

CSP 301
ASSIGNMENT 2
SOCIAL NETWORK SIMULATOR

CREATED BY ::

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Chapter 1

Social Network Simulation

1.0.1 Generator

The aim of this part was to use different threads to virtually simulate a university. There were four threads, faculty, students, courses and friends. These four threads were run parallelly along with the timekeeper. The timekeeper keeps track of the time and controls the timing of the threads

1.0.2 Analyzer

The analyzer was to analyze the graph generated in part1. The perl script is used to take queries and process them. And then certain question like the path between two people, their social circle were analyzed

Chapter 2

Instructions

There is a complete absence of HUD in the game application. The team has not created any provision to display the score, time, speed and other parameters of the object as one can clearly observe through the above images.

2.0.3 How to run generator

generator is the main cpp of the phase1 which integrates all the .cpp's and .h's created. Running the generator: To run generator go to terminal from the project folder. type the command "g++ -std=c++0x all the .cpp's " with spaces between them to compile. Then a.out is created in the folder. So, type the command ./a.out to run the generator and generate friends and all.

2.0.4 How to run perl script

Perl is used in the 2nd phase for query searching.

Running perl: To run perl open the terminal in the .pl file containing folder. Type the command "perl filename.pl" which asks you to enter a query with instructions as to how to enter them. Enter the required query about the graph in proper format and get the answer from the graph analyzer in c++.