

Friendify App

Coding Review

1) Login and register

PARAMETERS REQUIRED: No parameters

INPUT :

NEW ACCOUNT: If the user hasn't registered yet, then he/she will be prompted to create an account. The email is verified and stored in the database and the account is created. An error is thrown in case of an invalid entry.

- Gender
- Username
- Email
- Password
- Avatar

LOGIN: The registered user can log in with the correct credentials. The login credentials are verified. In case of any mismatch, an error is thrown. If the details being inputted are correct, the user lands on the home page.

- Email id
- Password

OUTPUT :

NEW ACCOUNT: Verification mail is sent and data is stored in the database for later login.

LOGIN : On successful user login, the homepage is displayed else an error is thrown.

PSEUDO CODE FOR LOGIN AND REGISTRATION :

```
user.fillForm()
if(user.Action() == login):
    If (user.getAttributesFromDatabase() == FormInput()):
        Return success
    Else :
        Return error
if(user.Action() == Register):
    sendDataToDatabase(formInput());
    Return success
...
```

2) Random chat

Registered users have the option to chat with strangers or their friends. Strangers can be converted to friends by sending them a friend request.

PARAMETERS REQUIRED : No parameters

INPUT :

The CHAT WITH STRANGER tab let's you enter a random username after which you can click on find users button to enter a room with some random person who is also logged in.

- Random user name

OUTPUT :

User is moved to a chat room containing a stranger. They can exchange texts in the room and add each other as friends.

PSEUDO CODE FOR RANDOM CHAT :

```
...  
Socket.generate()  
roomKeyAssigned()  
onEachTextMessage DO:  
    if(Mesg.received()) :  
        socket.on()  
    if(Mesg.Send()):  
        socket.emit()  
If (user.friendRequest()):  
    friendRequest()  
OnUserLeave():  
    socket.emit()  
    Disconnected();  
GoToRateChat();
```

```
...
```

3) Chat with Friends

Registered users have the option to chat with friends.

PARAMETERS REQUIRED : No parameters

INPUT : To initiate a chat, the user will have the option to select the friend they wish to chat with.

OUTPUT :

User is moved to a chat room containing the selected friend. They can exchange texts in the room and add each other as friends.

PSEUDO CODE FOR RANDOM CHAT :

```
...
Socket.generate()
onEachTextMessage DO:
    if(Mesg.received()) :
        socket.on()
    if(Mesg.Send()):
        socket.emit()
OnUserLeave() Do:
    socket.emit()
    Disconnected()
GoToFriendsTab()
...
```

4) Rate the chat

After chatting, users can rate strangers anonymously based on behavior using a star rating system out of five.

PARAMETERS REQUIRED : user id

INPUT :

The RATE THE CHAT prompt let's you select the rating stars

OUTPUT :

User is moved to a find random chat page.

PSEUDO CODE FOR RATE THE CHAT

...

onSentRating() Do:

 sendRatingToDatabase(user_id)

 updateRating.user(user_id)

...

5) Friends handling

Upon receiving a friend request, users will be prompted with an option to either accept or reject the request. This prompt will appear immediately upon receipt of the request, allowing users to quickly make a decision.

PARAMETERS REQUIRED : user id

INPUT : Either to accepts or reject the request

OUTPUT : The prompt will be gone and the user would go to the home page itself.

PSEUDO CODE FOR friends handling

```
...  
onRecievedRequest() Do:  
    accepted = getAcceptanceValueFromUser():  
    If (accepted):  
        user.addFriend(user_id)  
...
```