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# Repository Abstraction

```
public interface IFriendsRepository
```

```
{
```

```
    bool FriendshipExists(string userId1, string userId2);
```

→ P Y M know

People you may know

```
    void AddFriendRequest(string requesterId, string addresseeId);
```

```
    void AcceptFriendRequest(string requesterId, string addresseeId);
```

```
    void DeclineFriendRequest(string requesterId, string addresseeId);
```

```
    void CancelFriendRequest(string requesterId, string addresseeId);
```

```
    void BlockUser(string blockerId, string blockedId);
```

```
    void Unfriend(string userId1, string userId2);
```

```
    int GetFriendCount(string userId);
```

```
    int GetPendingRequestCount(string userId);
```

```
    IEnumerable<Friends> GetPendingRequests(string userId);
```

```
    IEnumerable<Friends> GetFriends(string userId);
```

```
    IEnumerable<Friends> GetBlockedUsers(string userId);
```

```
    //non friend users
```

```
    IEnumerable<User> GetAllUsers();
```

```
    FriendStatus GetFriendshipStatus(string userId1, string userId2);
```

```
    IEnumerable<User> GetPeopleYouMayKnow(string currentUserId);
```

```
    public int GetMutualFriendCount(string currentUserId, string otherUserId);
```

```
}
```

**public interface IPostRepository**

```
{  
    Task<Post> GetByIdAsync(int postId);  
    Task<Post> CreateAsync(Post post);  
    Task UpdateAsync(Post post);  
    Task DeleteAsync(int postId);  
    Task<IEnumerable<Post>> GetByUserIdAsync(string userId);  
    Task<IEnumerable<Post>> GetRecentPostsAsync(int count = 10);  
    Task<IEnumerable<Post>> GetPopularPostsAsync(TimeSpan since);  
    Task<bool> ExistsAsync(int postId);  
    Task<bool> IsOwnerAsync(int postId, string userId);  
    Task<int> GetPostCountAsync(string userId = null);  
    Task<IEnumerable<Post>> GetDeletedPostsAsync();  
}
```

**public interface IPostImagesRepository**

```
{  
    Task<PostImages> GetImageByImageIdAsync(int imageId);  
    Task<IEnumerable<PostImages>> GetImageByPostIdAsync(int postId);  
    Task<PostImages> AddPostImageAsync(PostImages image);  
    Task UpdateImagePathAsync(int imageId, string newPath);  
    Task DeleteImageAsync(int imageId);  
    Task AddRangeAsync(IEnumerable<PostImages> images);  
    Task<IEnumerable<PostImages>> GetDeletedImagesAsync(DateTime? since =  
null);  
    Task<int> GetImageCountForPostAsync(int postId);  
}
```

```

public interface IPostReactionsRepository
{
    Task<PostReactions> GetReactionAsync(int postId, string userId);
    Task AddReactionAsync(PostReactions reaction);
    Task UpdateReactionAsync(int reactionId, ReactionTypes newReactionType);
    Task RemoveReactionAsync(int reactionId);
    Task<bool> HasUserReactedAsync(int postId, string userId);
    Task<int> GetReactionCountAsync(int postId, ReactionTypes? type = null);
    Task<IEnumerable<PostReactions>> GetReactionsByPostAsync(int postId,
bool includeDeleted = false);
    Task<IEnumerable<PostReactions>> GetReactionsByUserAsync(string userId,
bool includeDeleted = false);
}

```

```

public interface IPostReactionsRepository
{
    Task<PostReactions> GetReactionAsync(int postId, string userId);
    Task AddReactionAsync(PostReactions reaction);
    Task UpdateReactionAsync(int reactionId, ReactionTypes newReactionType);
    Task RemoveReactionAsync(int reactionId);
    Task<bool> HasUserReactedAsync(int postId, string userId);
    Task<int> GetReactionCountAsync(int postId, ReactionTypes? type = null);
    Task<IEnumerable<PostReactions>> GetReactionsByPostAsync(int postId,
bool includeDeleted = false);
    Task<IEnumerable<PostReactions>> GetReactionsByUserAsync(string userId,
bool includeDeleted = false);}

```

```

public interface IUserRepository

```

```
{  
    Task<bool> RegisterUserAsync(User user, string password);  
    Task<bool> DeleteUserAsync(User user);  
    Task<bool> ChangeUserPasswordAsync(User user, string oldPassword, string  
newPassword);  
    Task<IdentityResult> UpdateUserAsync(User user);  
    Task<User> FindByEmailAsync(string email);  
    Task<bool> CheckPasswordAsync(User user, string password);  
}
```

## Services Abstraction:

```
public interface IAuthenticationService
```

```
{  
    bool IsSignedIn(ClaimsPrincipal user);  
    Task<User> LoginAsync(string email, string password, bool rememberMe);  
    Task LogoutAsync();  
    Task<bool> IsEmailConfirmedAsync(string email);  
}
```

**public interface IFriendsService**

```
{  
    bool FriendshipExists(string userId1, string userId2);  
    void AddFriendRequest(string requesterId, string addresseeId);  
    void AcceptFriendRequest(string requesterId, string addresseeId);  
    void DeclineFriendRequest(string requesterId, string addresseeId);  
    void CancelFriendRequest(string requesterId, string addresseeId);  
    void BlockUser(string blockerId, string blockedId);  
    void Unfriend(string userId1, string userId2);  
    int GetFriendCount(string userId);  
    int GetPendingRequestCount(string userId);  
    IEnumerable<Friends> GetPendingRequests(string userId);  
    IEnumerable<Friends> GetFriends(string userId);  
    IEnumerable<Friends> GetBlockedUsers(string userId);  
    FriendStatus GetFriendshipStatus(string userId1, string userId2);  
    IEnumerable<PoeplesMV> GetAllUsers();  
    IEnumerable<PoeplesMV> GetPeopleYouMayKnow(string userId);  
    IEnumerable<PoeplesMV> MyConnections(string userId);  
}
```

```
public interface IPostCommentsService  
{  
    Task<PostComments> GetCommentAsync(int commentId);  
    Task<PostComments> CreateCommentAsync(int postId, string commenterId,  
string content, string? imagePath = null, int? parentCommentId = null);  
    Task UpdateCommentAsync(int commentId, string newContent, string?  
newImagePath = null);  
    Task DeleteCommentAsync(int commentId);  
    Task<PostComments> ReplyToCommentAsync(int parentCommentId, string  
commenterId, string content, string? imagePath = null);  
    Task<IEnumerable<PostComments>> GetCommentsForPostAsync(int postId);  
    Task<IEnumerable<PostComments>> GetCommentRepliesAsync(int  
parentCommentId);  
    Task<bool> IsCommentOwnerAsync(int commentId, string userId);  
    Task<int> GetCommentCountForPostAsync(int postId);  
}
```

```
public interface IPostImagesService  
{  
    Task<PostImages> GetImageByImageIdAsync(int imageId);  
    Task<IEnumerable<PostImages>> GetImageByPostIdAsync(int postId);  
    Task<PostImages> AddPostImageAsync(PostImages image);  
    Task UpdateImagePathAsync(int imageId, string newPath);  
    Task DeleteImageAsync(int imageId);  
    Task AddRangeAsync(IEnumerable<PostImages> images);  
    Task<IEnumerable<PostImages>> GetDeletedImagesAsync(DateTime? since =  
null);
```

```
Task<int> GetImageCountForPostAsync(int postId);  
}
```

```
public interface IPostReactionsService  
{  
    Task ToggleReactionAsync(int postId, string userId, ReactionTypes  
reactionType);  
}
```

```
public interface IPostService  
{  
    Task<Post> GetPostByIdAsync(int postId);  
    Task<Post> CreatePostAsync(string userId, string textContent);  
    Task UpdatePostAsync(int postId, string textContent);  
    Task DeletePostAsync(int postId);  
    Task<IEnumerable<Post>> GetUserPostsAsync(string userId);  
    Task<int> GetUserPostCountAsync(string userId);  
    Task<IEnumerable<Post>> GetRecentPostsAsync(int count = 10);  
    Task<IEnumerable<Post>> GetPopularPostsAsync(TimeSpan since);  
    Task<bool> IsPostOwnerAsync(int postId, string userId);  
}
```

```
public interface IUserService  
{  
    Task<bool> RegisterUserAsync(UserRegisterMV user, string password);
```



```
Task<bool> DeleteUserAsync(UserMV user);  
Task<bool> UpdateUserAsync(UserMV oldUser, UserMV newUser);  
Task<bool> ChangeUserPasswordAsync(UserMV user, string oldPassword,  
string newPassword);  
  
}
```

# Expectations/Suggestions/(that's the beginning)

## 2. User Profile Views

### A. Profile View

**Methods:** IUserRepository.FindByEmailAsync, IFriendsService.GetFriendCount

**Elements:**

- Profile header with:
  - Profile picture
  - User name
  - Bio/description
  - Friend count (from GetFriendCount)
- Tab navigation for:
  - Posts
  - Friends
  - Photos
- [Edit Profile] button (for owner)

### B. Edit Profile View

**Methods:** IUserService.UpdateUserAsync, IUserService.ChangeUserPasswordAsync

**Elements:**

- Form with editable fields:
  - Profile picture upload
  - Name
  - Bio
  - Email
- Change password section:
  - Current password
  - New password
  - Confirm new password

- [Save Changes] button
- [Cancel] button

### **3. Social/Connection Views**

#### **A. Friends List View**

**Methods:** IFriendsService.GetFriends, IFriendsService.GetPendingRequests

**Elements:**

- Two tabs:
  1. Current Friends (list from GetFriends)
  2. Pending Requests (list from GetPendingRequests)
- Each friend item shows:
  - Profile picture
  - Name
  - Three dots list contains options like : unfriend
- Pending requests show:
  - Requester info
  - [Accept]/[Decline] buttons

- [Login] button
- "Forgot password" link
- Link to Registration page

## **B. People Search/Discovery View**

**Methods:** IFriendsService.GetAllUsers, IFriendsService.GetPeopleYouMayKnow

**Elements:**

- Search bar
- "People You May Know" section (from GetPeopleYouMayKnow)
- "All Users" section
- Each user card shows:
  - Profile picture
  - Name
  - Mutual friends count
  - [Add Friend] buttons

## **4. Post/Content Views**

### **A. News Feed View**

**Methods:** IPostService.GetRecentPostsAsync, IPostService.GetPopularPostsAsync

**Elements:**

- Create Post component (textarea + Add Image Button + [Post] button)
- Tab navigation:
  - Recent Posts (from GetRecentPostsAsync)
  - Popular Posts (from GetPopularPostsAsync)
  - Saved Posts
- Each post shows:

- Author info
- Post content
- Images (if any)
- Like/comment counts
- Reaction button
- Timestamp
- Comment Button
- Share Button
- Three dots list contain options like: Save Post, Delete Post(for owner), Edit

## **B. Single Post View**

**Methods:** IPostService.GetPostByIdAsync, IPostCommentsService.GetCommentsForPostAsync

**Elements:**

- Full post display
- Comment section:
  - Comment input box
  - List of comments (from GetCommentsForPostAsync)
  - Reply functionality (nested comments)
- Reaction buttons

## **C. Create/Edit Post View**

**Methods:** IPostService.CreatePostAsync, IPostService.UpdatePostAsync

**Elements:**

- Textarea for post content
- Image upload button
- Privacy selector
- [Post]/[Update] button

## 5. Comment Views

### A. Comment Component

**Methods:** IPostCommentsService.CreateCommentAsync, IPostCommentsService.GetCommentRepliesAsync

**Elements:**

- Comment textarea
- [Post Comment] button
- Nested replies display
- [Reply] button on each comment
- [Edit]/[Delete] buttons (for comment owner)

### B. Content Moderation View

**Methods:** IPostRepository.GetDeletedPostsAsync, IPostImagesRepository.GetDeletedImagesAsync

**Elements:**

- Tabs for:
  - Deleted posts
  - Deleted images
  - Reported content
- Restoration options

- Permanent deletion options