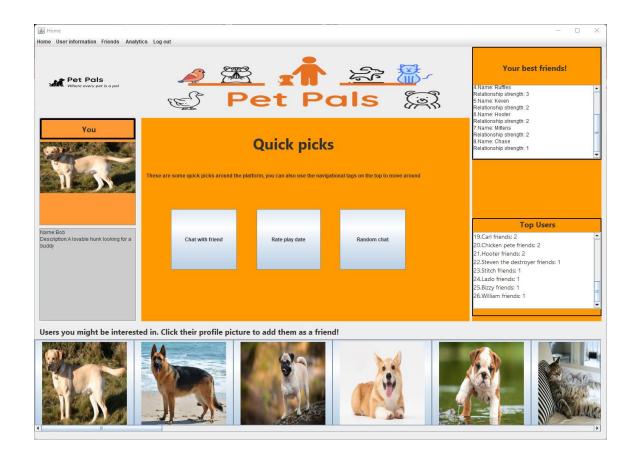
VIEW FRIEND PROFILE

• Once you click a friends profile you will be able to view it!



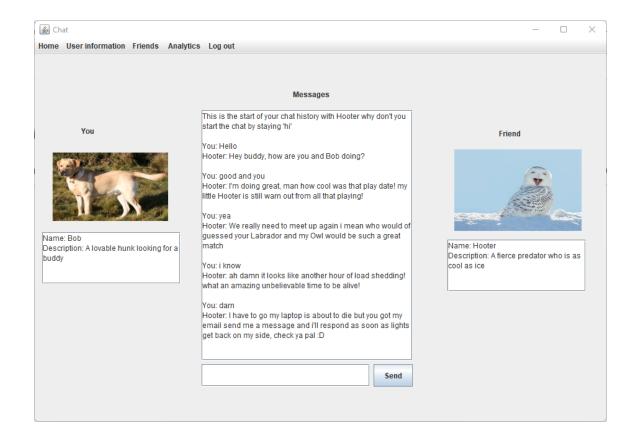
CHATS

• On the home page you have two types of chats: 1) chat with friend that lets you choose a friend whom you can chat to. 2) random chat that lets you chat with a random party.



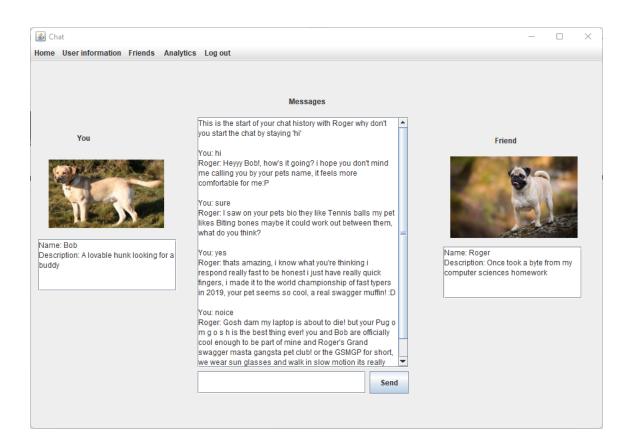
CHAT WITH FRIEND

• In this option you can have a chat with your friend and they will reply back to you! After you chat with a friend the app will sense that you have been invited to go on a play date and allow you to rate the date.



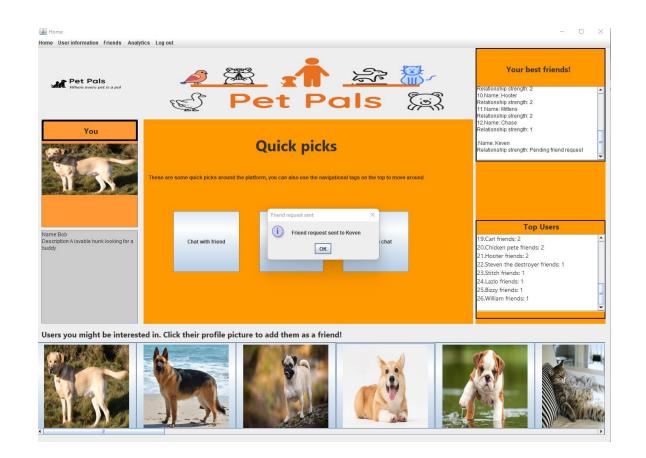
RANDOM CHAT

• On random chat you get matched with someone completely random and they will actually chat to you!



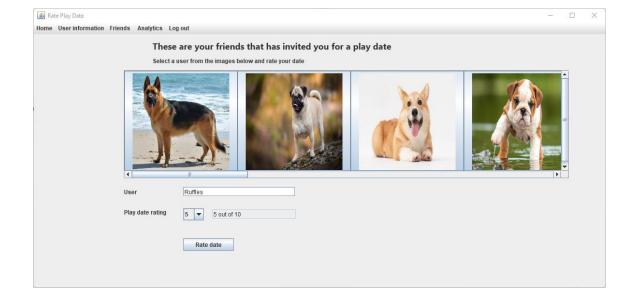
FRIEND RELATIONSHIPS

• You can add a user as your friend by clicking their profile picture on the bottom to send a friend request and if they accept you have a new pal on your hands, or you can chat with a random user and if the conversation goes well you will be set as friends! You will get an alert like this once a friend request has been sent.



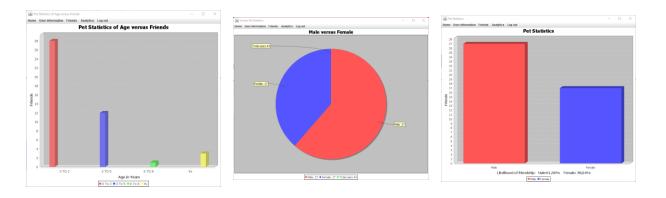
RATING THE DATE

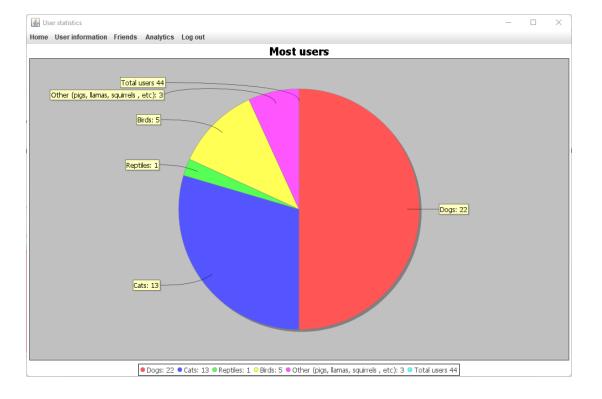
• Once you chatted with a friend the app will allow you to rate the play date your pet had, this rating will be averaged by the score set by both users so it is a mutual rating and it will be used to set your pets relationship strength with the other pet so you can gauge whom is a better companion for your pet.(It also shows you on the home page the relationship strength with your friends)



MENU BAR: ANALYTICS

• You can also view various analytics of the graph from the menu bar. Such as gender versus friends, age versus friends, dominant users, and most users.







END

• Lastly you're able to log out and go and play with your pet because they are that awesome! Hope you had fun using the app!