## 31.08.2023-Thu:

1. Database issue: In post entity should we need a field like post environment to set user post private to their university or all university?

**Solved**: Defined PostPreferences class that include both interactionEnviroment and postCategory fields.

1. UserInteraction.java entity issue: There is a field called referenceId. We want to directly link to different types of objects using a single **reference\_id** entity from database. I cannot find any procedure that can handle this case. So, I implemented like following, I define two fields as interactionType and referenceId. When we get request from frontend, we get these two properties. Then while querying from database, we use the combination of two properties to receive corresponding object. I think this is not the optimized and best solution.

Example: interactionType = “User” and referenceId=”2” then,

If (interactionType.isEquals(“User”)) {

User user = userService.getByUserId(referenceId);

//Set and save the interacted with user UserInteraction

//Set and save the interacting user UserInteraction

}

1. The postPreferences method written for testing and after using for admin panel maybe. Also, the update postPreferences method written bad.
2. All update methods may be handled for updating just one or two fields case because other fields can be null in this case. However, it also depends on how we use this update method on the frontend. So, for now I keep them same.
3. In the createNewUser method I comment user credentials validation for after same credentials validation.
4. I wrote userInteractionUpdate method if admin will be required in the future.
5. I wrote searchHistoryUpdate method. I think we will be never use but for stability I keep it. Maybe later we will delete. Actually, most update method will be never used. Also, we will delete them later.

## 05.09.2023-Thu:

1. Should we show user first name and last name on the post or username?
2. Forward & direct message button may be added to post.
3. Services are controlled later when authentication & authorization are implemented.