

## Design LinkedIn

Let's design LinkedIn.

### We'll cover the following ^

- System Requirements
- Use case diagram
- Class diagram
- Activity diagrams
- Code

LinkedIn is a social network for professionals. The main goal of the site is to enable its members to connect with people they know and trust professionally, as well as to find new opportunities to grow their careers.

A LinkedIn member's profile page, which emphasizes their skills, employment history, and education, has professional network news feeds with customizable modules.

LinkedIn is very similar to Facebook in terms of its layout and design. These features are more specialized because they cater to professionals, but in general, if you know how to use Facebook or any other similar social network, LinkedIn is somewhat comparable.



## System Requirements

We will focus on the following set of requirements while designing LinkedIn:

1. Each member should be able to add information about their basic profile, experiences, education, skills, and accomplishments.
2. Any user of our system should be able to search for other members or companies by their name.
3. Members should be able to send or accept connection requests from other members.
4. Any member will be able to request a recommendation from other members.
5. The system should be able to show basic stats about a profile, like the number of profile views, the total number of connections, and the total number of search appearances of the profile.
6. Members should be able to create new posts to share with their connections.
7. Members should be able to add comments to posts, as well as like or share a post or comment.
8. Any member should be able to send messages to other members.
9. The system should send a notification to a member whenever there is a new message, connection invitation or a comment on their post.
10. Members will be able to create a page for a Company and add job postings.
11. Members should be able to create groups and join any group they like.

12. Members should be able to follow other members or companies.

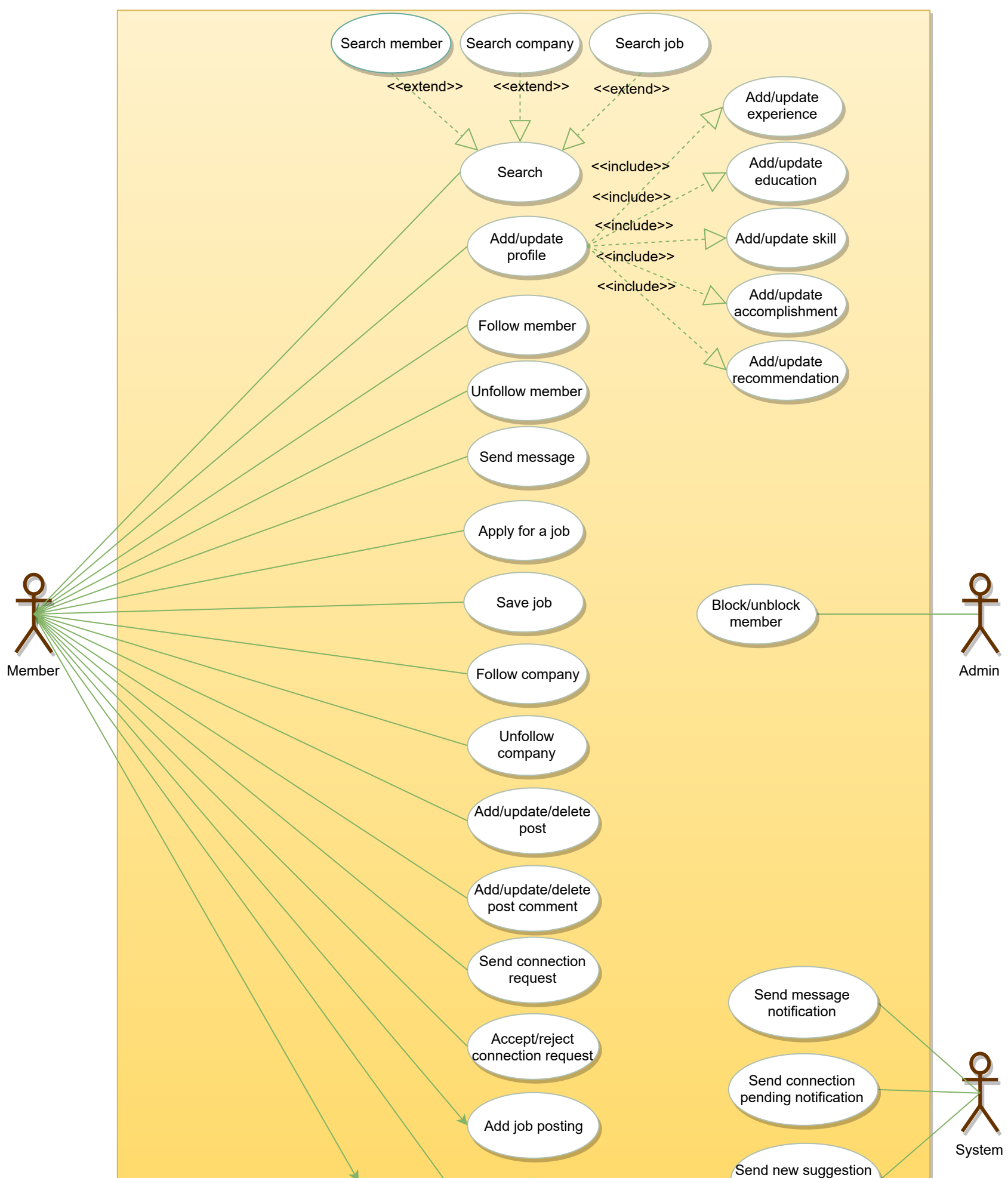
## Use case diagram

We have three main Actors in our system:

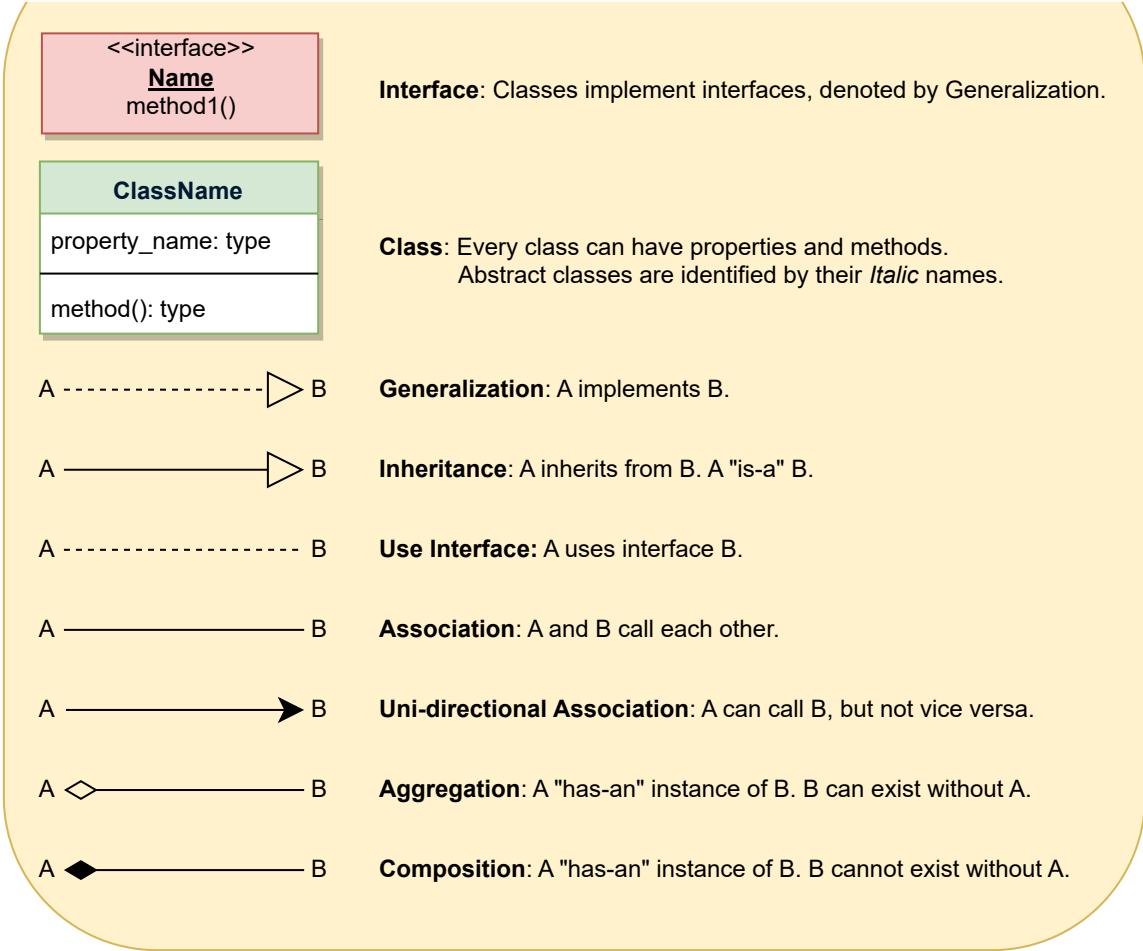
- **Member:** All members can search for other members, companies or jobs, as well as send requests for connection, create posts, etc.
- **Admin:** Mainly responsible for admin functions such as blocking and unblocking a member, etc.
- **System:** Mainly responsible for sending notifications for new messages, connections invites, etc.

Here are the top use cases of our system:

- **Add/update profile:** Any member should be able to create their profile to reflect their experiences, education, skills, and accomplishments.
- **Search:** Members can search other members, companies or jobs. Members can send a connection request to other members.
- **Follow or Unfollow member or company:** Any member can follow or unfollow any other member or a company.
- **Send message:** Any member can send a message to any of their connections.
- **Create post:** Any member can create a post to share with their connections, as well as like other posts or add comments to any post.
- **Send notifications:** The system will be able to send notifications for new messages, connection invites, etc.

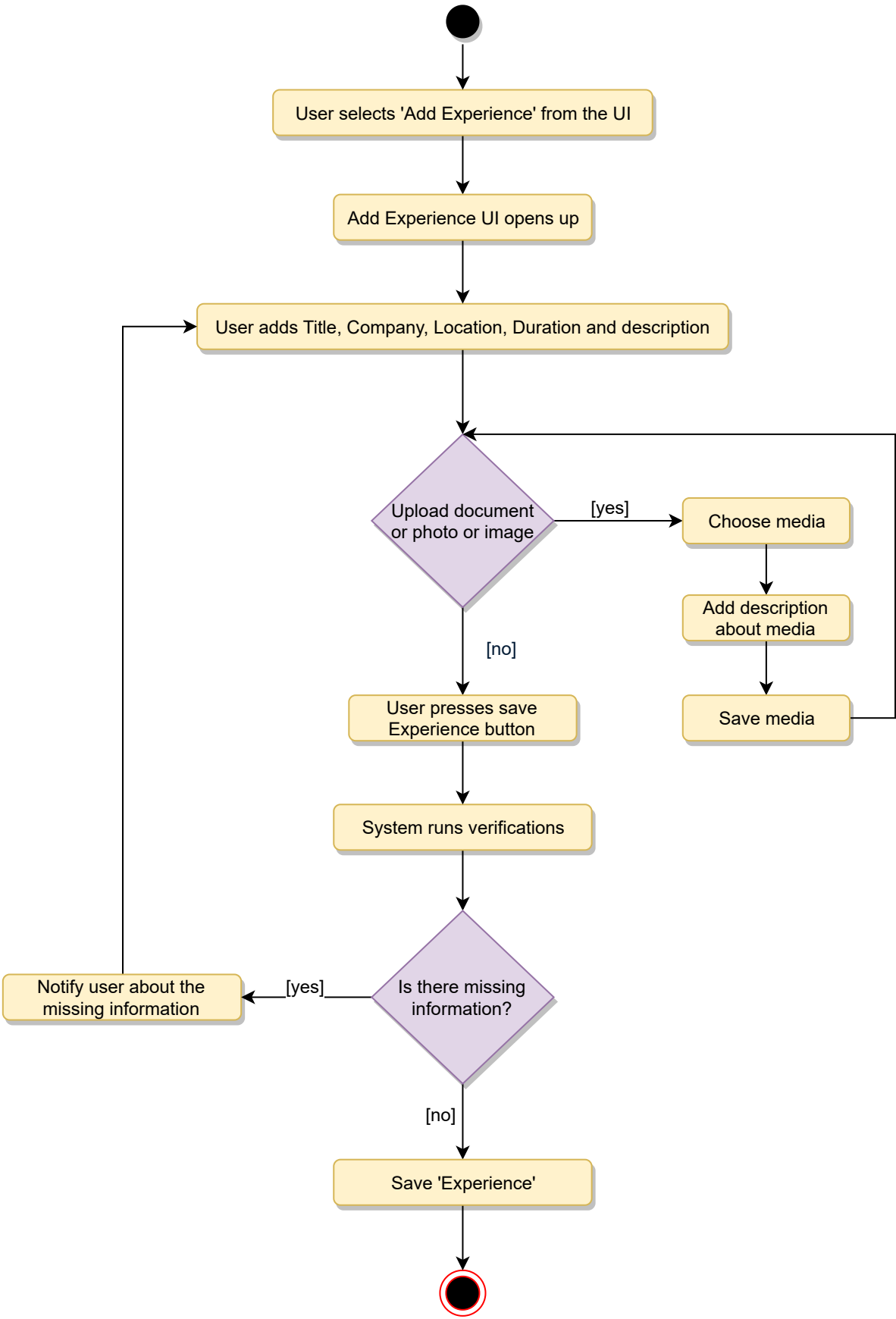




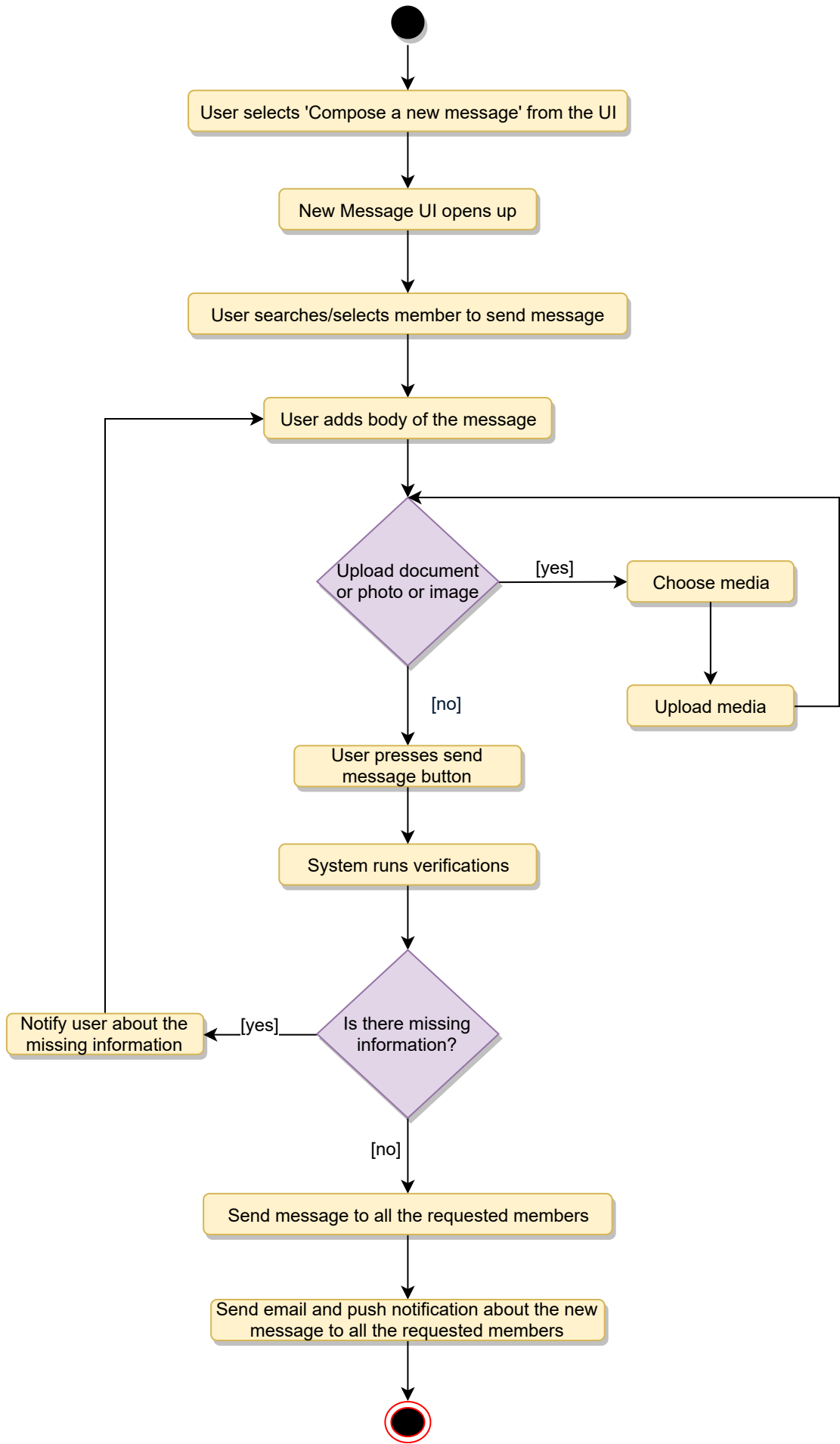


Activity diagrams

**Add experience to profile:** Any LinkedIn member can perform this activity. Here are the steps to add experience to a member profile:



**Send message:** Any Member can perform this activity. After sending a message, the system needs to send a notification to all the requested members. Here are the steps for sending a message:



Code

Here is the high-level definition for the classes described above:

**Enums, data types, and constants:** Here are the required enums, data types, and constants:

Java

Python

```
class ConnectionInvitationStatus(Enum):
    PENDING, ACCEPTED, CONFIRMED, REJECTED, CANCELED = 1, 2, 3, 4, 5

class AccountStatus(Enum):
    ACTIVE, BLOCKED, BANNED, COMPROMISED, ARCHIVED, UNKNOWN = 1, 2, 3, 4, 5, 6

class Address:
    def __init__(self, street, city, state, zip_code, country):
        self.__street_address = street
        self.__city = city
        self.__state = state
```

```
self.__zip_code = zip_code
self.__country = country
```

**Account, Person, Member, and Admin:** These classes represent the different people that interact with our system:

Java

Python

```
# For simplicity, we are not defining getter and setter functions. The reader can
# assume that all class attributes are private and accessed through their respective
# public getter methods and modified only through their public methods function.
```

```
class Account:
    def __init__(self, id, password, status=AccountStatus.Active):
        self.__id = id
        self.__password = password
        self.__status = status
```

```
    def reset_password(self):
        None
```

```
class Person(ABC):
    def __init__(self, name, address, email, phone, account):
        self.__name = name
        self.__address = address
        self.__email = email
        self.__phone = phone
        self.__account = account
```

```
class Member(Person):
    def __init__(self):
        self.__date_of_membership = datetime.date.today()
```

**Profile, Experience, etc:** A member's profile will have their job experiences, educations, skills, etc:

Java

Python

```
class Profile:
    def __init__(self, summary, experiences, educations, skills, accomplishments, recommendations):
        self.__summary = summary
        self.__experiences = experiences
        self.__educations = educations
        self.__skills = skills
        self.__accomplishments = accomplishments
        self.__recommendations = recommendations
        self.__stats = []
```

```
    def add_experience(self, experience):
        None
```

```
    def add_education(self, education):
        None
```

```
    def add_skill(self, skill):
        None
```

```
    def add_accomplishment(self, accomplishment):
        None
```

```
    def add_recommendation(self, recommendation):
        None
```

```
class Experience:
```

**Company and JobPosting:** Companies can have multiple job postings:

JavaPython

```
class Company:
    def __init__(self, name, description, type, company_size):
        self.__name = name
        self.__description = description
        self.__type = type
        self.__company_size = company_size

        self.__active_job_postings = []

class JobPosting:
    def __init__(self, description, employment_type, location, is_fulfilled):
        self.__date_of_posting = datetime.date.today()
        self.__description = description
        self.__employment_type = employment_type
        self.__location = location
        self.__is_fulfilled = is_fulfilled
```

**Group, Post, and Message:** Members can create posts, send messages, and join groups:

JavaPython

```
class Group:
    def __init__(self, name, description):
        self.__name = name
        self.__description = description
        self.__total_members = 0
        self.__members = []

    def add_member(self, member):
        None

    def update_description(self, description):
        None

class Post:
    def __init__(self, text, owner):
        self.__text = text
        self.__total_likes = 0
        self.__total_shares = 0
        self.__owner = owner

class Message:
    def __init__(self, sent_to, message_body, media):
        self.__sent_to = sent_to
        self.__message_body = message_body
        self.__media = media
```

**Search interface and SearchIndex:** SearchIndex will implement the Search interface to facilitate searching for members, companies and job postings:

JavaPython

```
from abc import ABC, abstractmethod

class Search:
    def search_member(self, name):
        None

    def search_company(self, name):
```



```
None

def search_job(self, title):
    None

class SearchIndex(Search):
    def __init__(self):
        self.__member_names = {}
        self.__company_names = {}
        self.__job_titles = {}

    def add_member(self, member):
        if member.get_name() in self.__member_names:
            self.__member_names.get(member.get_name()).add(member)
        else:
            self.__member_names[member.get_name()] = member

    def add_company(self, company):
        None
```

[← Back](#)

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