

# Design Pattern Final Project – Social Network Search Engine

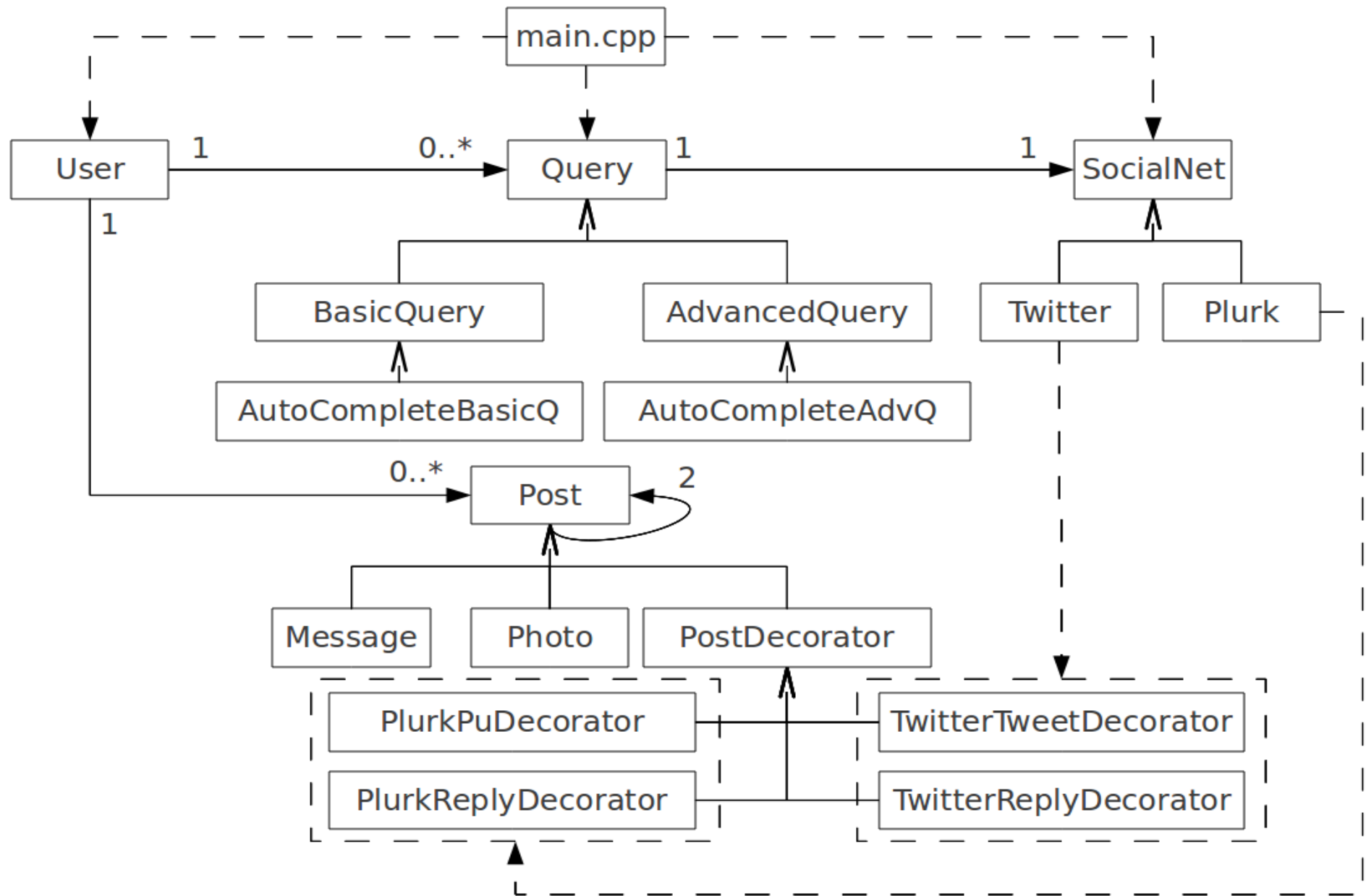
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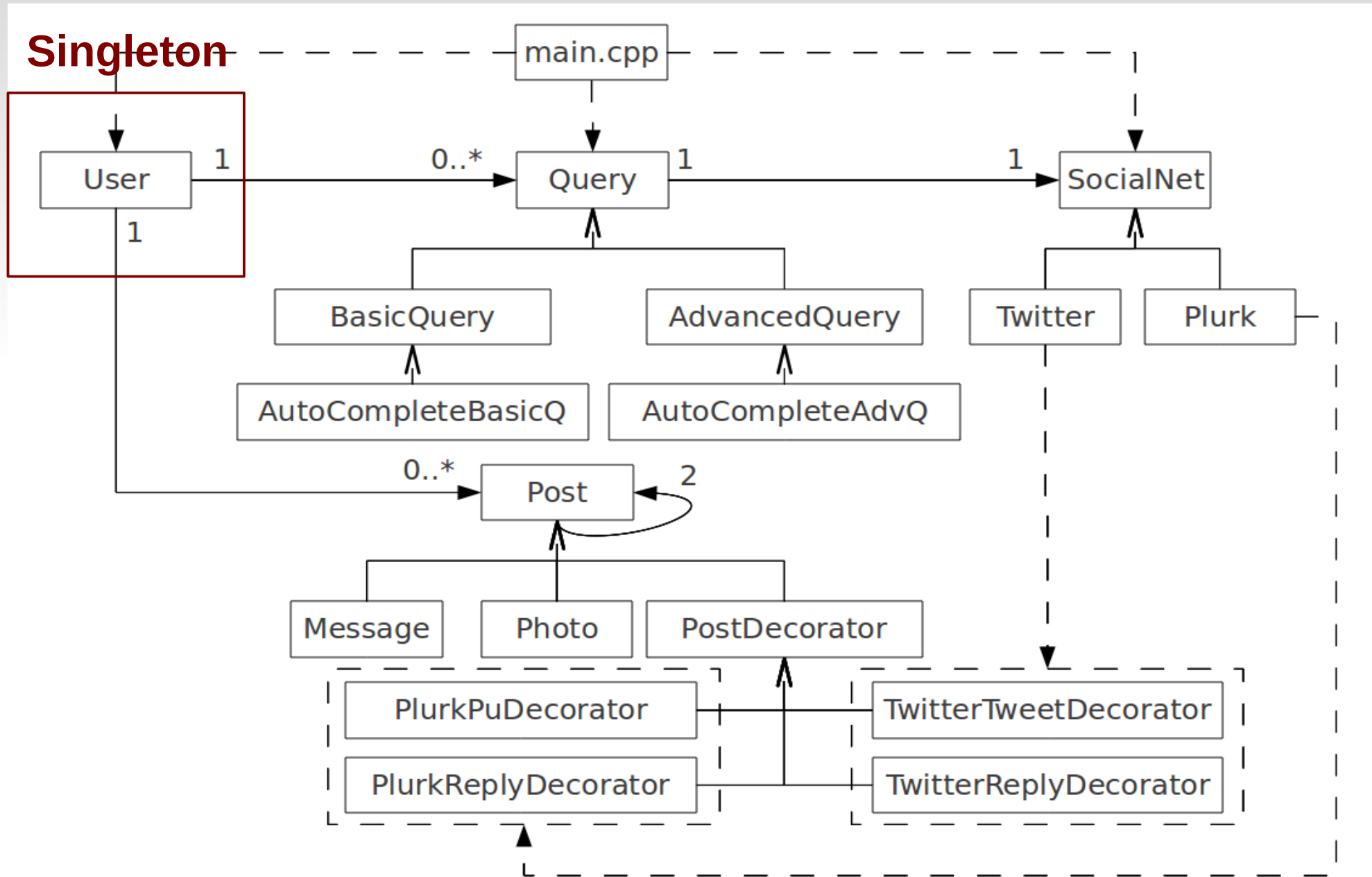
# Introduction

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

# Overall Class Diagram

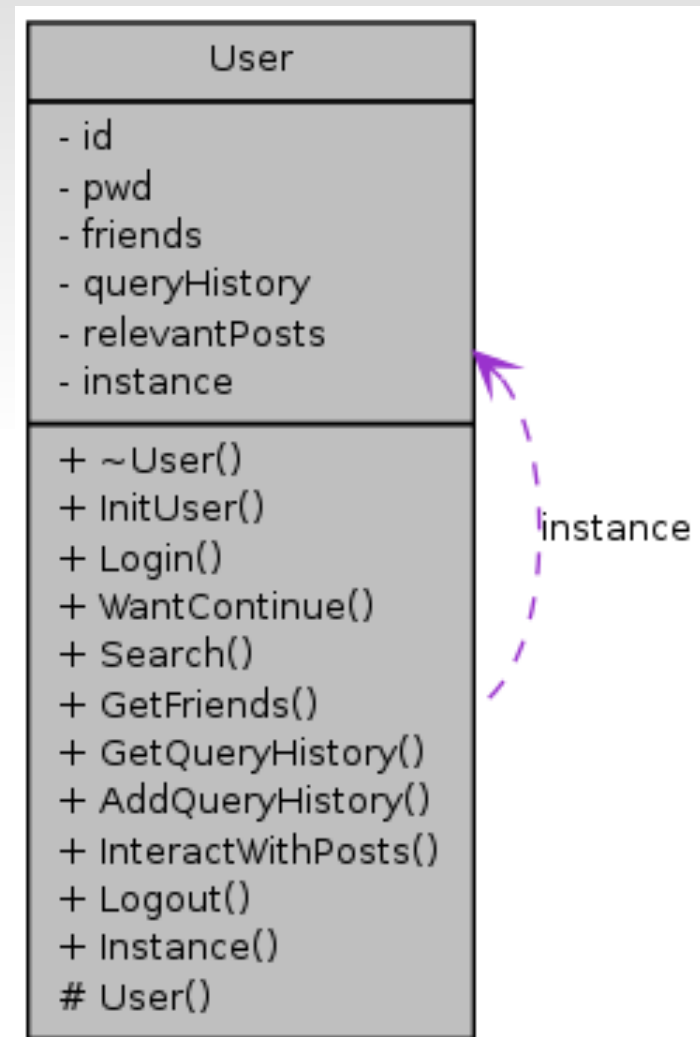


# Overall Class Diagram

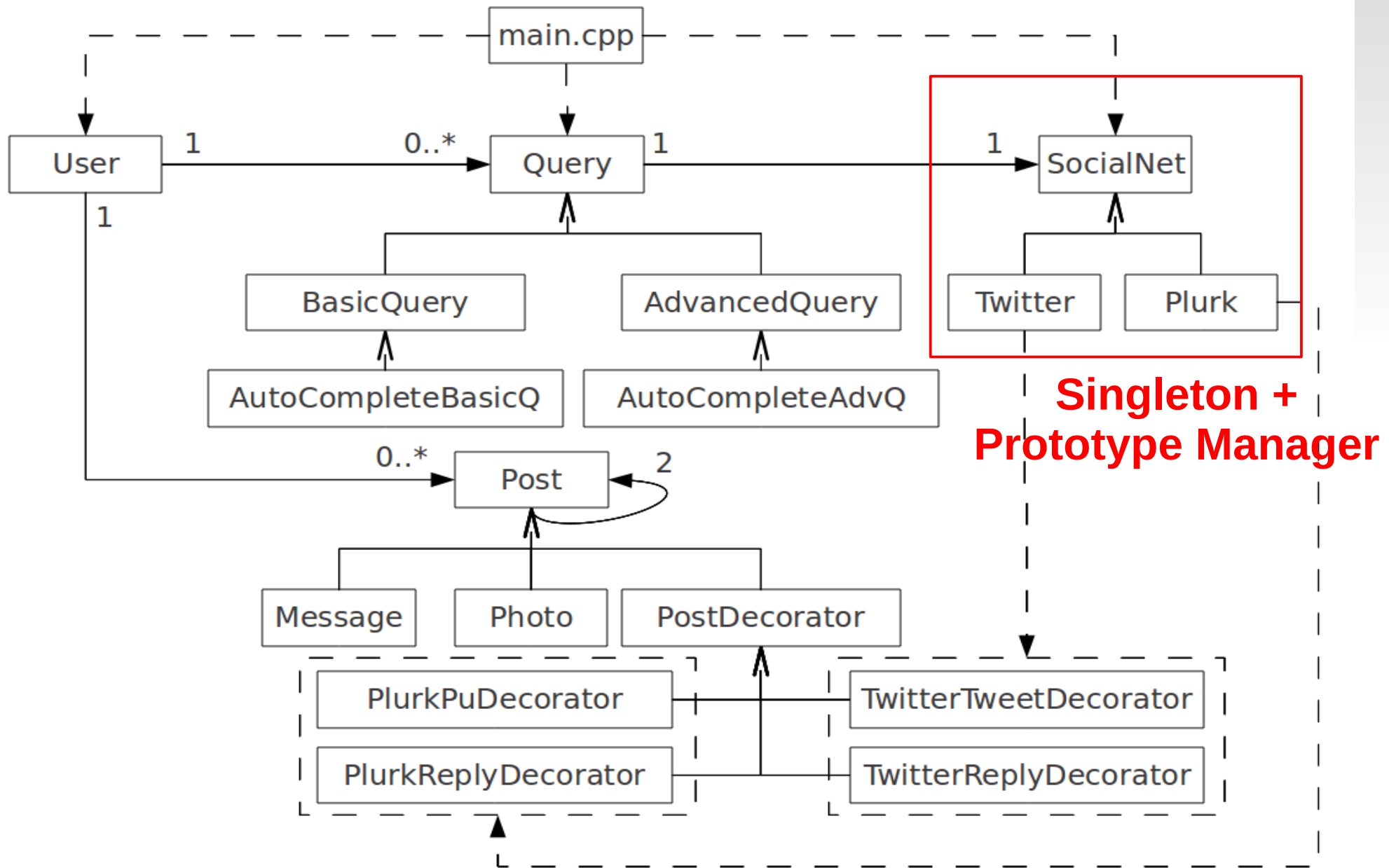


# User: Singleton

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

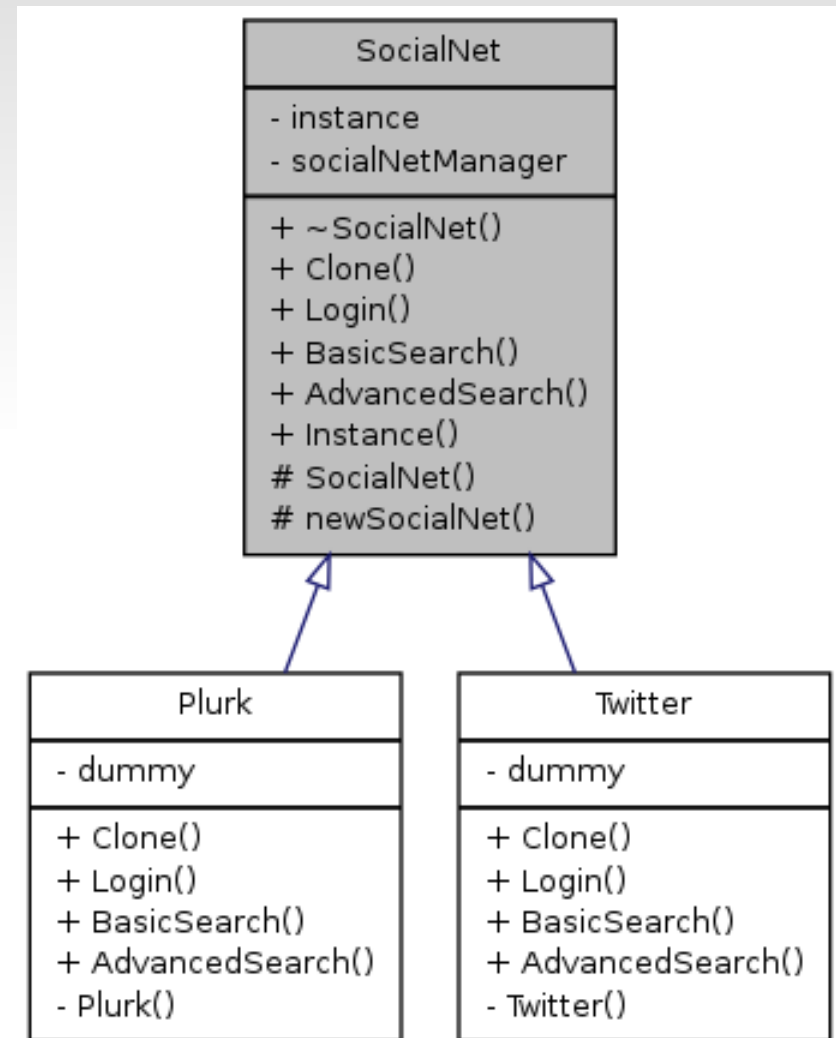


# Overall Class Diagram



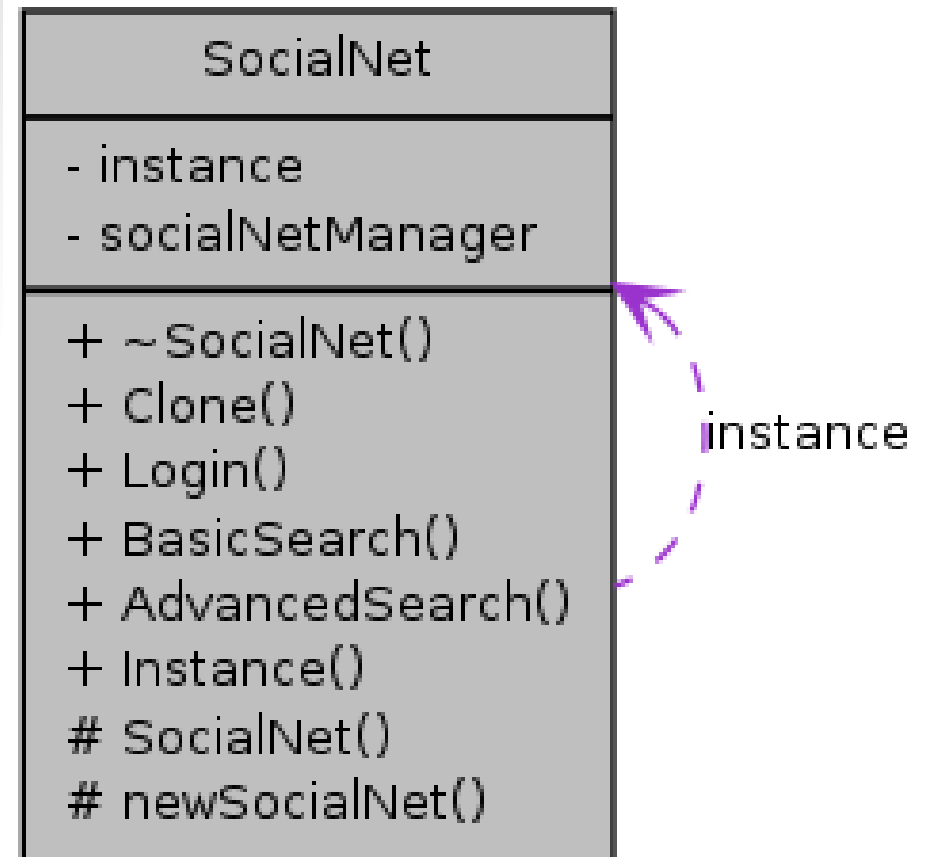
# SocialNet: Singleton + Prototype Manager

- All its derived classes (also singletons) instantiate themselves at program startup, and register to the prototype manager.



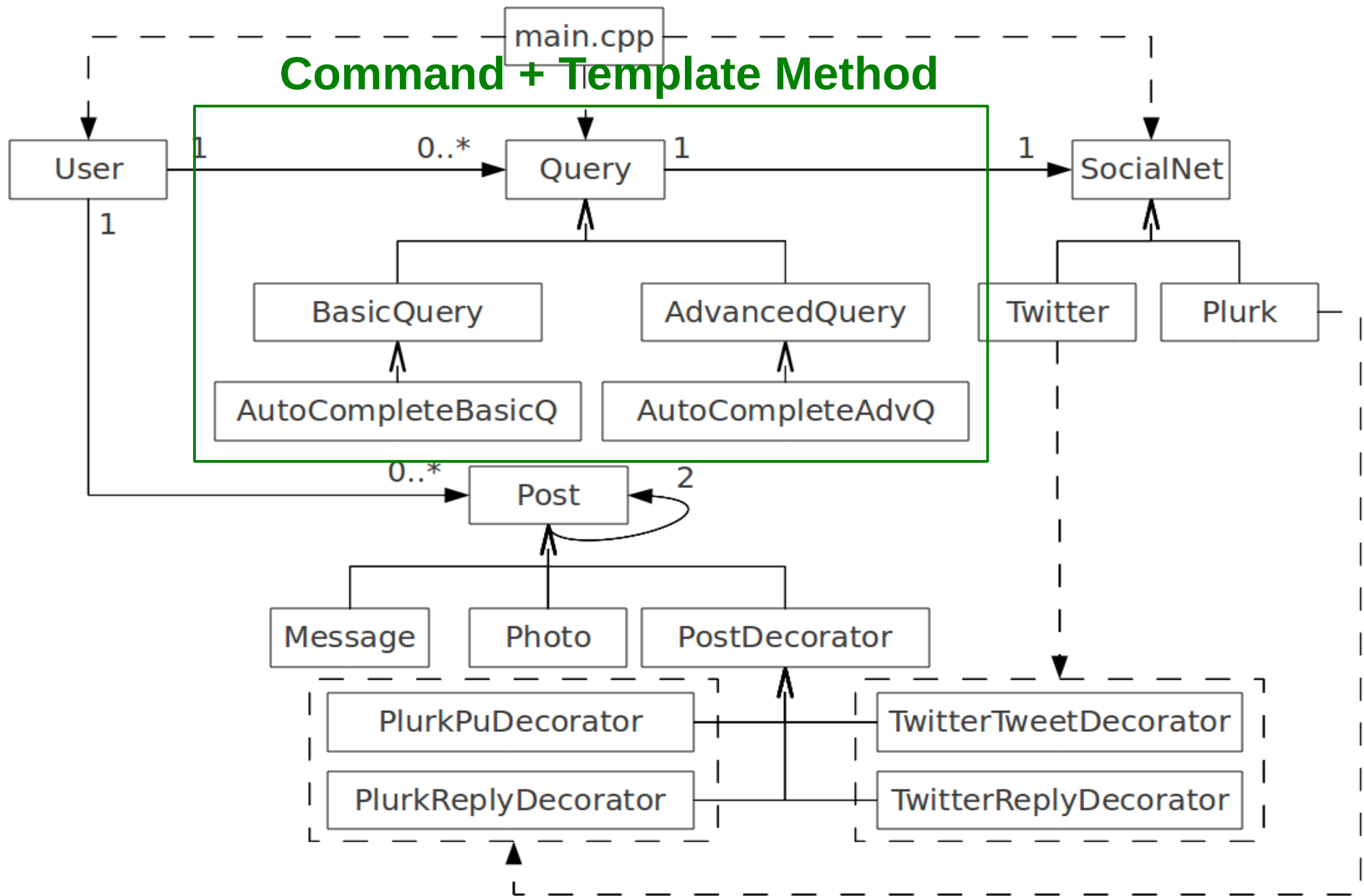
# SocialNet: Singleton + Prototype Manager

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

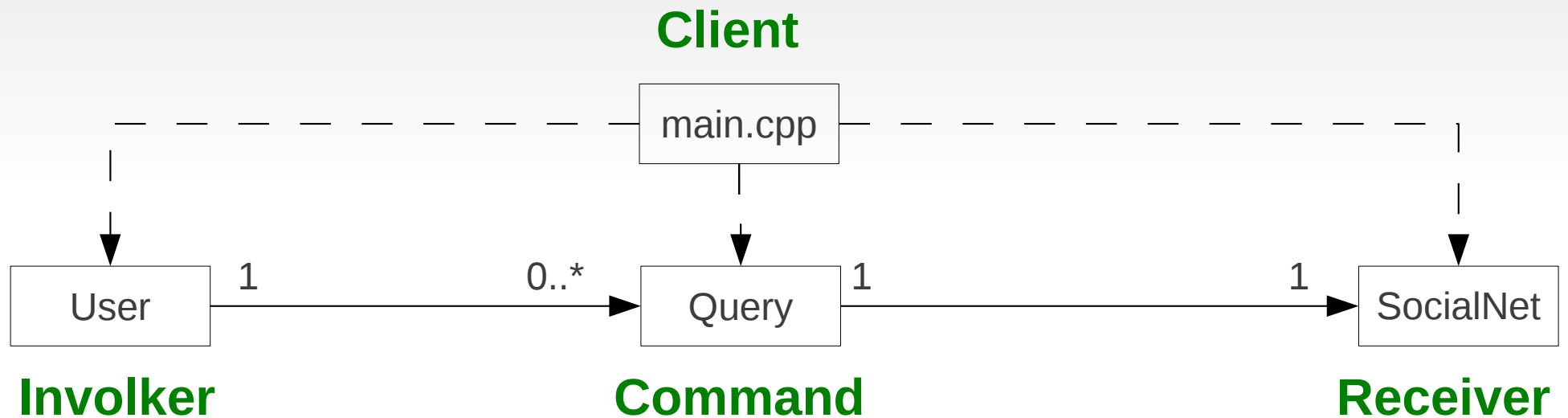




# Overall Class Diagram

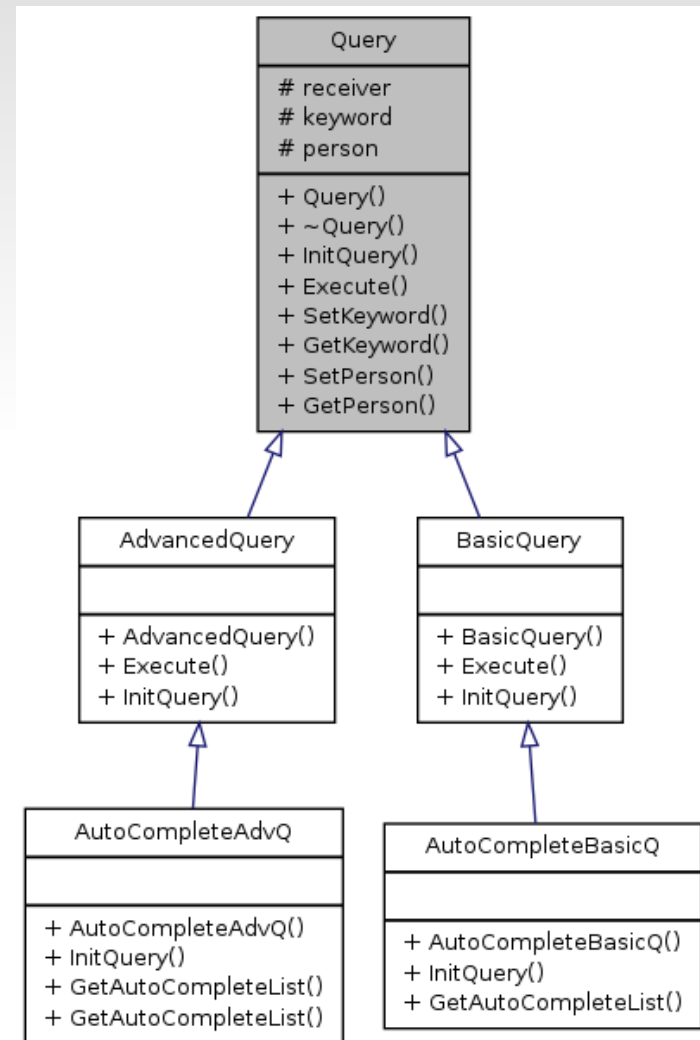


# Query: Command + Template Method

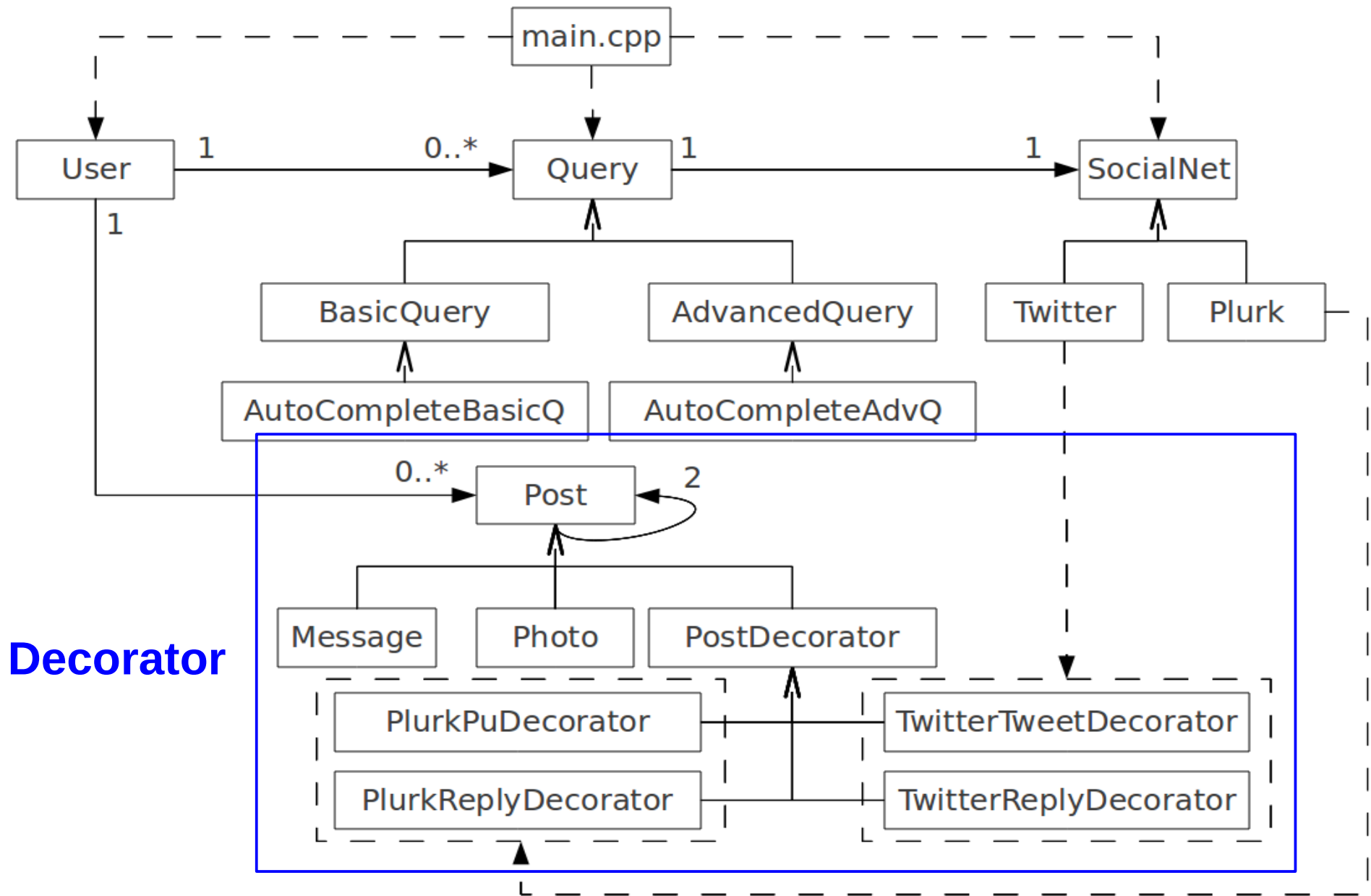


# Query: Command + Template Method

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

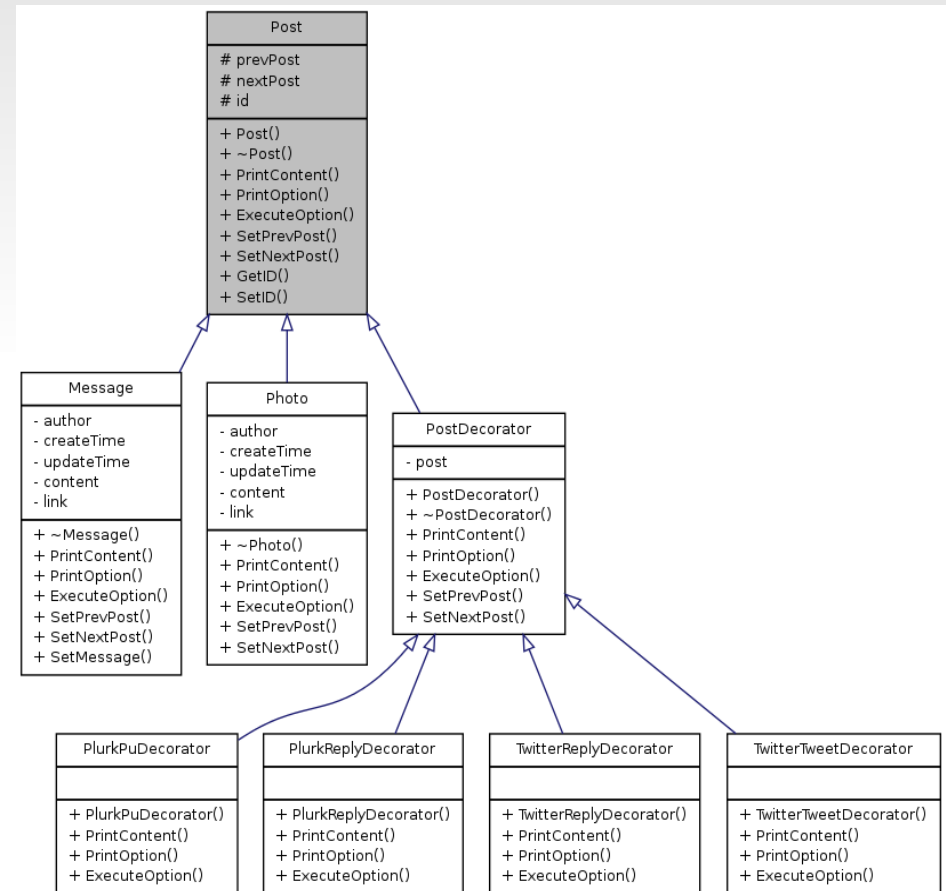


# Overall Class Diagram



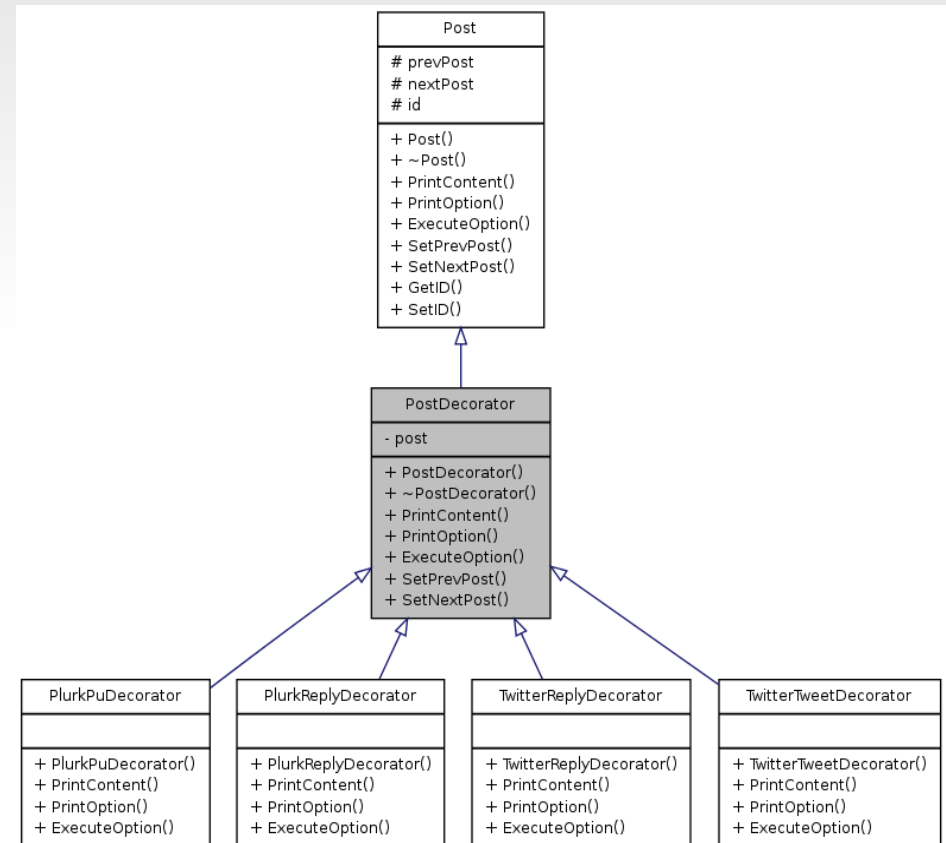
# Post: Decorator

- 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?

