

## **README**

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### **Introduction**

Facebook API has been implemented using SPRAY-CAN and REST framework in Scala AKKA model. Client Simulator has been made which sends requests to the REST Client. REST client makes API calls (GET/POST) to the REST Server which processes these requests and sends it to the Server which is made of FacebookUser class, Post class, Page class, Image class and Album class. Also there exists a CacheMaster class which acts as in-memory structure and facilitates fast retrieval of content requested from the server.

### **Implementation Details**

1. There are 2 folders –

a. facebookServer

```
|+facebookServer
    |+src
        |+main
            |+scala
                |+Server_Part.scala
            |+resources
                |+application.conf
        |+build.sbt
        |+common
        |+images (User albums will be created in this folder)
```

b. facebookClient

```
|+facebookClient
    |+src
        |+main
            |+scala
                |+Client_Part.scala
                |+resources
                    |+application.conf
            |+build.sbt
```

2. To run –

- a. Run Server first.
- b. Navigate to Server\_Part.scala file.
- c. Type

```
>sbt
>run
```
- d. After Server is run, run the client.
- e. Navigate to Client\_Part.scala file
- f. Type

```
>sbt
>run numberOfUsers
```

Example → run 100

By default if only run is typed it will take 100 as number of users.

**Output:** After all the APIs are implemented, server\_log file is made in facebookServer folder and client\_log file is made in facebookClient folder. These log files contain the responses of the API calls.

**Maximum number of users implemented:** 100000 on Mac system