**The Musical Social Network: Spotyfi**

Participants:

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**Introduction**

In this report the details of our Systems Software project will be explained. For this project we were assigned to create a graphical social network system which allows users to connect to a server, chat to other users, send posts, play and share music, send and accept friend requests and disconnected from the server. There are two servers one called the Chat server and the other is called the Social Network server, each server will have their own GUI to clearly present what they are doing.

**Features implemented**

The features that we have implemented for the client are as shown below:

* connect to the server and register its IP address as a valid user along with the name of the user and his/her profile to join the social network service (i.e. login).

• remove the user from the service (i.e. when disconnecting to execute log-off command).

• send a message to the server for selecting the desired person P with whom to ask for a new friendship.

• receive friendship acceptance notifications.

• receive and show post from friends.

• play music shared by friends.

• search for people with a profile (e.g. they like “opera”).

• send/receive text from other clients.

• send/receive file/images from other clients.

**Design:**

**Network connection used**

-That is if the server holds an open connection to each client or not and if connections are pooled or created on the fly.

**Data structure used by the server to record active participant information**

**Social Network Server – Liam Franey**

How the client handles the communication with the Social Network server

**Chat Server – Samantha King**

How the client handles the communication with the Chat server

As I had a problem with the IP address I decided to create the chat server like so every two seconds the user will send their username to the server which will check if they have a message by comparing their username to the receiver’s username of the message object and if they match then the message will be sent to the user.

