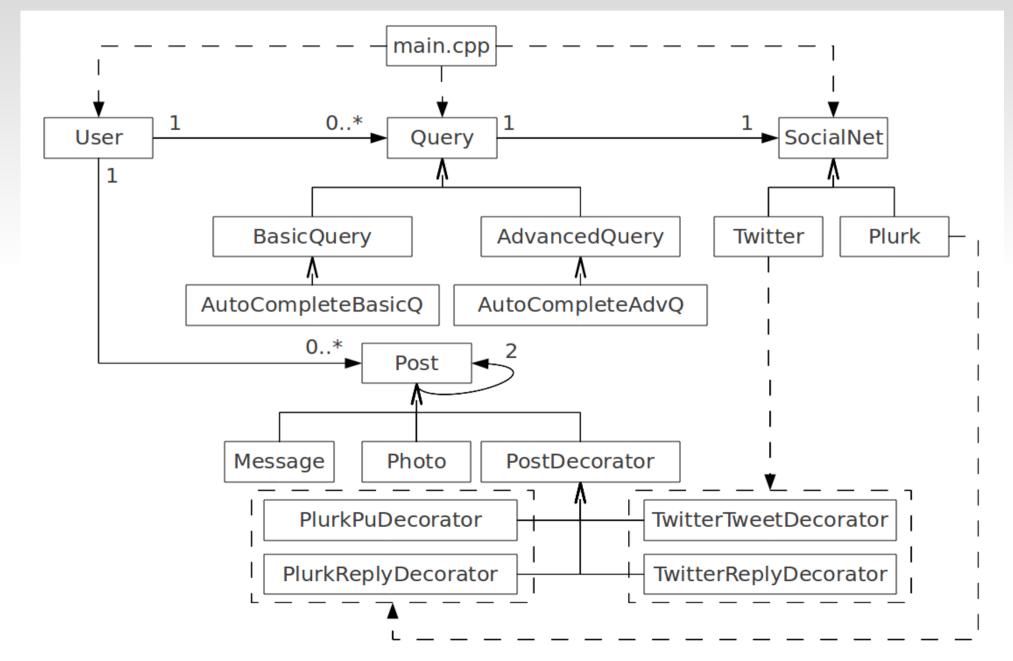
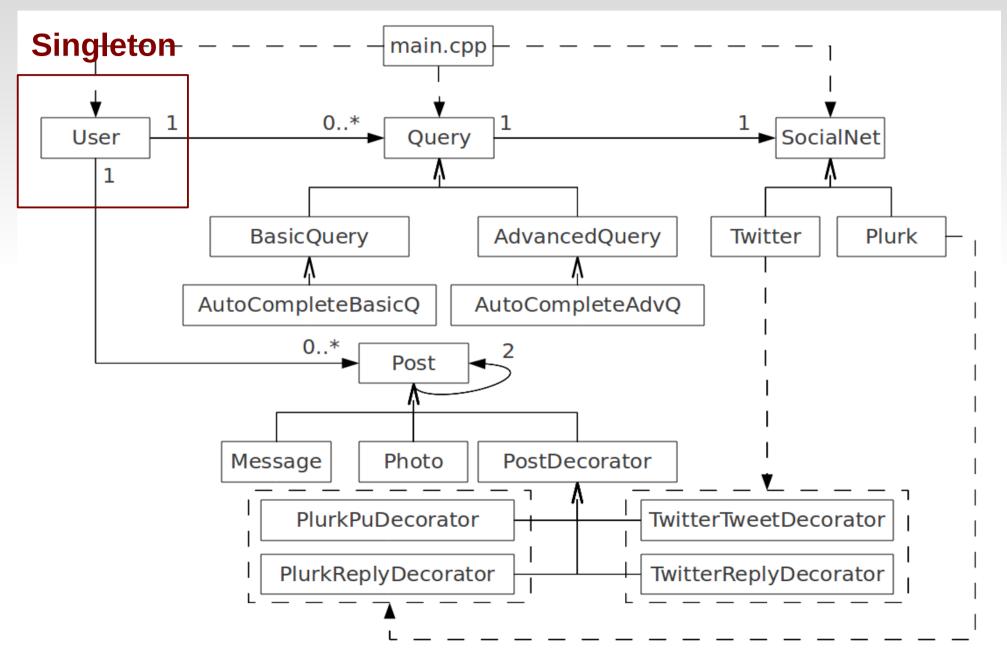
Design Pattern Final Project – Social Network Search Engine

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Introduction

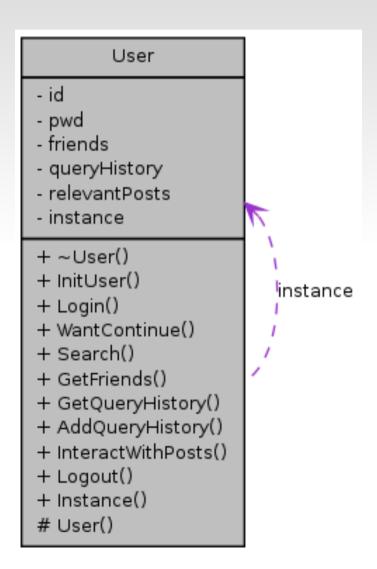
- Main features:
 - Search keyword and/or person
 - Browse
 - Like
 - Reply
- Support Plurk and Twitter for now
- Implementation: C++ and Python

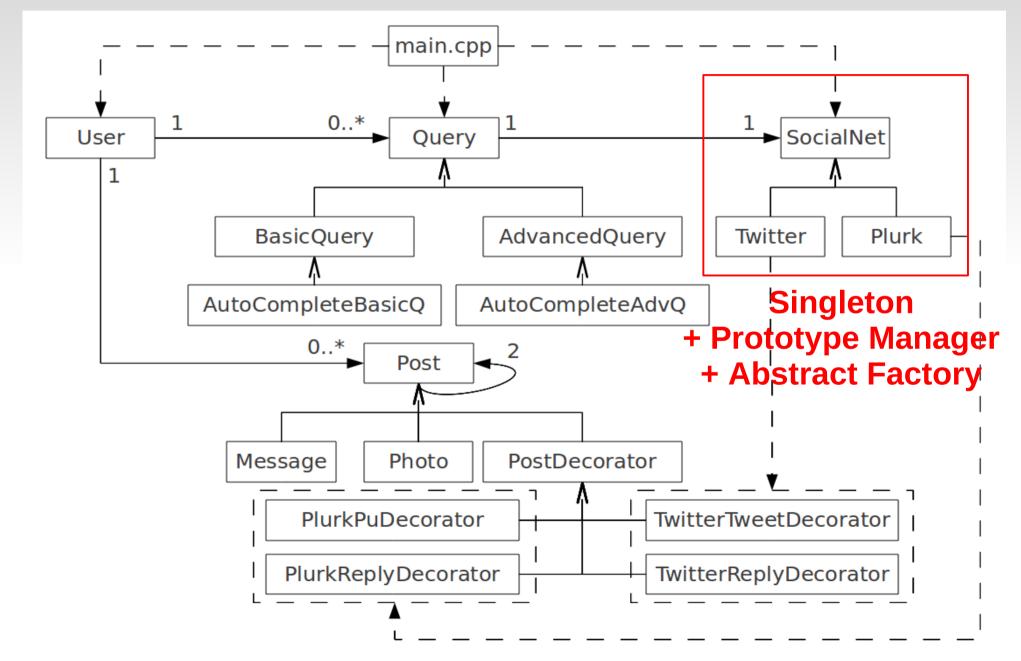




User: Singleton

- Instantiate at program startup.
 - Avoid multi-thread problem.

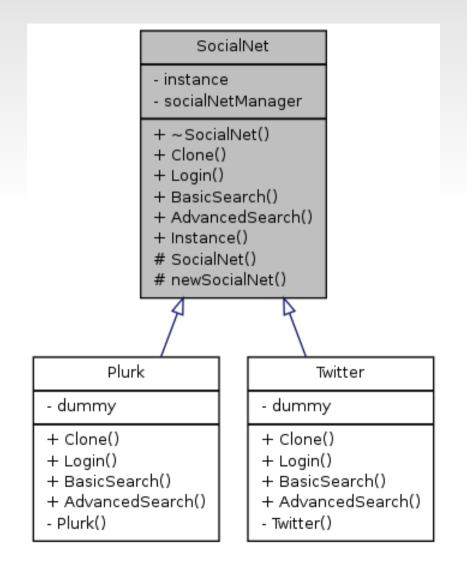




SocialNet: Singleton + Prototype Manager + Abstract Factory

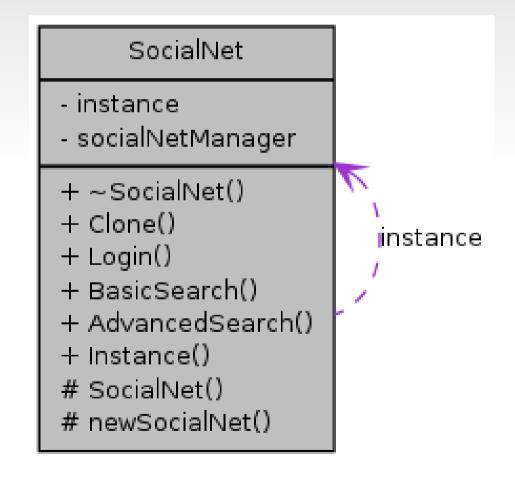
All its derived classes

 (also singletons)
 instantiate themselves at program startup, and register to the prototype manager.



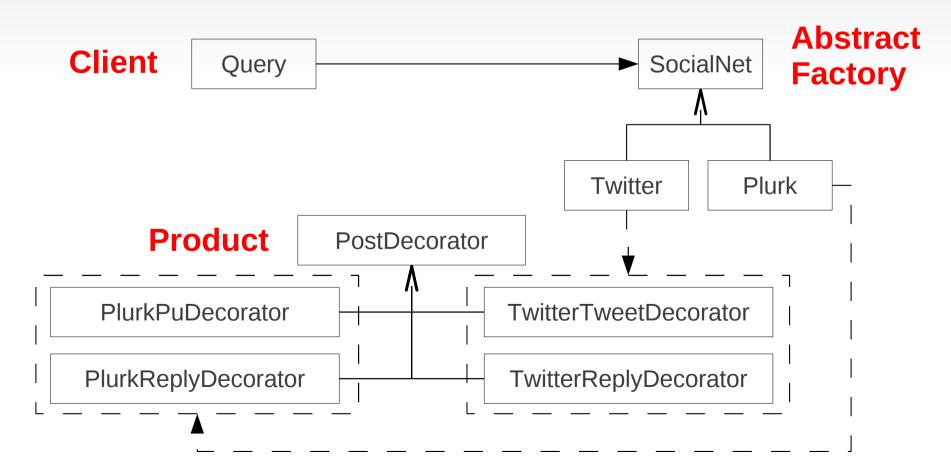
SocialNet: Singleton + Prototype Manager + Abstract Factory

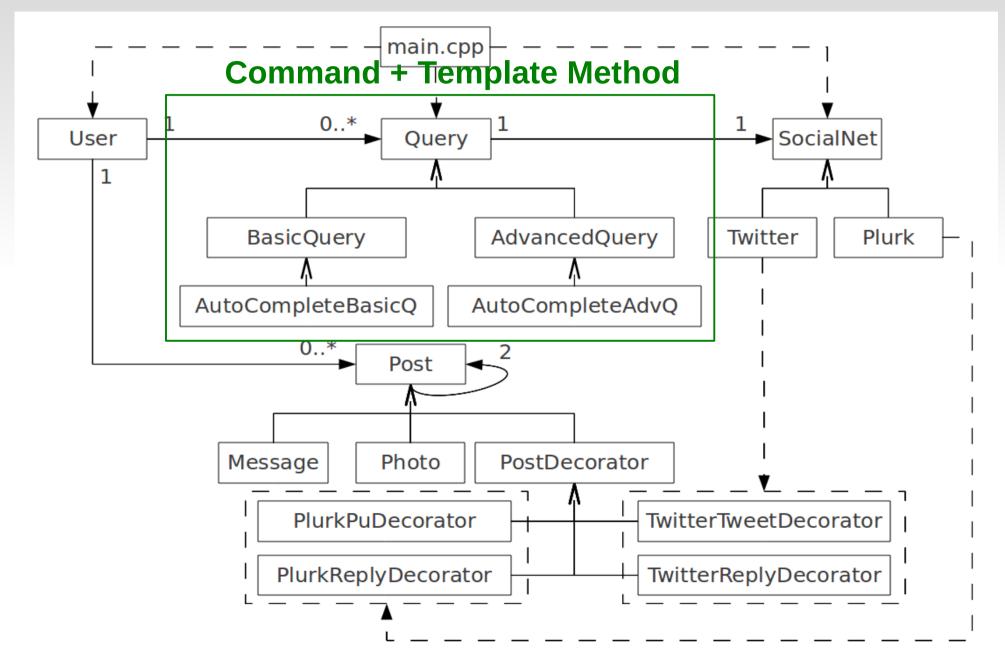
- SocialNet::Instance() by cloning from prototype manager, not newing!
 - Avoid multi-thread problem.



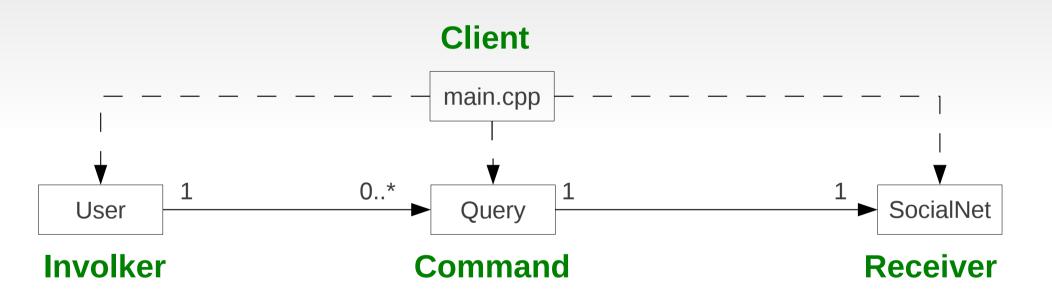
SocialNet: Singleton + Prototype Manager + Abstract Factory

 SocialNet can also be seen as Abstract Factory pattern:



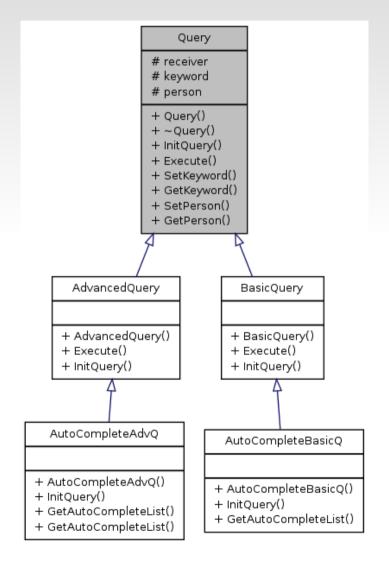


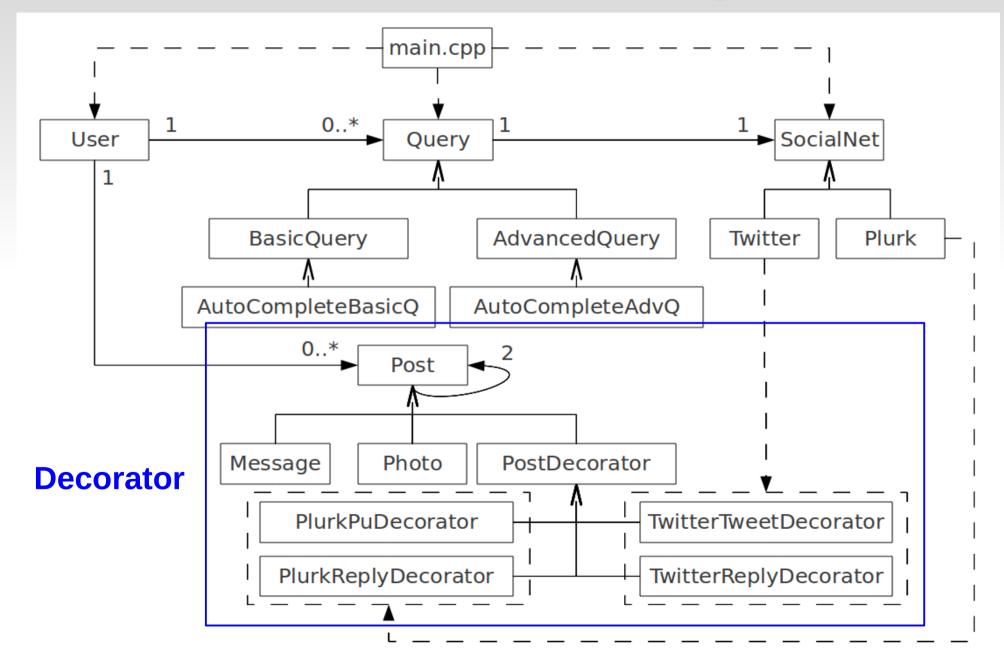
Query: Command + Template Method



Query: Command + Template Method

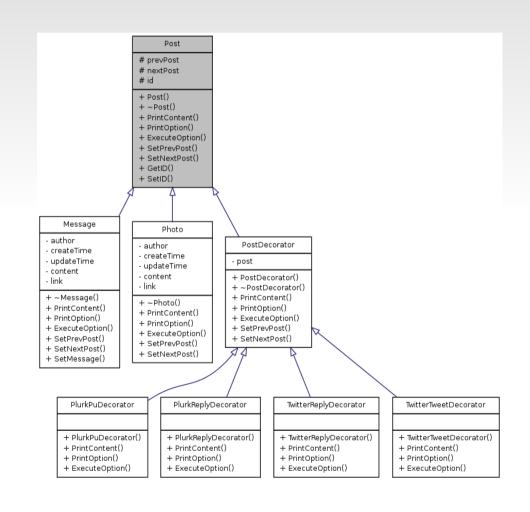
 Use Template Method to override InitQuery() to auto-complete.





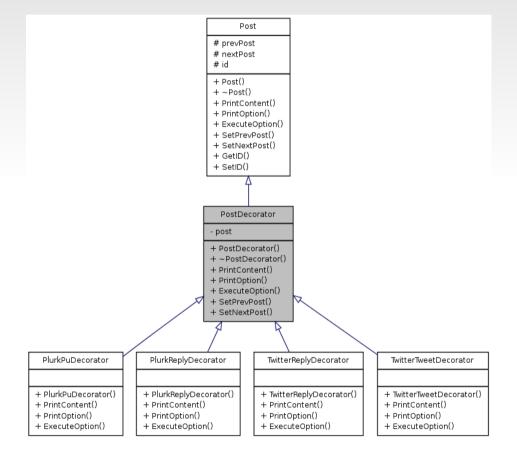
Post: Decorator

- Post:
 - Message
 - Photo
 -etc.
- Responsibilities of Post (without decorator):
 - Go to previous
 - Go to next
 - Quit browsing
 -etc.



Post: Decorator

- PostDecorator:
 - Like
 - Reply
 -etc.
- Different decorators used by different social networks.



Other special features

- Password masking
 - Enter password, show "*".

- Auto-complete
 - Keyword: from log of query history
 - Save the latest 100 queries when terminate
 - Load log when startup
 - Person: from friend list

Open for extension

- 1. Add new social network
 - Must also add new PostDecorator

2. Add new kinds of posts (e.g. shared link)

- 3. Add new type of query
 - Must update/add the search method of receiver of Query i.e. SocialNet

Questions?

