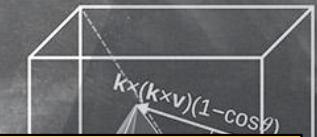




جامعة الأمير سطام بن عبدالعزيز  
PRINCE SATTAM BIN ABDULAZIZ UNIVERSITY



$$\begin{aligned} \mathbf{v} &= \mathbf{v}_{\parallel} + \mathbf{v}_{\perp} \\ \mathbf{v}_{\parallel} &= \mathbf{k}(\mathbf{k} \cdot \mathbf{v}) \\ \mathbf{v}_{\perp} &= -\mathbf{k} \times (\mathbf{k} \times \mathbf{v}) = \mathbf{v} - \mathbf{k}(\mathbf{k} \cdot \mathbf{v}) \end{aligned}$$

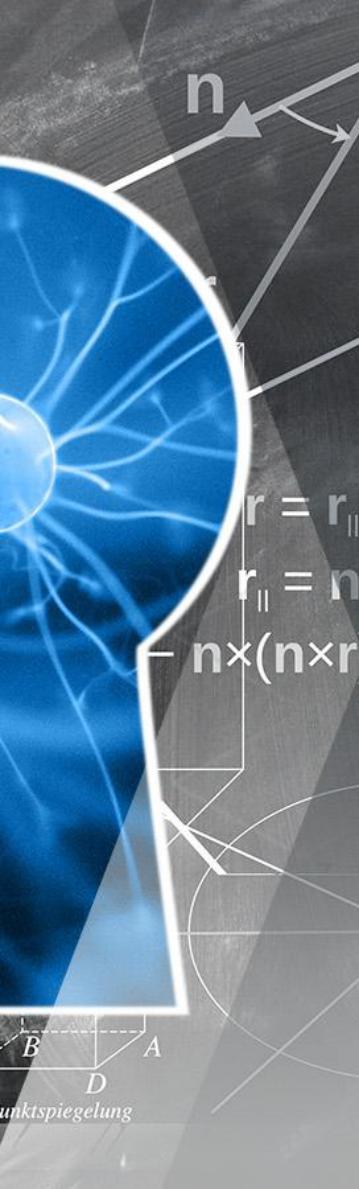


# SNAPCHAT

Name	ID Number
Sara Abdullah Mutlaq AlDosari	443850268
Kholoud Abdullah Rasheed AlMousa	443850342
Sadeem Abudullah Hathal AlDosari	443850331
Jena Zaid Hathal AlDosari	443850391

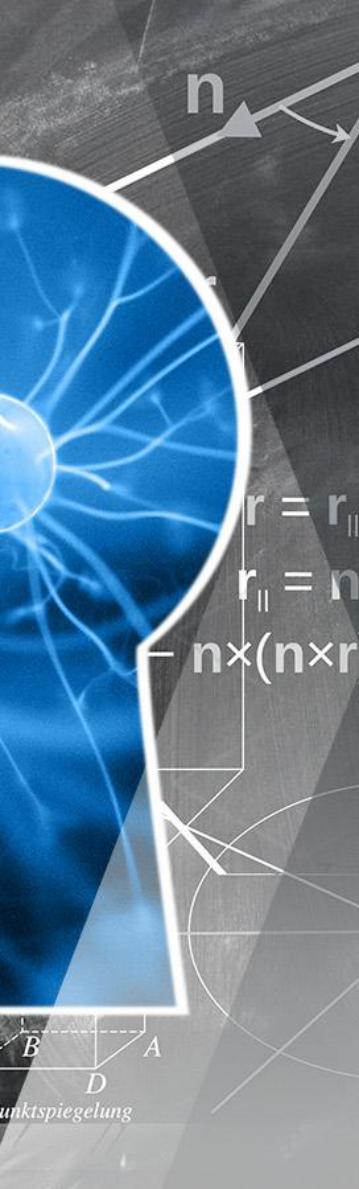
Supervised By  
**Dr. Mohammed Asiri**





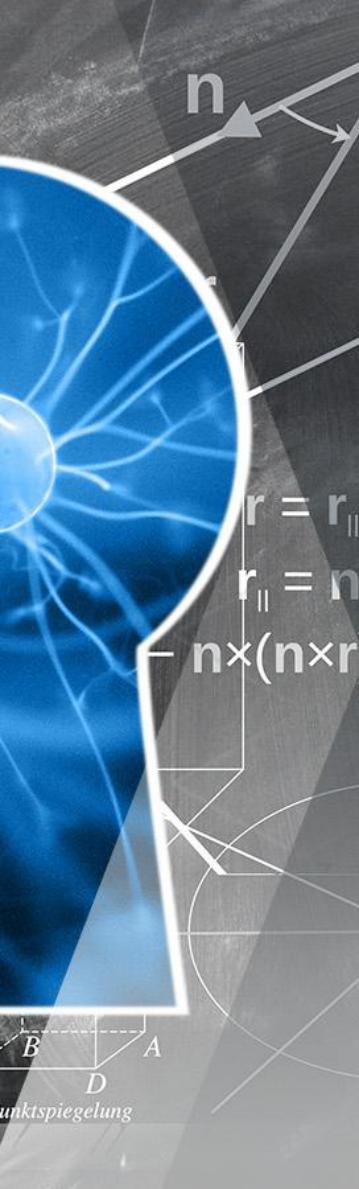
# INTRODUCTION

Snapchat is a popular app that lets people send photos and videos that disappear after they're seen. You can also share stories that last for 24 hours, chat with friends, and see news or entertainment on its Discover feature. It's especially popular with younger people who enjoy sharing moments of their day without worrying about them staying online forever.



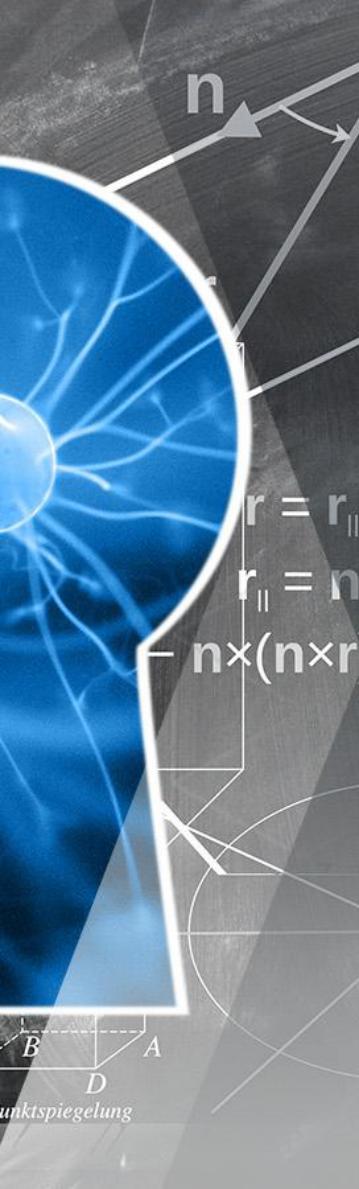
# BACKGROUND

Snapchat was launched in 2011 by a group of Stanford University students. It introduced the concept of ephemeral messaging- photos and videos that disappear after being viewed. The app quickly caught on, especially with teens, for its privacy and playful features. Over time, it expanded with Stories, Lenses, and Discover content. Today, Snapchat remains a staple app for casual, spontaneous communication.



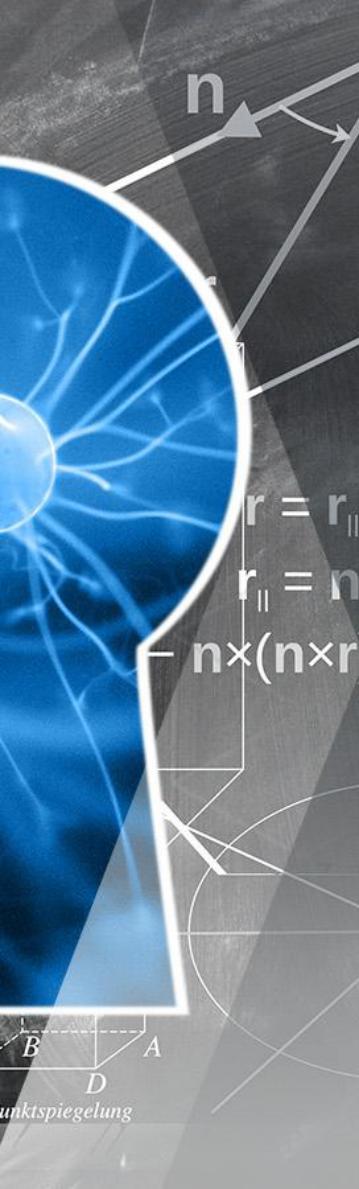
# PROBLEM

Snapchat solved the problem of wanting to share moments without them staying online forever. Before Snapchat, most social media kept photos and posts around for a long time, which could be embarrassing or cause privacy issues later. Snapchat made it so photos and videos disappear after a short time, letting people share freely without worrying about the long-term consequences.



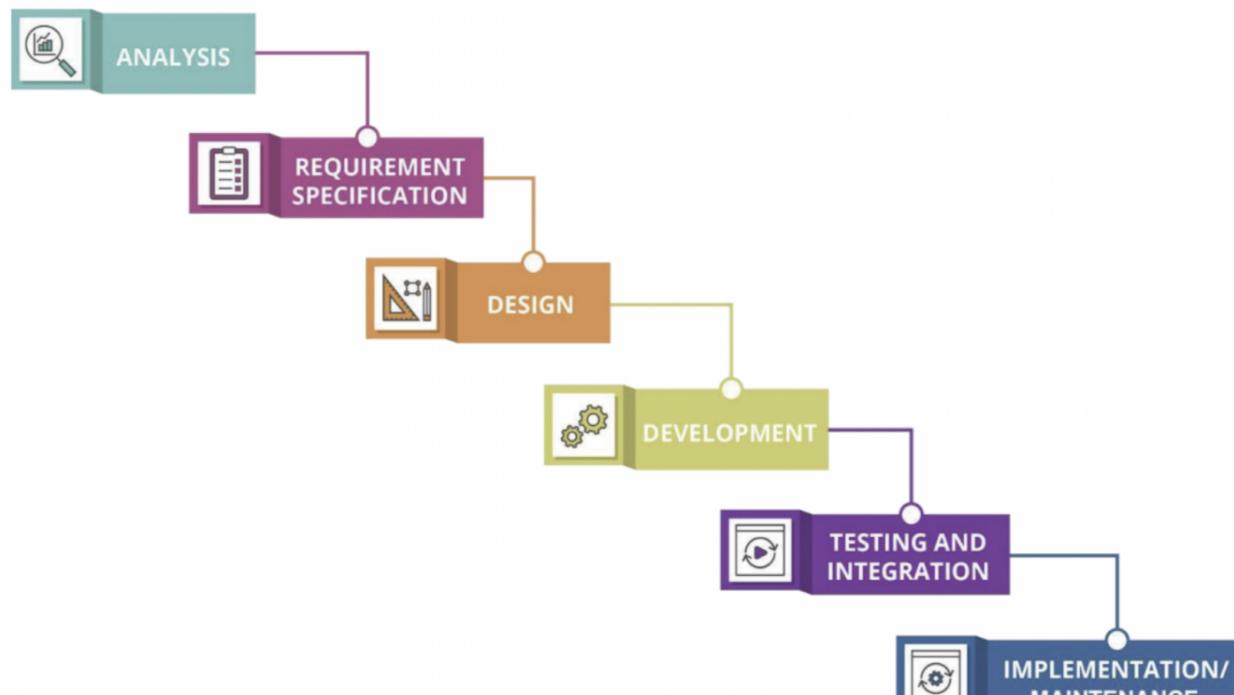
## PROPOSED SOLUTION

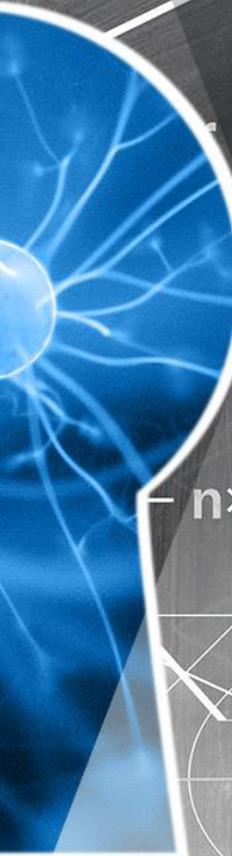
The solution is to use an app that allows the user to share photographs and videos that are only transitory. A friend can only view a Snap that you send them for a brief period of time before it disappears. This implies that you can share a moment online without having to worry about it being permanently archived.



# REQUIREMENT ANALYSIS

The Waterfall model is a classical software development methodology, it has sequential and linear approach.

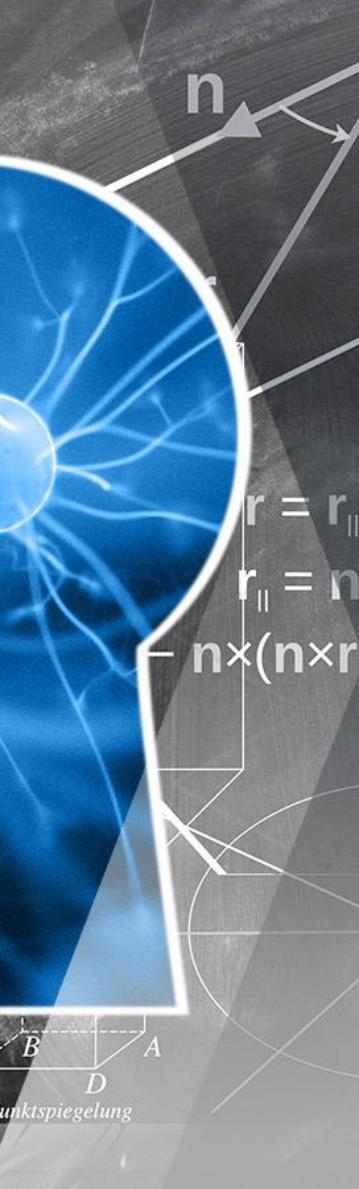




# FUNCTIONAL REQUIREMENTS

Snapchat application has several functions which they are:

1. Register
2. Login
3. Send Snaps
4. Show Contents
5. View Notifications
6. Add Friends
7. Send Messages
8. Receive Messages

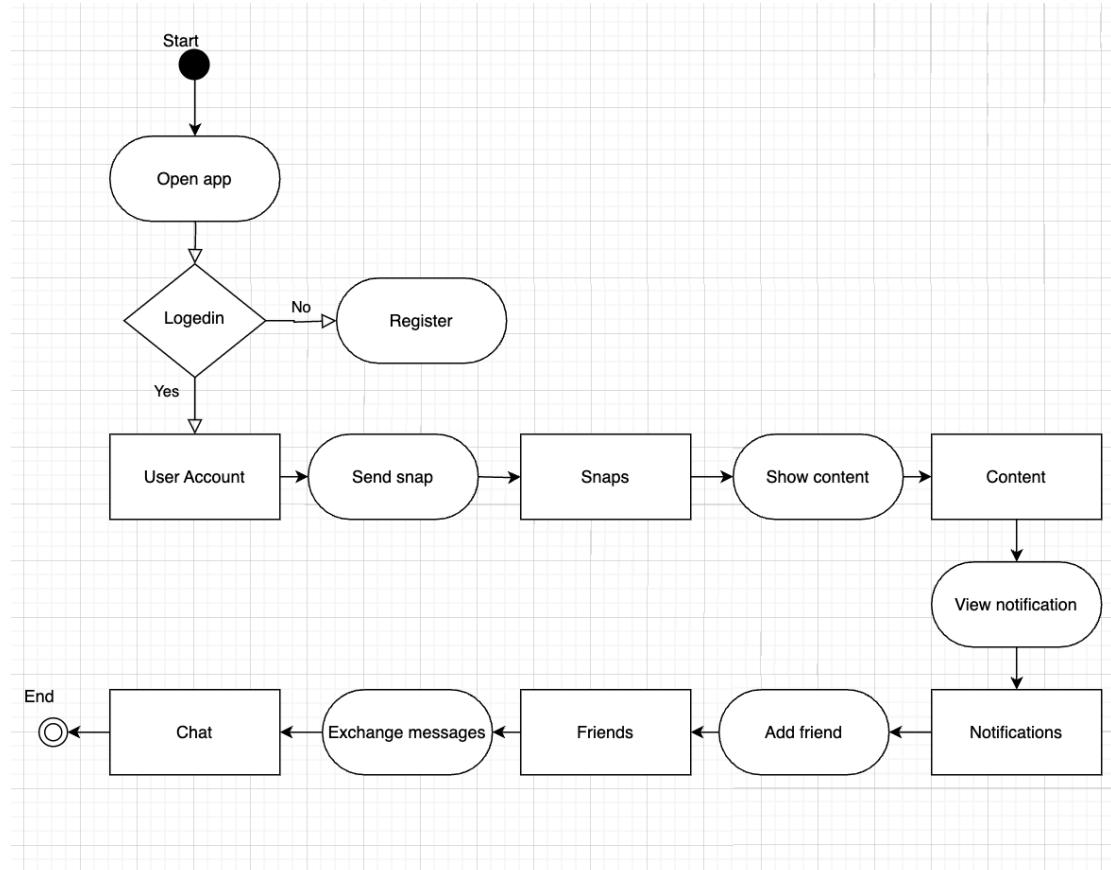


# NON-FUNCTIONAL REQUIREMENTS

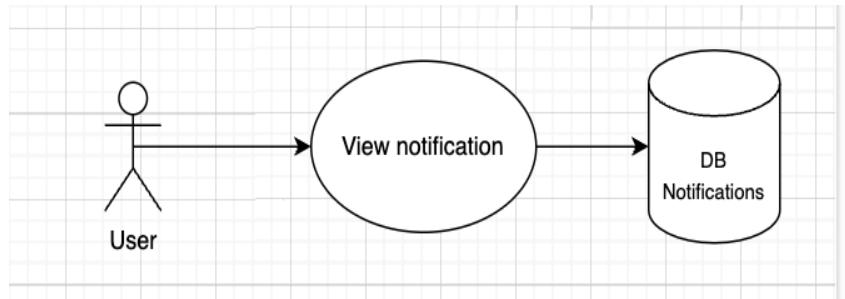
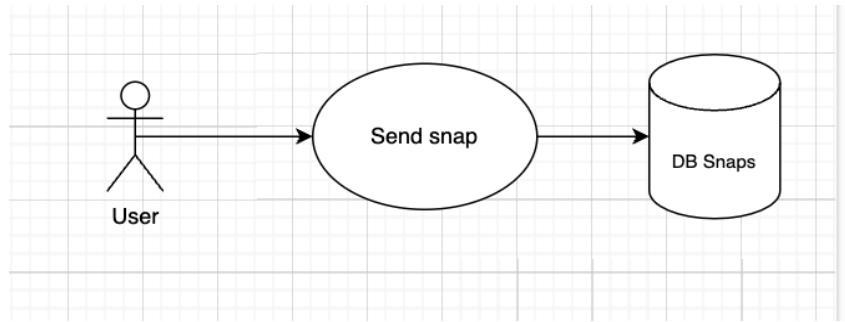
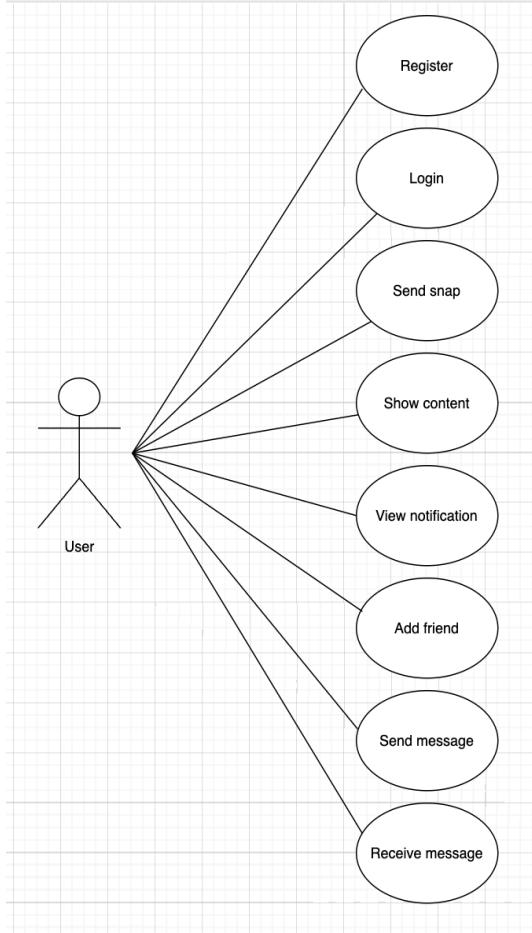
Non-functional requirements for Snapchat would typically include:

1. Performance
2. Usability
3. Reliability
4. Scalability

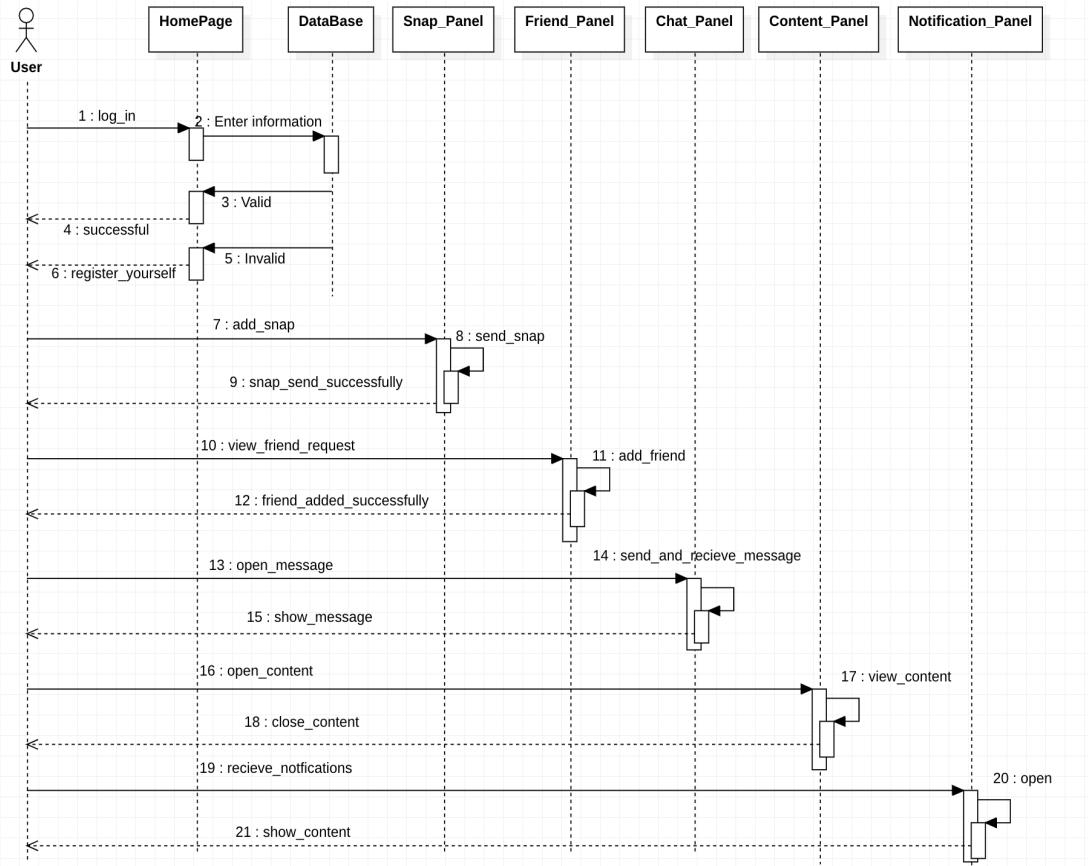
# Activity Diagram



# USE CASE DIAGRAM



# Sequence Diagram



# Class Diagram

User Class
UserID(Int)
UserNAme(String)
Password(String)
Login()
Register()
Update()

Snap Class
SnapID (Int)
SenderId(Int)
ReceiverID(Int)
Duration(Time)
SnapType(String)
SendSnap()
ReceiveSnap()

Content Class
ContentID (Int)
ContentType(String)
NewC()
ViewContent()

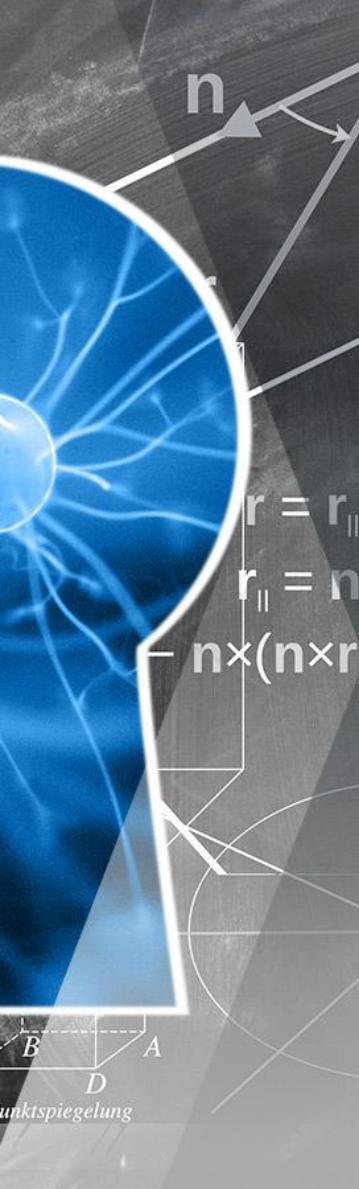
Friend Class
FriendName(String)
RequestID(Int)
Add()
Remove()
AcceptRequest()

Chat Class
ChatID(Int)
Messages(String)
Sender(String)
Receiver(String)
SendMessage()
RecieveMessage()

Notification Class
NotificationID(Int)
UserID(Int)
NotificationType(String)
NewN()
DisplayNotification()

# Conclusion

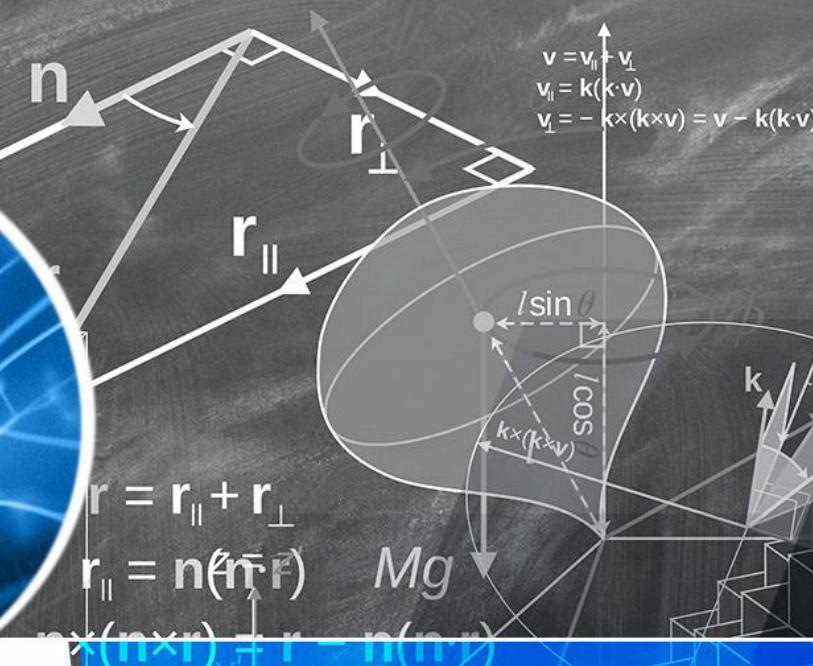
This project focuses on the Snapchat application, offering an overview of its key problem and solution, and draws various UML diagrams for detailed illustration.





Drehung

Punktspiegelung



$y'$

$x'$

$y$

$x$

$(x,y)$

$x_{\text{COS}\theta}$

$x_{\text{SIN}\theta}$

$\theta$

$[x_1=x]$

$x$

# THANK YOU

