**CSE310 Project**

Release Candidate Submission

**Whirl It Away**

A social network status message broadcaster

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**Project Plan:**

We all have our presence on multiple social network domain. Maintaining and carrying out footprint in all this platforms can be tedious. This app would try to simplify that by posting status messages that can be broadcasted into multiple social networks in one go.

This app would also try to aggregate the messages/responses posted to those status messages.

**Description:**

The app needs me to work with with login APIs of multiple social networks. I tried to go for Facebook & Twitter.

For Facebook, I'm using a library named fbconsole to log onto Facebook. Then I get the app three permissions namely, "publis\_stream", "read\_stream", "status\_update". Once a status message is posted, I can get the status message number. I'm using FQL to aggregate the comments to the status message by that status message number. I'm using text processing to get just get the comments from the other garbage that comes along.

It seemed a little diffcult with Twitter. I could post into twitter using the libraries. But Twitter doesn't have any API to get the tweets posting according the tweet posted by the user. I'm yet to find a workaround. This would probably need xml parsing.

**Design:**

First there will be buttons which would log the user into their Facebook/Twitter account.

Then the user would be redirected to a page, where there would be a box, in which they can write a status message that can be broadcasted.

Below of which would include the last 5 status messages/tweets the user has posted. Upon clicking those messages, the user would be forwarded to a page where the comments/tweets would be aggregated for the user.

**Current State:**

The program now has a basic GUI. It can log into the Facebook and Twitter. After logging in, It can broadcast status messages, can fetch last 5 status messages/tweets. It can also fetch the comments/tweets posts against the status message, but can't display that. In the next release, I'll be fixing that.

**Limitations:**

**-** Issues with Unicode strings