- 1. Select a 'starting point,' i.e. a user on Twitter, which could be yourself or somebody else.
- 2. Retrieve his/her friends, which should be a list of id's, and followers, which is another list of id's, perhaps using the **get\_friends\_followers\_id()** function from the Cookbook, or your own program if you prefer. Note: When you use get\_friends\_followers\_id() or its equivalent, you are allowed to set the maximum number of friends and followers to be 5000 (but no less), in order to save API calls, and hence your time.
- 3. Use those 2 lists from Step 2 to find **reciprocal friends**, which is yet another list of id's. (The definition of 'reciprocal friends' can be found in my slides.) These are the **distance-1 friends**.

- 4. From that list of reciprocal friends, select 5 <u>most popular</u> friends, as determined by their **followers\_count** in their user profiles. (I suggest you use the **get\_user\_profile**() function from the Cookbook to retrieve the user profiles of the reciprocal friends.)
- 5. Repeat this process (Steps 2, 3 & 4) for each of the distance-1 friends, then distance-2 friends, so on and so forth, using a **crawler**, until you have gather at least **100** users/nodes for your social network. Note: I suggest you modify the crawler (**crawl\_followers**()) function from the Cookbook or my simplied crawler to do this. However, please note that either one of these 2 crawlers retrieves only followers. You need to modify it to get both followers and friends, in order to compute the reciprocal friends.

- 6. Create a social network based on the results (nodes and edges) from Step 5, using the **Networkx** package, adding all the nodes and edges.
- 7. Calculate the **diameter** and **average distance** of your network, using certain built-in functions provided by Networkx (in 3.22 Distance Measures & 3.48 Shortest Paths, or your own functions if you prefer.

#### **Deliverables**

- a) **Program output**: Your program should out output Network size, in terms of numbers of nodes & edges, average distance & diameter. Save program output to a file.
- b) Your program source code with comments describing each class, function or program segment. Make sure it runs. Also indicate which part is your own code. Note: reusing code from the textbook/cookbook, my slides, and any python libs is allowed, but you should cite your source.)
- c) Put your program output file, source code (with comments), and any data file in a folder, zip it and submit the zipped folder via Blackboard.

# **Grading Rubrics**

- ❖ Program not running: -3
- ❖ Program crashed: -2 or -1 depending on when
- ❖ Fewer than 100 nodes collected: less than 90: -0.5; additional -0.5 per 10 nodes less than 90
- ❖ Diameter not (correctly) calculated: -1
- ❖ Average distance not (correctly) calculated: -1
- ❖ Network not created: -3
- ❖ Network not created correctly: -2
- \* Reciprocal friends not done correctly: -2
- Top 5 reciprocal friends not done correctly: -2
- ❖ No crawler: -3
- Crawling not done correctly: -2
- ❖ Low quality code, or no comments: -1
- Other unforeseen issues: depends on the severity