**Installing fbchat locally.**

* Download the fbchat repository to your local machine
* Pip install flit
* Open your fbchat directory within command line and run **flit install**

**(**This will add the fbchat library to your site-packages for python**)**

1. Individual Issue for Sabbatini ( <https://github.com/carpedm20/fbchat/issues/349> )

* Individually made the **fetchUnreadFromThreadMessages(self, thread\_id=None)** method within the **\_client.py**
* **\_client.py** is located in the following directory **fbchat\fbchat\\_client.py**
* Made a test for my function that can be tested by > **python -m pytest test\_unreadMessageThread.py**
* **test\_unreadMessageThread.py** is located in the following directory **fbchat\tests\group-tests\test\_unreadMessageThread.py**

**How to run the method on a Client.**

* Run **seeUnreadMessages.py** in the following directory **fbchat\examples\seeUnreadMessages.py**
* Have your Facebook username and password inside the criteria for Client(<username>, <password>)
* Assure that you have an unread message on your Facebook, or the test will fail.

1. Individual Issue for Joel ( <https://github.com/carpedm20/fbchat/issues/281> )

* Created the function **FET\_fetchVideoUrl(self, Client, video\_id)** and **FET\_fetchJSON(self, Client, attach\_id)** modeled after **FET\_fetchImageUrl(self, Client, image\_id)** in the **\_fetch.py** file
* **\_client.py** which is located in **fbchat\fbchat\\_client.py** link to the functions in **\_fetch.py** located in **fbchat\fbchat\\_fetch.py** so original functionality of the program before the refactoring stays the same.
* Made a test for my function that can be tested by > **python -m pytest test-fetch.py**
* **test-fetch.py** is located in the following directory **fbchat\tests\group-tests\test-fetch.py**

**How to run the method on a Client.**

* Run seeAttachURL.py in the following directory **fbchat\examples\seeAttachURL.py**
* Have your Facebook username and password inside the criteria for Client(<username>, <password>)
* Also have the name of the user to put inside the users = client.searchForUsers('Users Name')
* Make sure that the message thread you are using has an attachment in it like a photo or a video in order to get a URL back

1. Group Issue #1 ( <https://github.com/carpedm20/fbchat/issues/396> )

* Refactored all of the fetching function in **\_client.py** by moving them over to **\_fetch.py**
* **\_fetch.py** contains a Fetcher object that contains all of the fetcher functions
* Testing can be done by running any of the tests we created above

**How to run the methods on a Client.**

* You can run any fetcher function like before and no visible changes need to be made to run them

1. Group Issue #2 ( <https://github.com/carpedm20/fbchat/issues/344> )

* created functions **getFromUserUrl()** and **getFromGroupUrl()** to get the name or id from the given facebook url.
* Made a test for my function that can be tested by > **python -m pytest test\_url\_search.py**
* **test\_url\_search.py** is located in the following directory **fbchat\tests\group-tests\test\_url\_search.py**

**How to run the methods on a Client.**

* Run seeAttachURL.py in the following directory **fbchat\examples\doURLsearch.py**
* Have your Facebook username and password inside the criteria for Client(<username>, <password>)
* Also have the name of the url to put inside the

user = client.getFromUserUrl(theUserUrl:str) or

group = client.getFromGroupUrl(theGroupUrl:str)

* Once the functions are ran you can use the given id or name to create a user or group object with the respective search for or fetch info function