Social Network Project

Creating account

Start → [scribbled] → Prompt user for info → Store info (name, username, age, etc in Variables) (Person class)
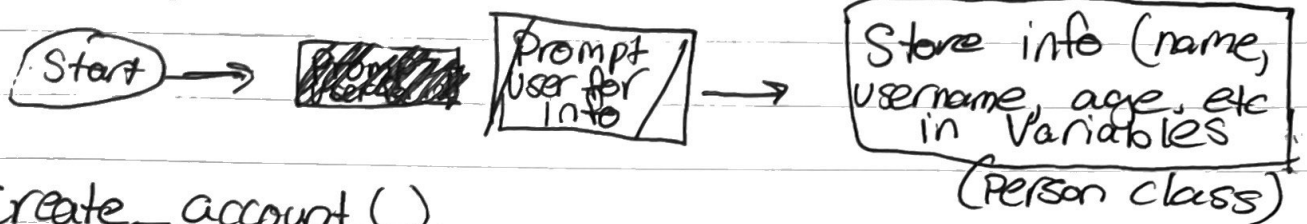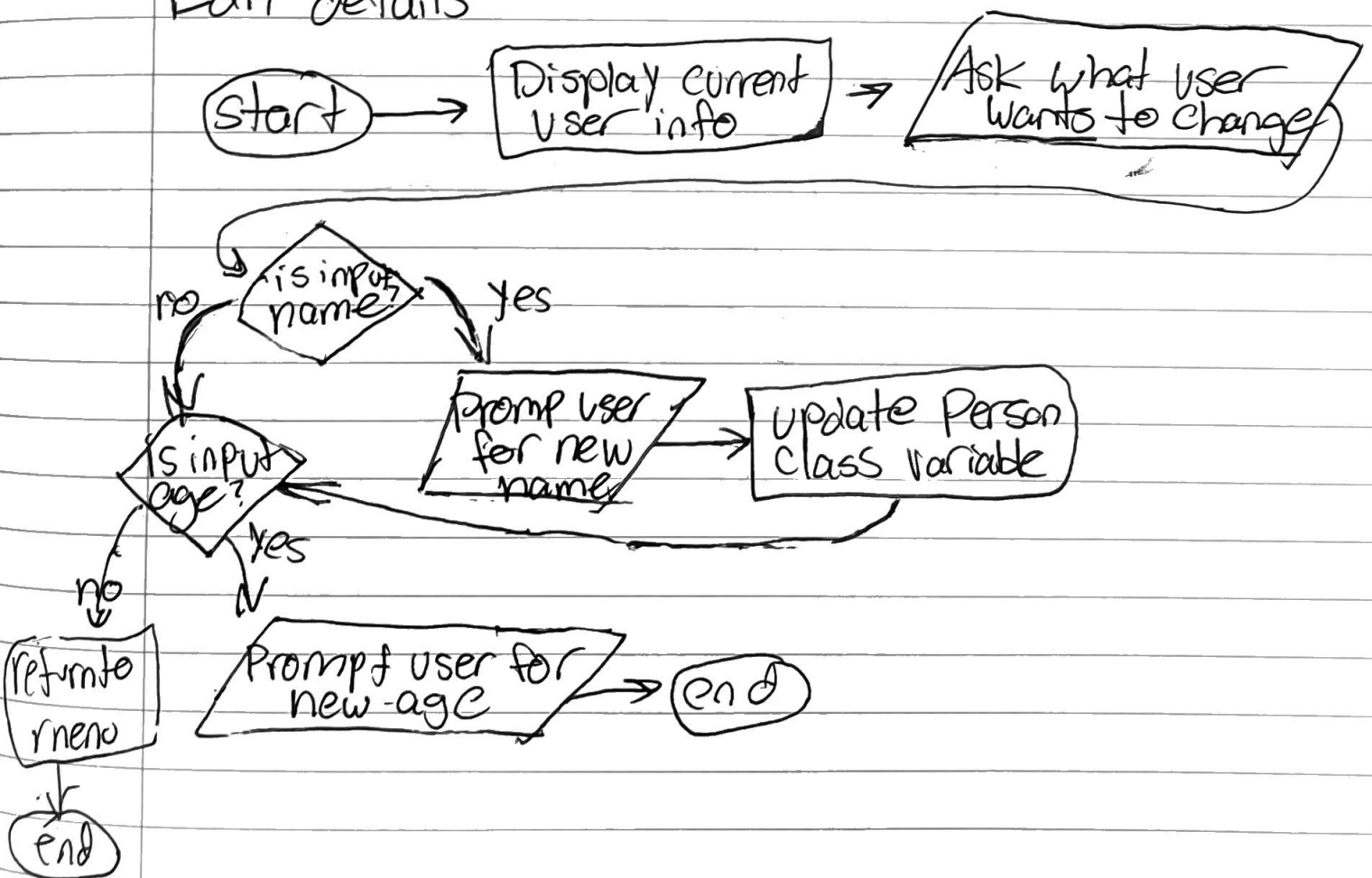
Create_account ()
  ask for name
  store ~~age~~ name in name Variable (Person class)
  ask for age
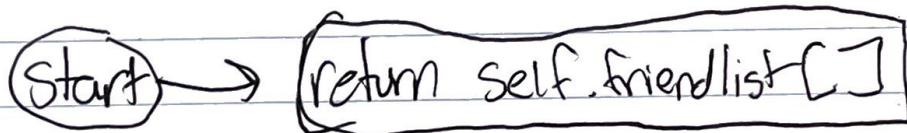 Store age in age Variable (person class)

Edit details

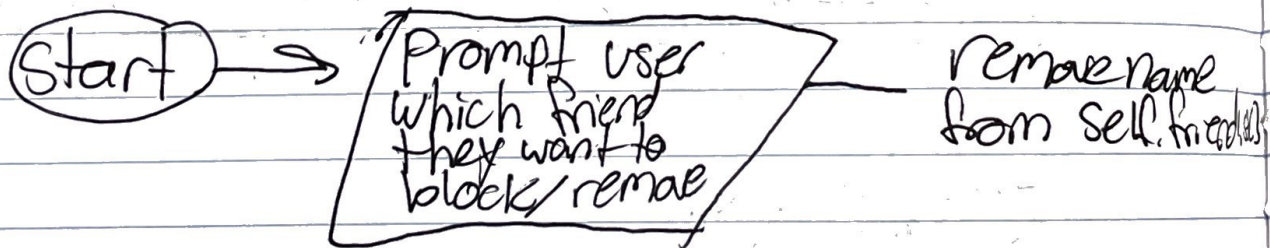Start → Display current user info → Ask what user wants to change

is input name? — no / yes

yes → Prompt user for new name → update Person class Variable

no → is input age?

is input age? — no / yes

yes → Prompt user for new age → end

no → return to menu → end

Add friends

Start → Prompt user which friend they want to add → add name to self.friendlist[]
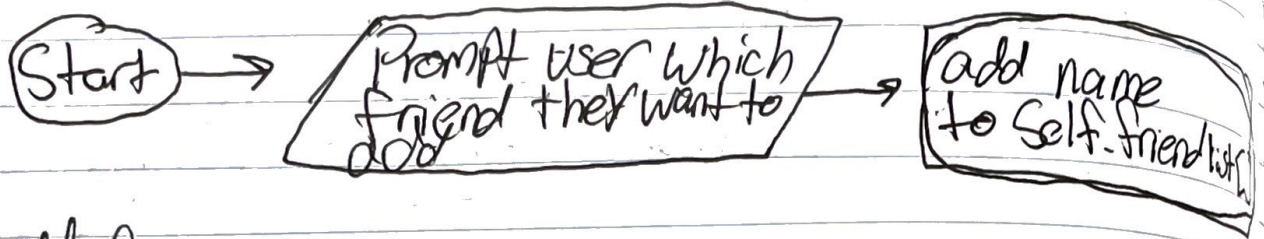
add_friends ()
Prompt user asking which friend to add
Add input to self.friendslist []

View friends

Start → return self.friendlist []

Block friends

Start → Prompt user which friend they want to block/remae → remove name from self.friendlist

Send message

Start → Access friend list array → Prompt user which friend they want to send message to
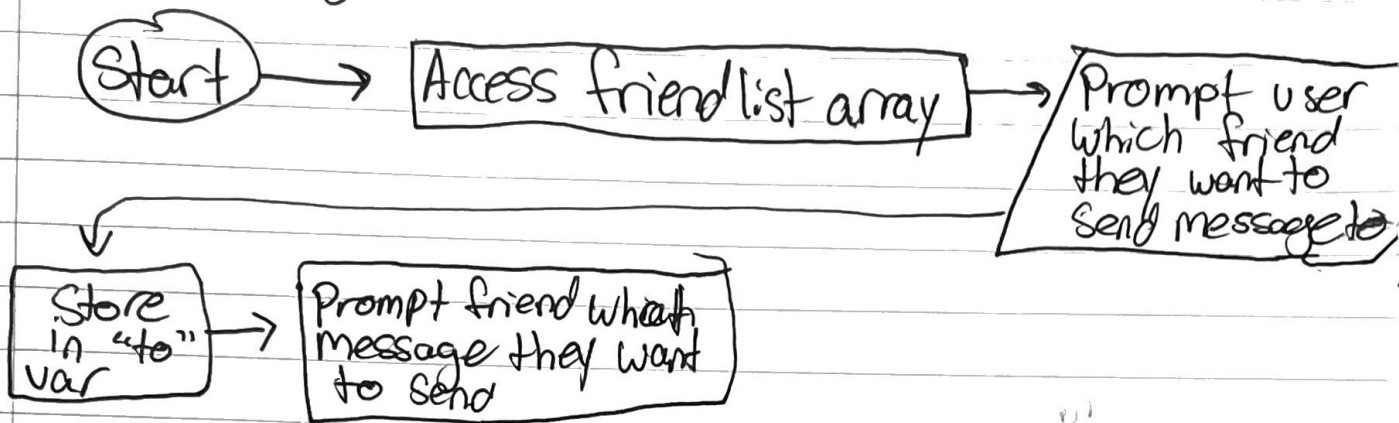
Store in "to" var → Prompt friend what message they want to send

Send_message()
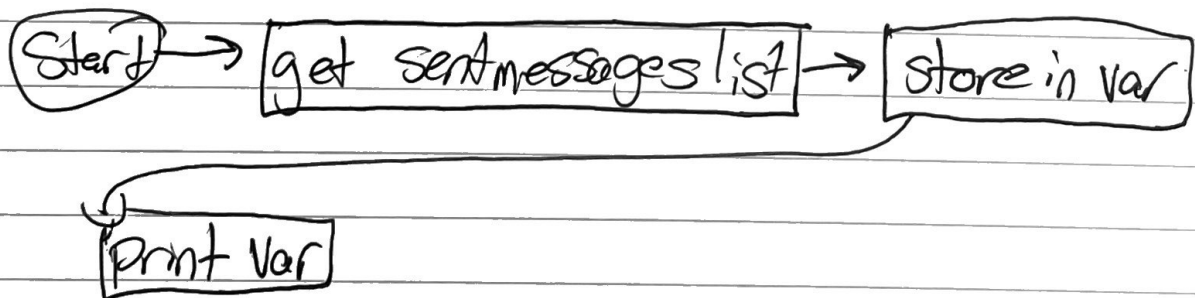   create friend list var (P1.getFriend())
    Print friend list
    Prompt user which friend to send to (store in var)
    Prompt user what message (store)
    add message to sentmessages list

View messages

Start → get sentmessages list → store in var

Print var

View_message()
    get sent messages list (store)
    Print stored variable