**GRAPHICAL FUNTIONS**

**void clear\_profile() / void clear\_home()**

Just like clrscr() made to clear the screen when called…

**void header\_profile() / void header\_home()**

Called to make up the header at profile page and header page respectively, there is separate function for this so that all things don`t mix up with each other.

**void side\_profile() / void side\_home**

Called to draw the side bar at profile page and header page respectively..

Profile page contain links to following things :

* About
* Friends
* Status

Home page contains links presently to following things :

* Game Center
* Friend Request
* Messages
* Etc..

**void profile\_page() / void home\_page()**

When called they call further the functions to make complete profile and home page

**void wheel()**

Contains the code for the starting loading page..

**PROGRAMMING FUNTIONS**

**void stats()**

Tells the total number of registered members on the facebook/site

**void login()**

Check for correct username and password from the structure.

**void add\_user()**

Registers new member on the site

**void load\_users()**

Read the file and initialize all the users in a linked list..