Vanessa Chalem

Social Network Program

Enhanced Version 5/23/13

Enhanced Version – primarily based off of the buttons that are in a frame which appears when userOptions() method is called

-allows the user to have more lea-way in choosing what to do (can add/remove/get list of friends as many times as he wants and can sign out whenever)

**Map of Main Method & Button Action Listeners**

**Main Method**

* creates Network object (ex. socialNetwork = new Network());
* asks if the user would like to login – if yes continue, if not, exit the program
* socialNetwork.userInfo(); -- prompts the user for his name and age
* call method socialNetwork.userOptions(); ~ buttons giving the user choices

\*buttonAddFriends

action listener ~ Network.enterFriendInfo();

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcSRysMlJn80KwsyAzorPY7_ZjjOeYTxBgsplD8fKqqkSOQtr20A

~addFriend(friend);

\*buttonRemoveFriends

action listener ~ Network.whichFriend();

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcSRysMlJn80KwsyAzorPY7_ZjjOeYTxBgsplD8fKqqkSOQtr20A

~removeFriend(friendToRemove);

\*buttonRemoveAll

action listener ~ Network.removeAllFriends();

\*buttonGetFriends

action listener ~ Network.getFriendNames();

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcSRysMlJn80KwsyAzorPY7_ZjjOeYTxBgsplD8fKqqkSOQtr20A

~getFriends();

//I did this b/c the method getFriends() is called by other methods and //therefore I need it to return a Set of Strings

//meanwhile the method called by the action listener has to be static and //void since it’s being called by a different class

//(therefore getFriendNames() is static and void – has a JOption Pane //printing the info)

\*buttonGetFriendsSameAge

action listener ~ getFriendsSameAge();

\*buttonSignOut

action listener ~ Network.exit();

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcSRysMlJn80KwsyAzorPY7_ZjjOeYTxBgsplD8fKqqkSOQtr20A

~buttonExit

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcSRysMlJn80KwsyAzorPY7_ZjjOeYTxBgsplD8fKqqkSOQtr20A

~action listener ~ system.exit(0);