

YEAH Session #7

November 30, 2017 5:30-6:30pm

Isabella Garcia-Camargo

Slides by NickTroccoli

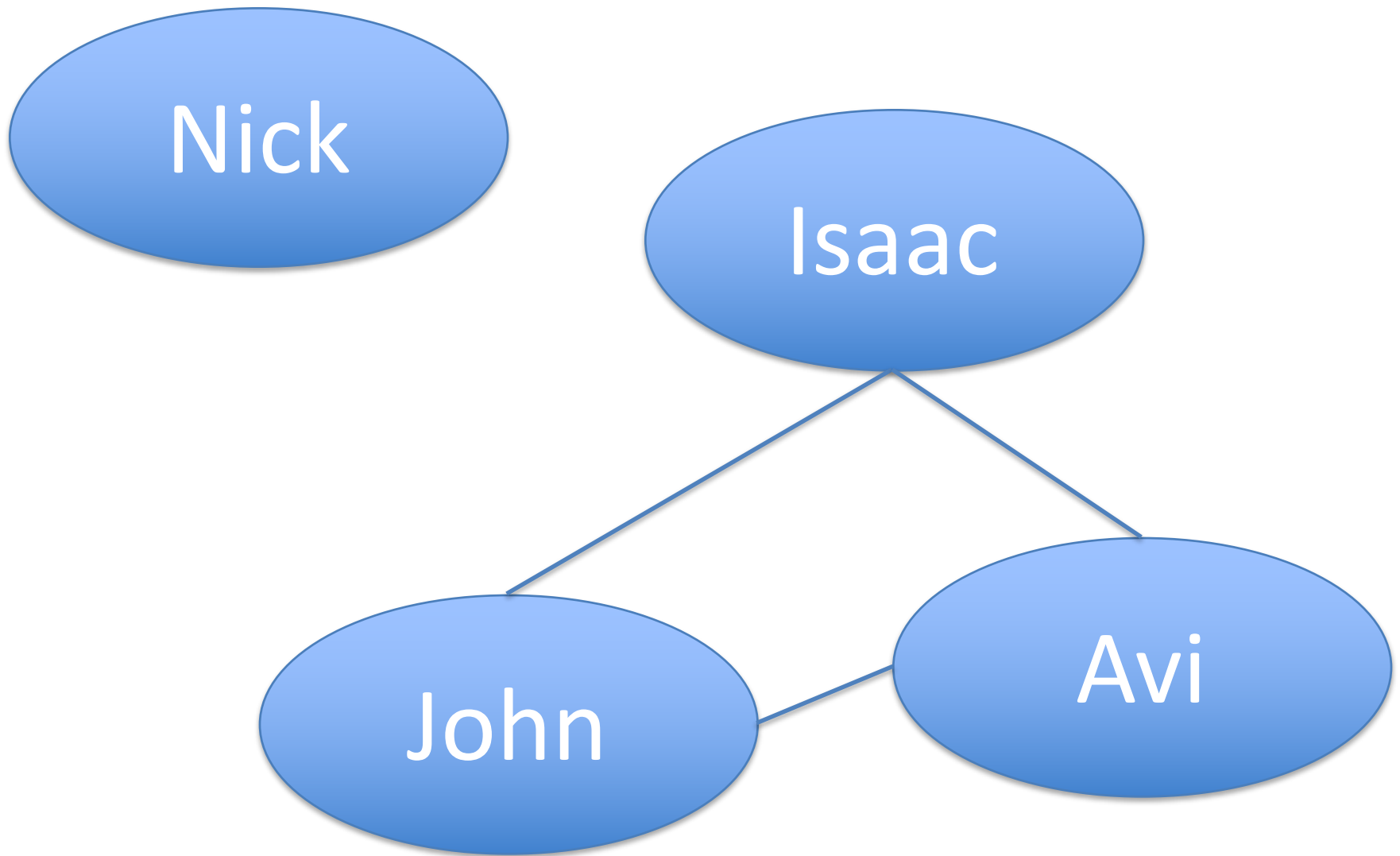


YEAH Hours Schedule

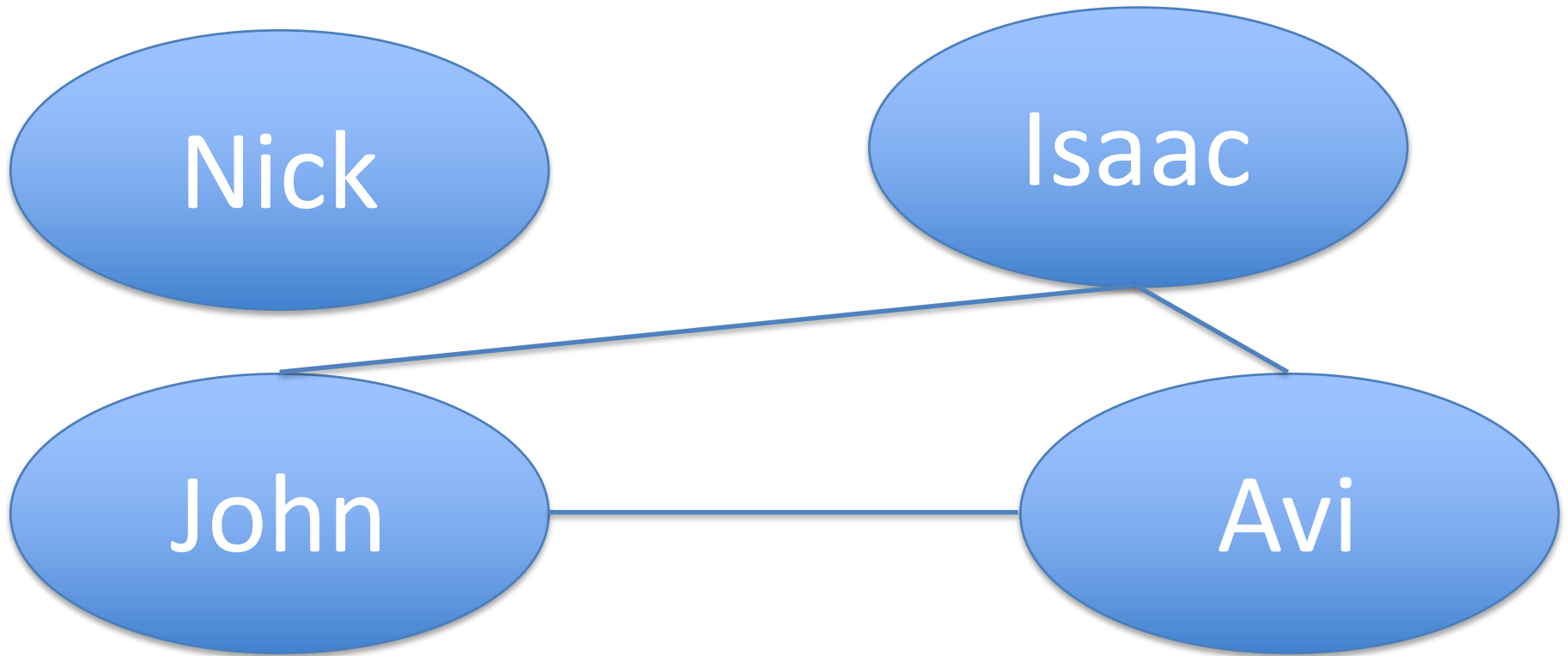
Topic	Date	Time	Location
Assignment 7	Today!	Now!	Here!



What is a Social Network?




Friendships always reciprocal!



Isaac's
Friends:
John
Avi

John's
Friends:
Isaac
Avi

Avi's
Friends:
John
Isaac

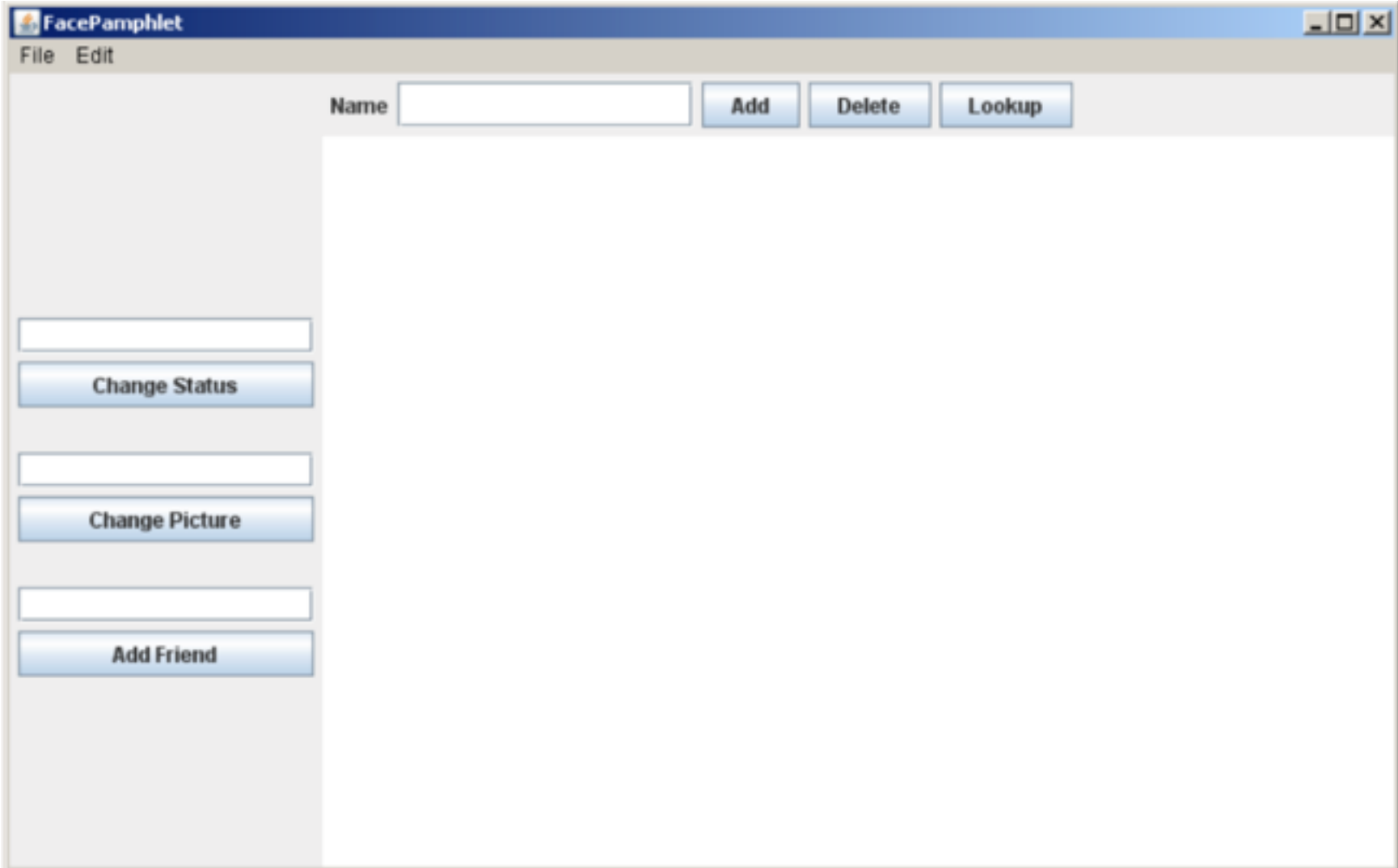
Nick's
Friends:


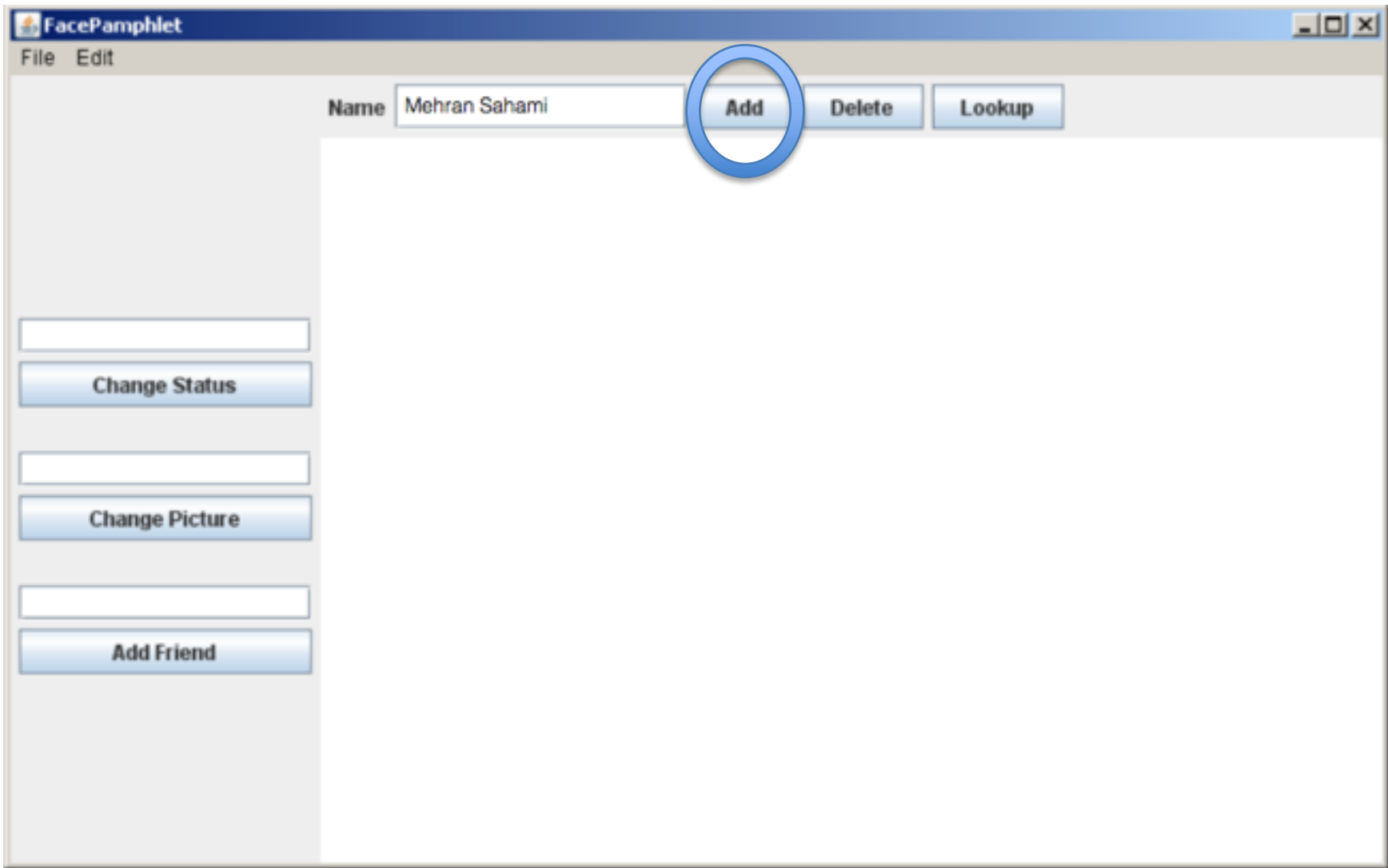
FacePamphlet!

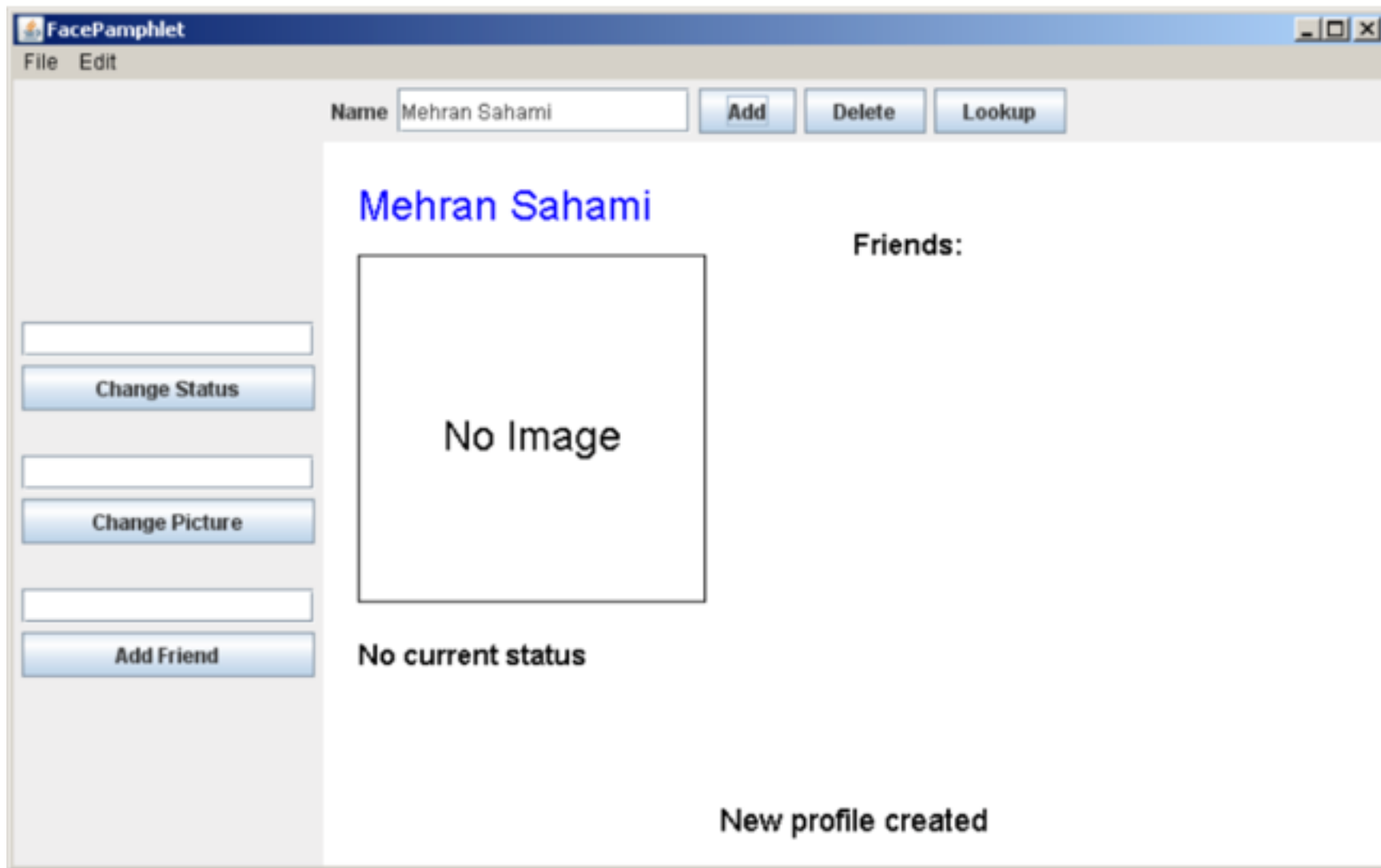
- Due at 1:30PM on Friday, Dec. 8th
- NO LATE DAYS OR LATE SUBMISSIONS!
- Practice with:
 - Social network data structures
 - Interactors
 - Gimages
 - Graphics
 - Iterators
 - And more!

What can your awesome
social network do?

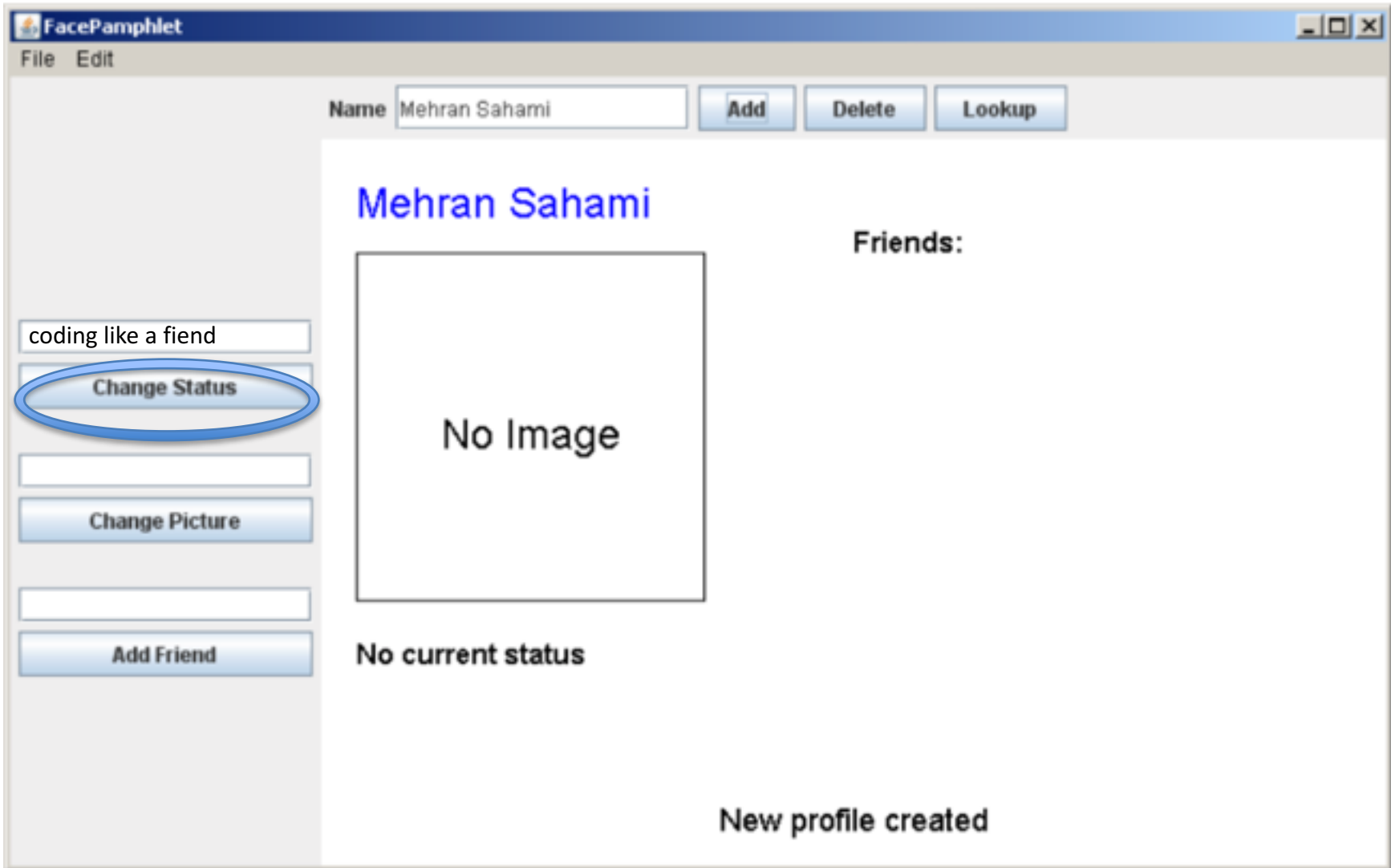
Adding a Profile

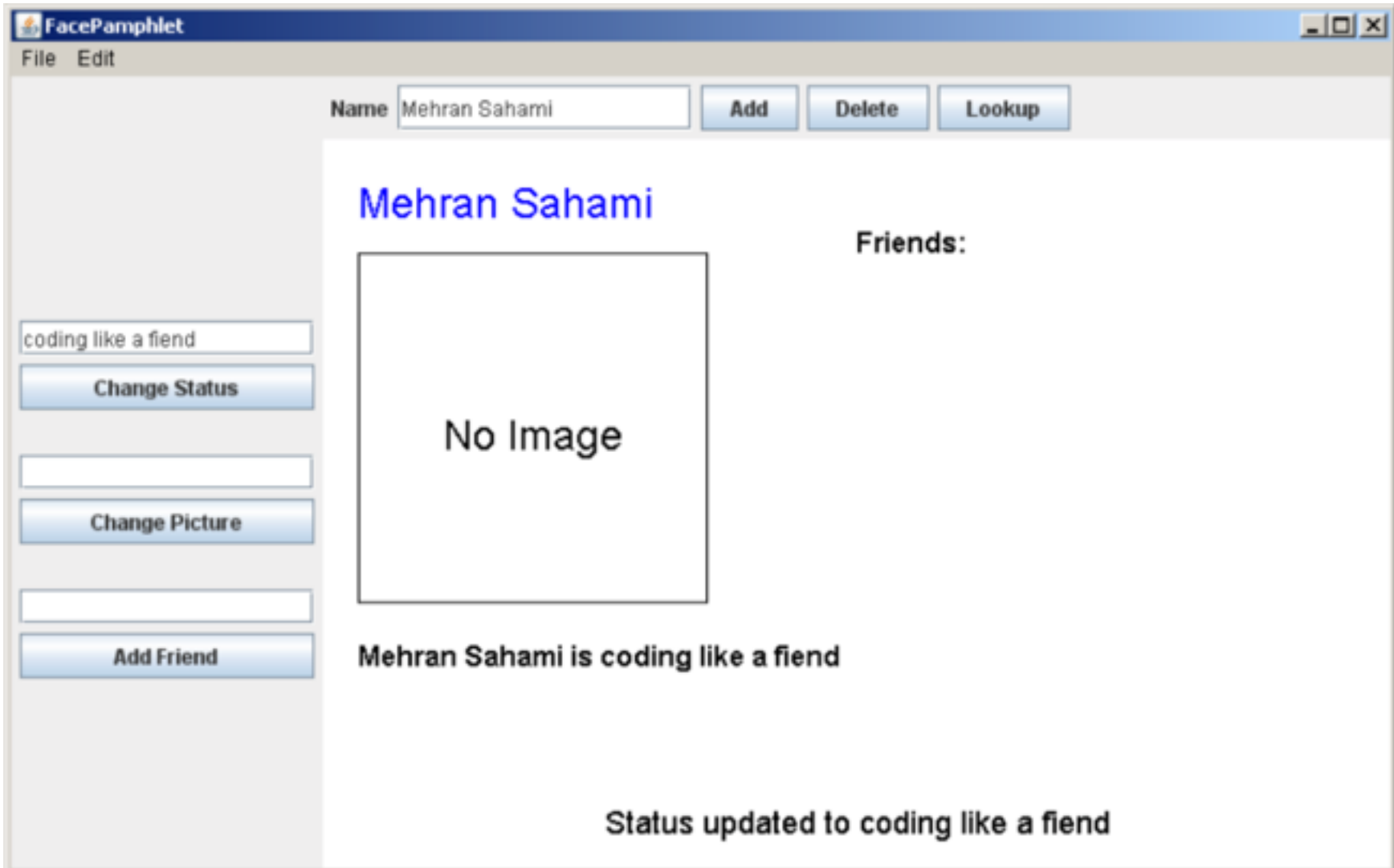




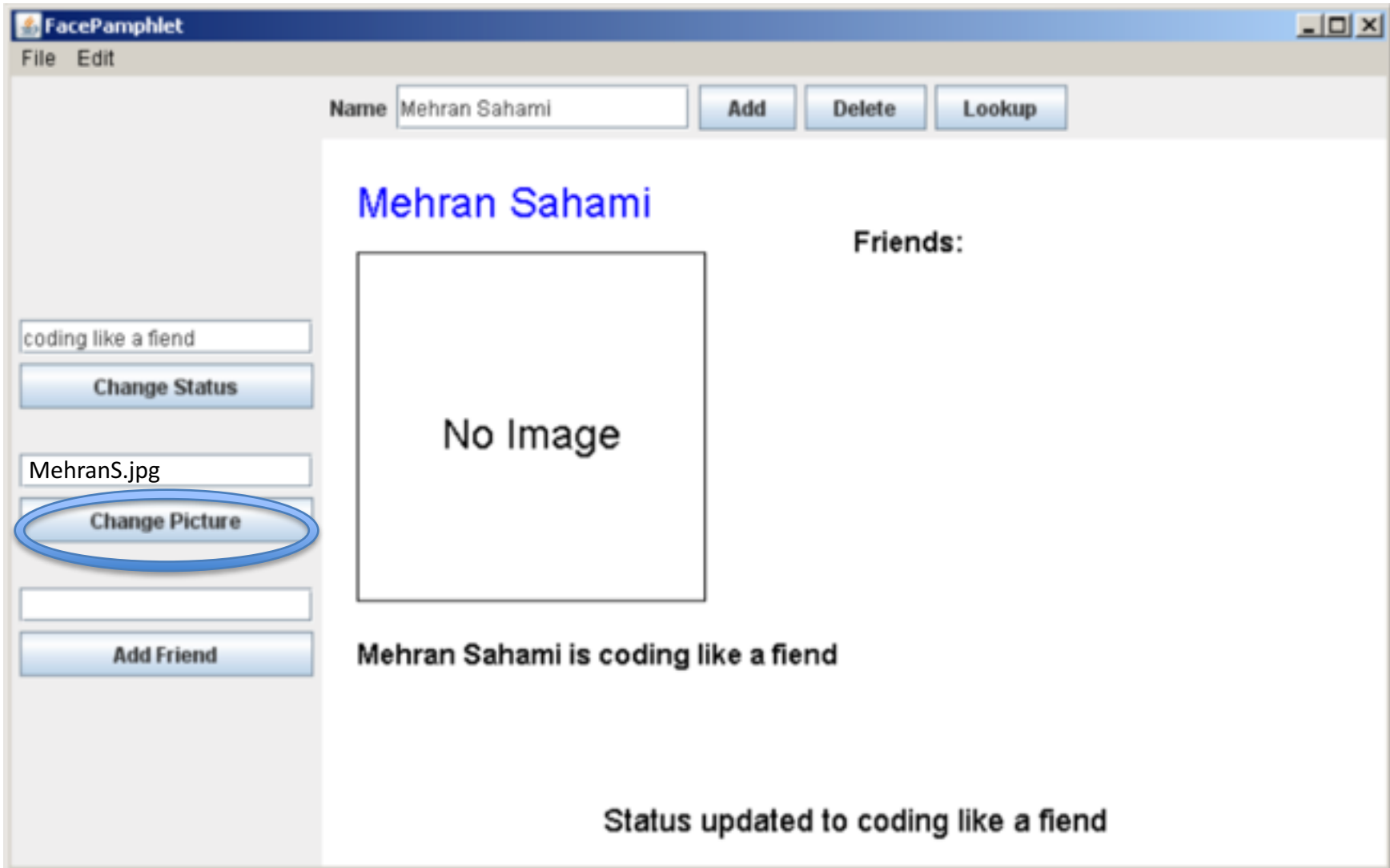


Change Status





Change Picture



Name

Add

Delete

Lookup

Mehran Sahami

Friends:



Change Status

Change Picture

Add Friend

Mehran Sahami is coding like a fiend

Picture updated

Create Another Profile

Name Julie Zelenski

Add

Delete

Lookup

Mehran Sahami

Friends:



coding like a fiend

Change Status

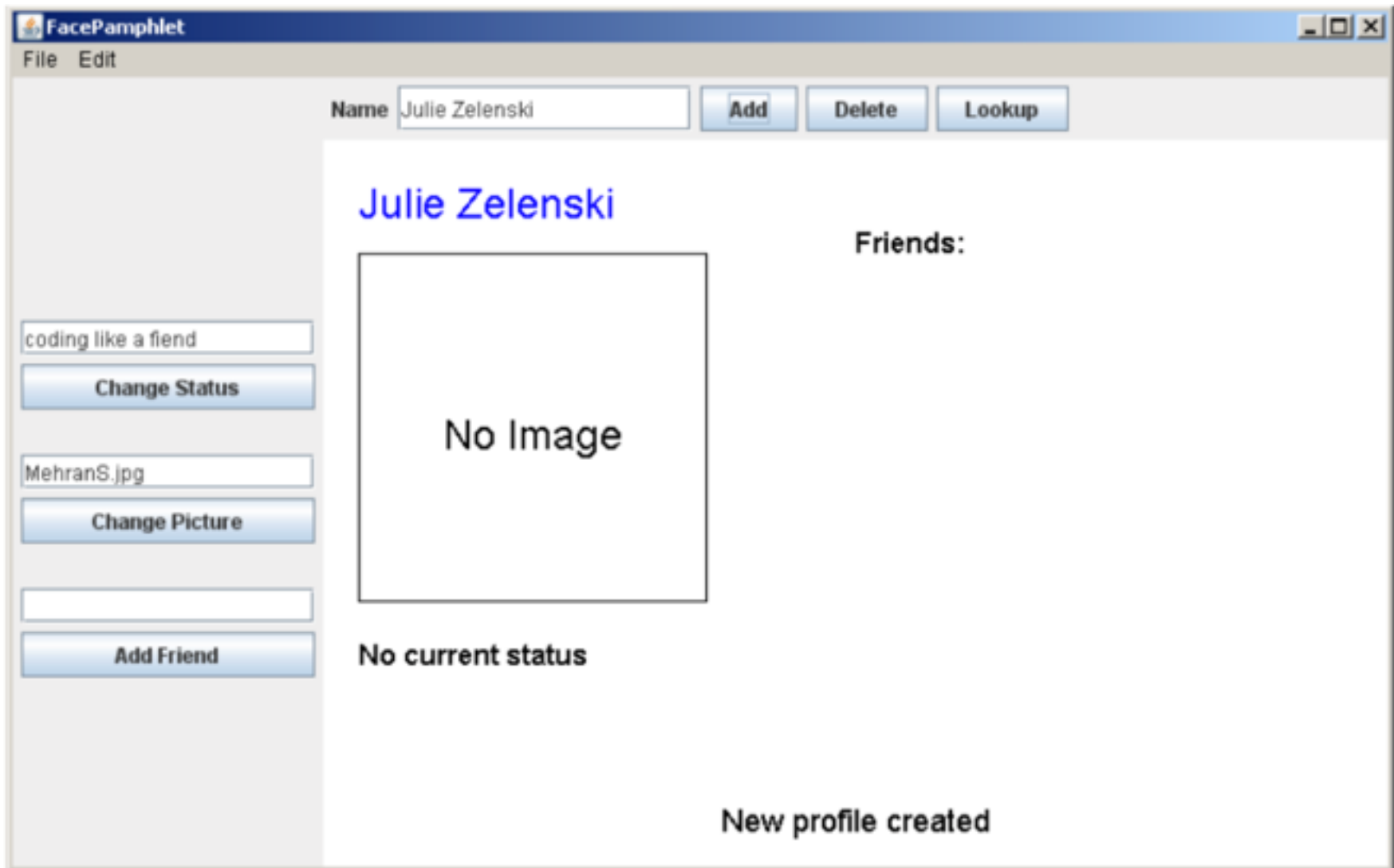
MehranS.jpg

Change Picture

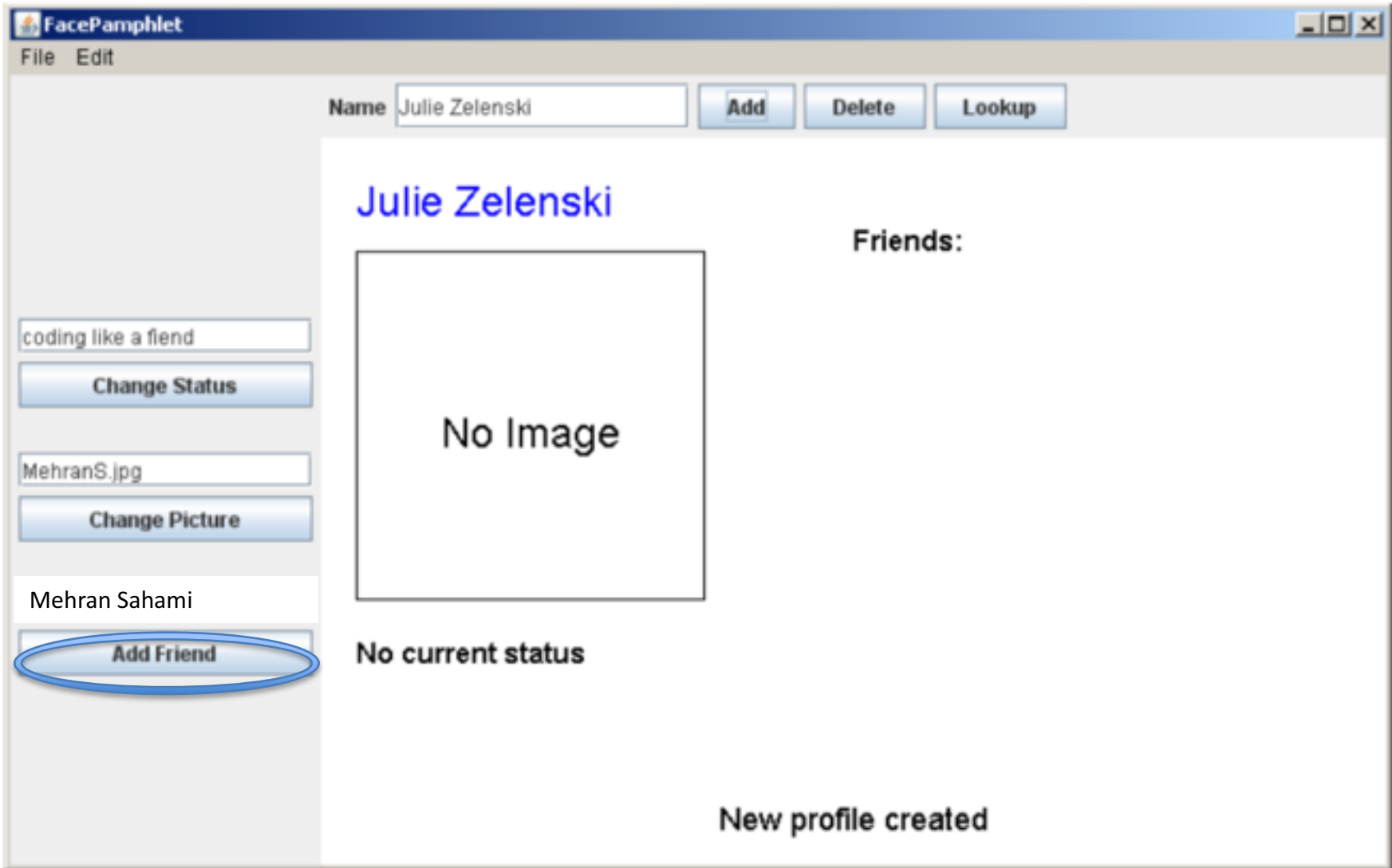
Add Friend

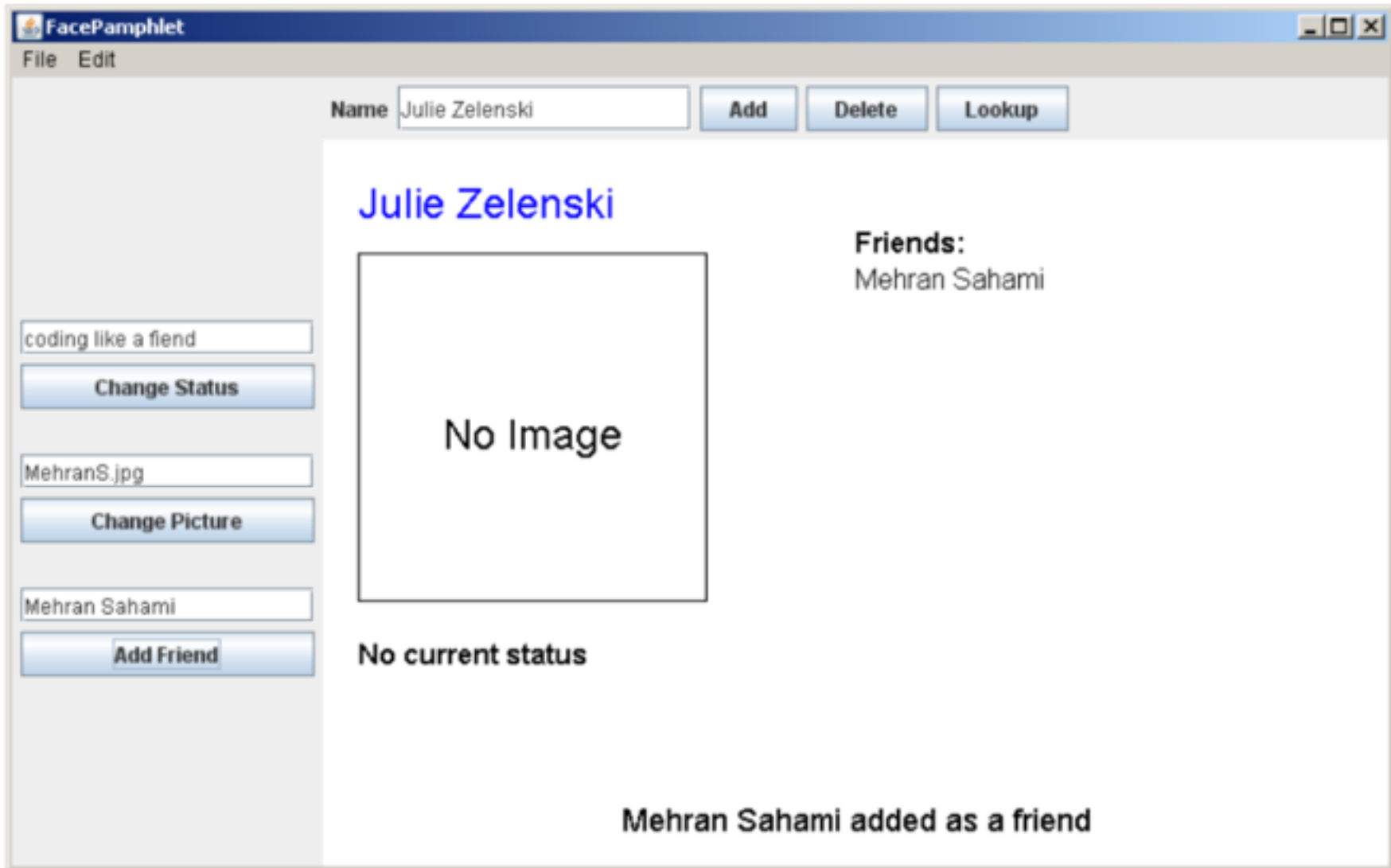
Mehran Sahami is coding like a fiend

Picture updated

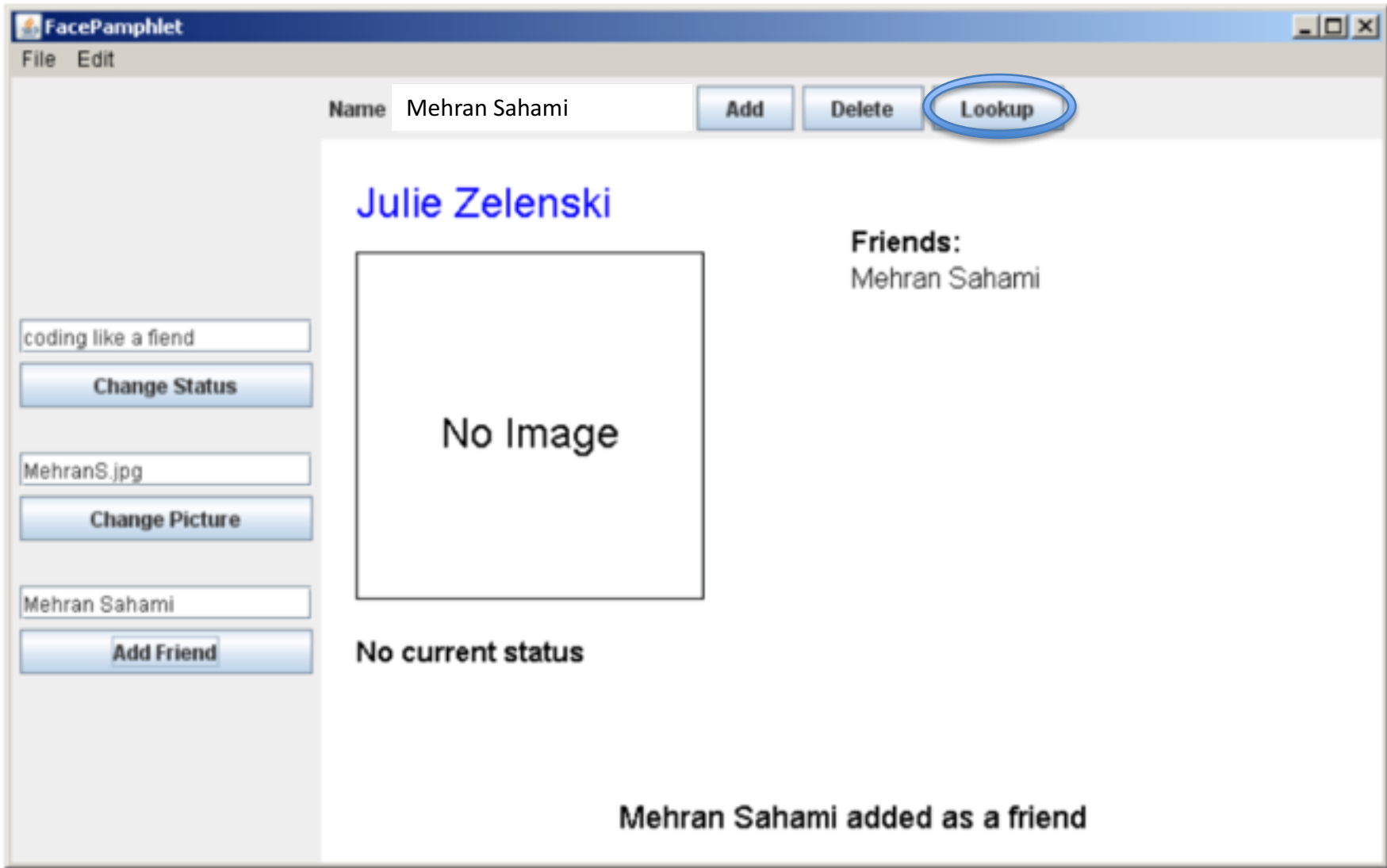


Add A Friend





Look up a profile



Name Mehran Sahami

Add

Delete

Lookup

Julie Zelenski



Friends:

Mehran Sahami

coding like a fiend

Change Status

MehranS.jpg

Change Picture

Mehran Sahami

Add Friend

No current status

Mehran Sahami added as a friend

FacePamphlet

File Edit

Name

Mehran Sahami

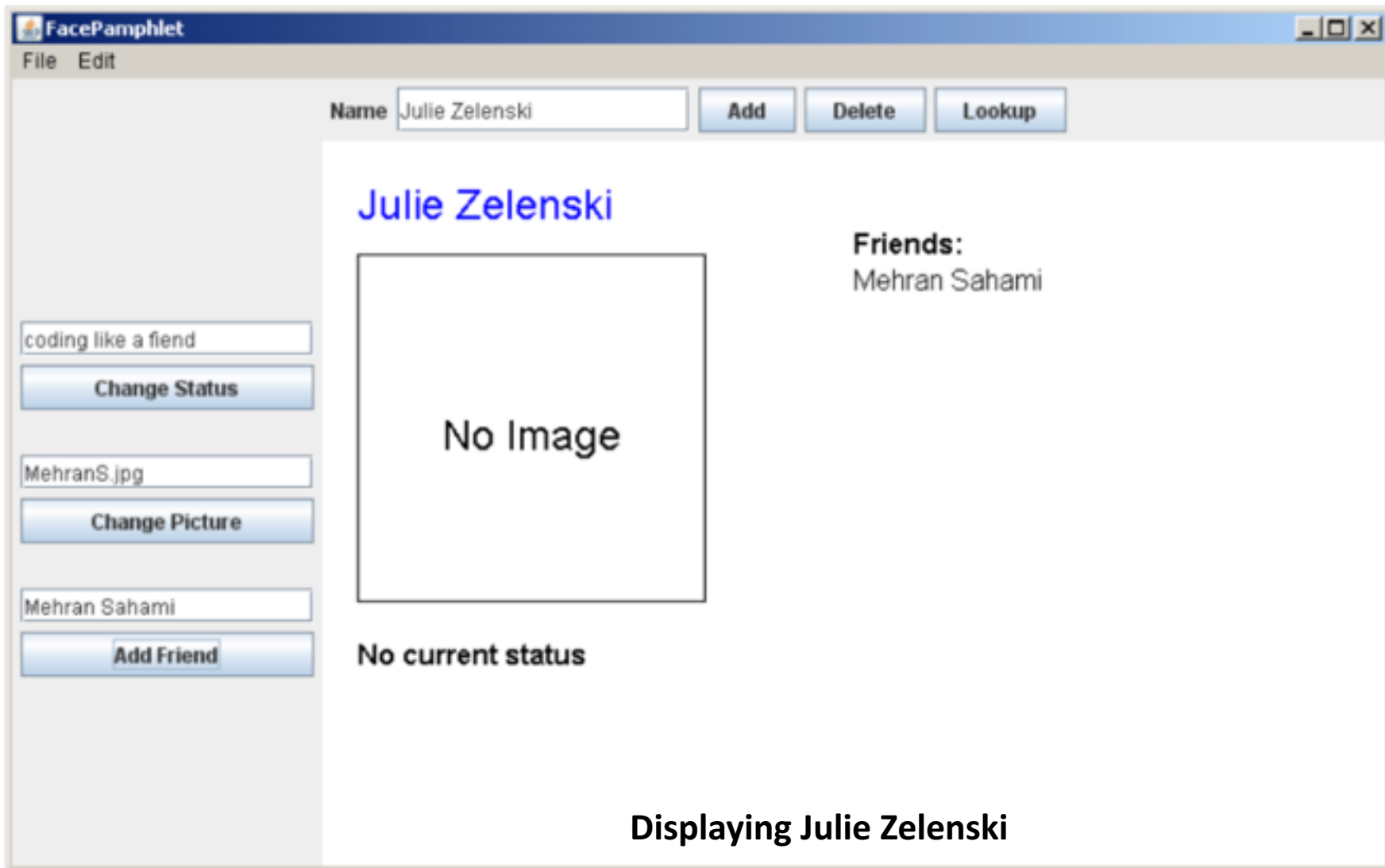


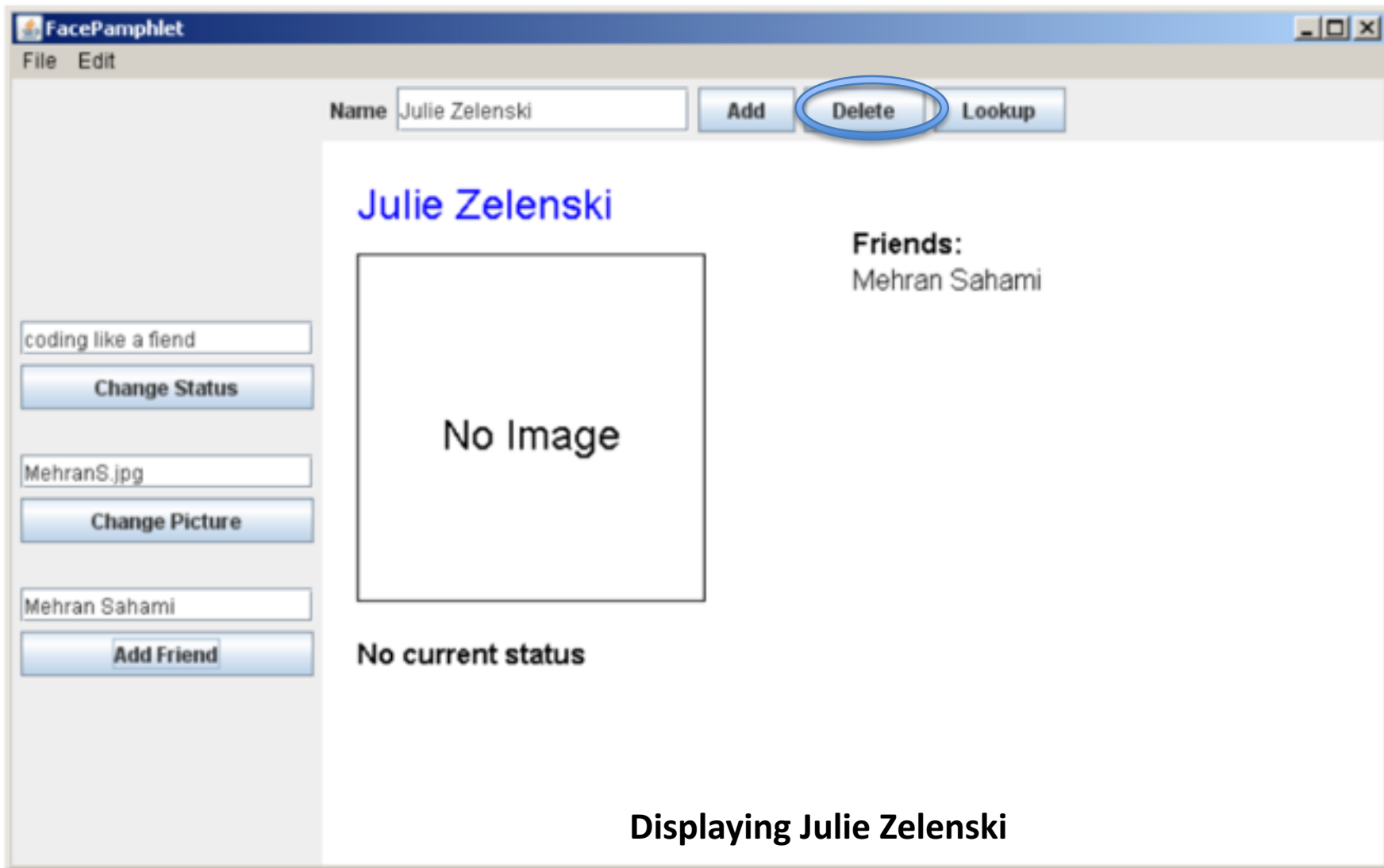
Friends:
Julie Zelenski

Mehran Sahami is coding like a fiend

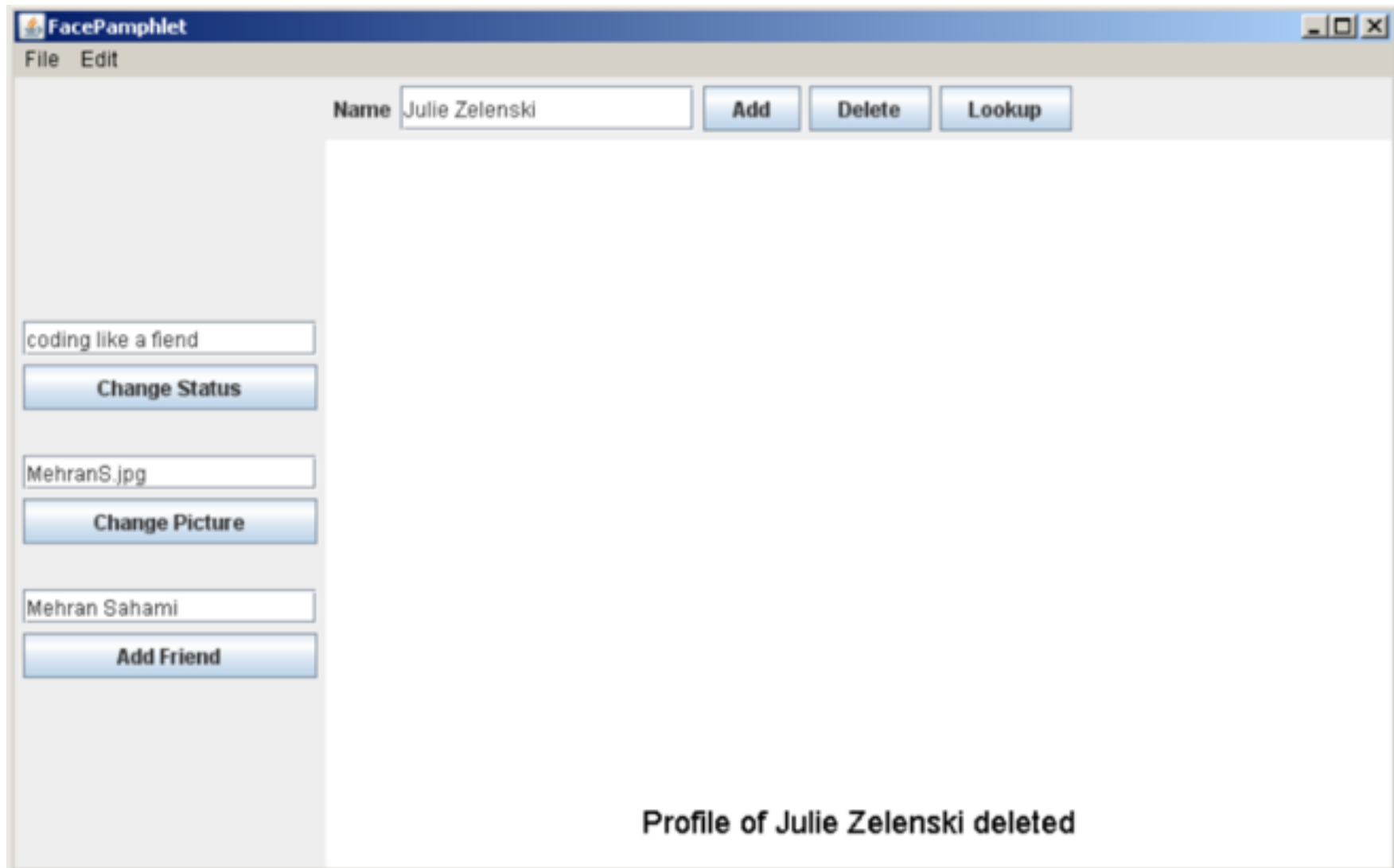
Displaying Mehran Sahami

Delete a profile





Displaying Julie Zelenski

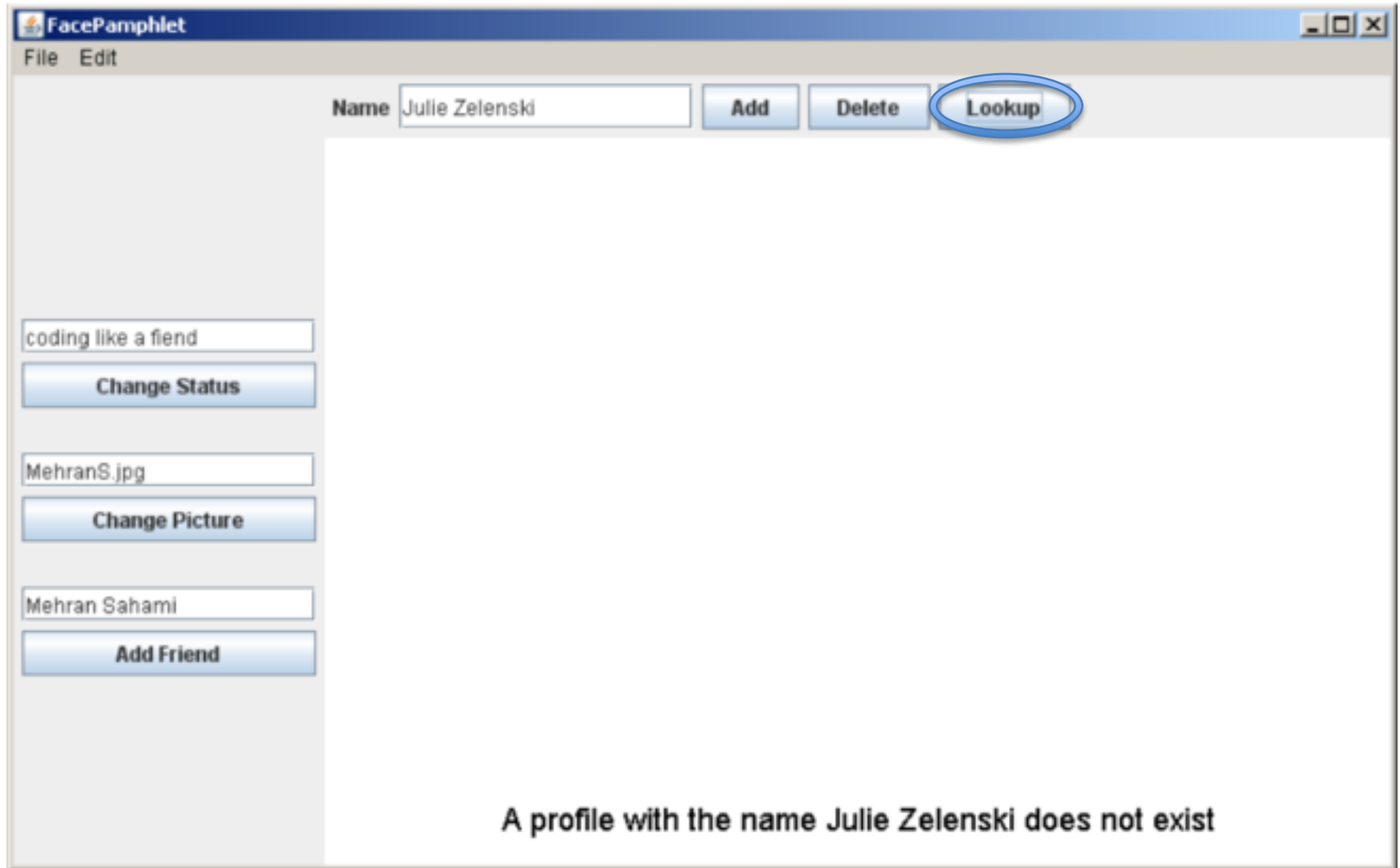


Now let's look up Mehran....

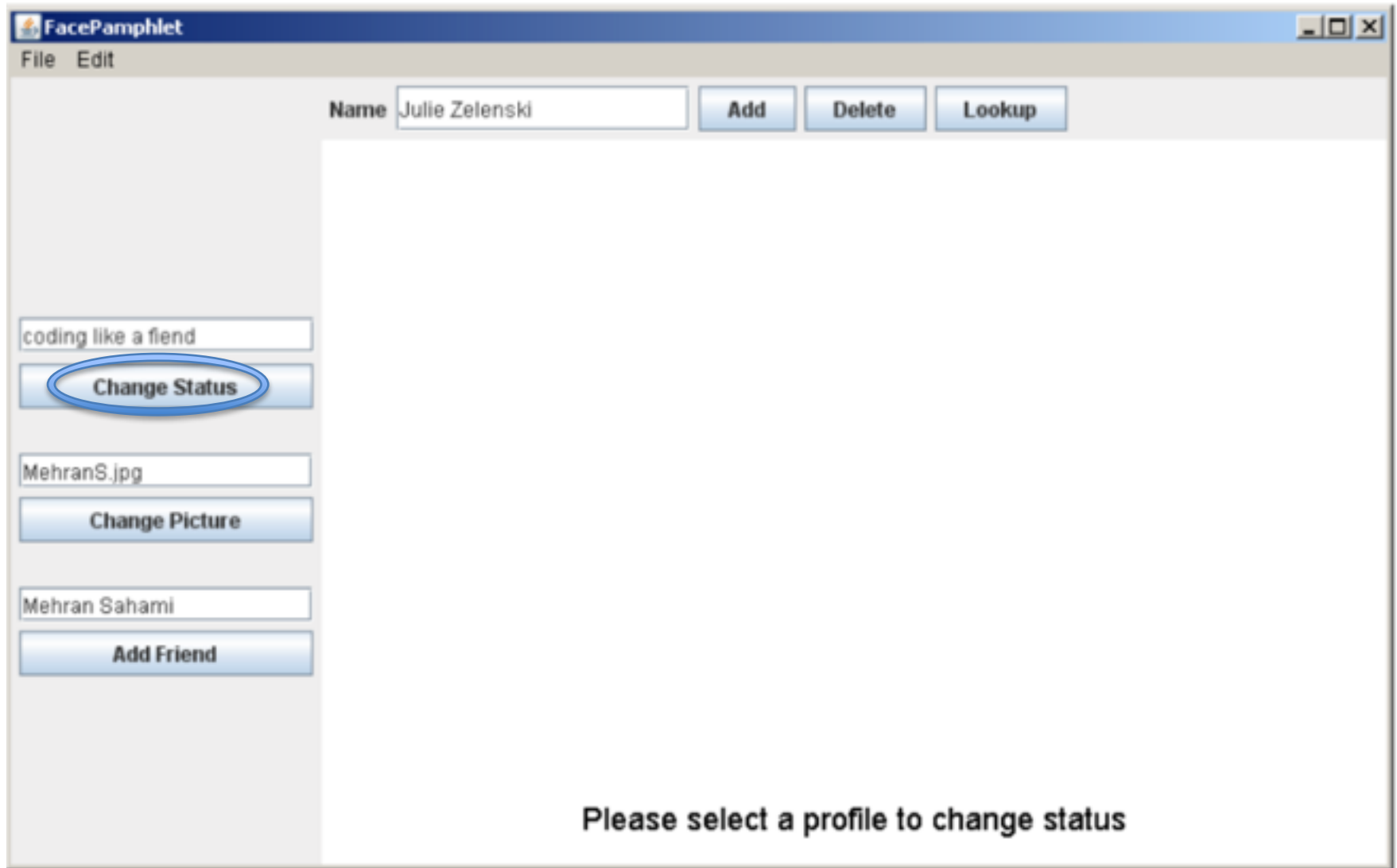
The screenshot shows a web browser window titled "FacePamphlet" with a menu bar containing "File" and "Edit". At the top, there is a search bar with the text "Name Mehran Sahami" and three buttons: "Add", "Delete", and "Lookup". The "Lookup" button is circled in blue. Below the search bar, the profile for "Mehran Sahami" is displayed. On the left side, there are three input fields with corresponding buttons: "coding like a fiend" with "Change Status", "MehranS.jpg" with "Change Picture", and "Mehran Sahami" with "Add Friend". The main profile area shows the name "Mehran Sahami" in blue, a profile picture of a man with glasses, and a status "Mehran Sahami is coding like a fiend". To the right of the profile picture is a large blue circle labeled "Friends:". At the bottom center of the page, the text "Displaying Mehran Sahami" is shown.

Error Checking: Some Examples

Look up nonexistent profile



Set status when no profile is displayed



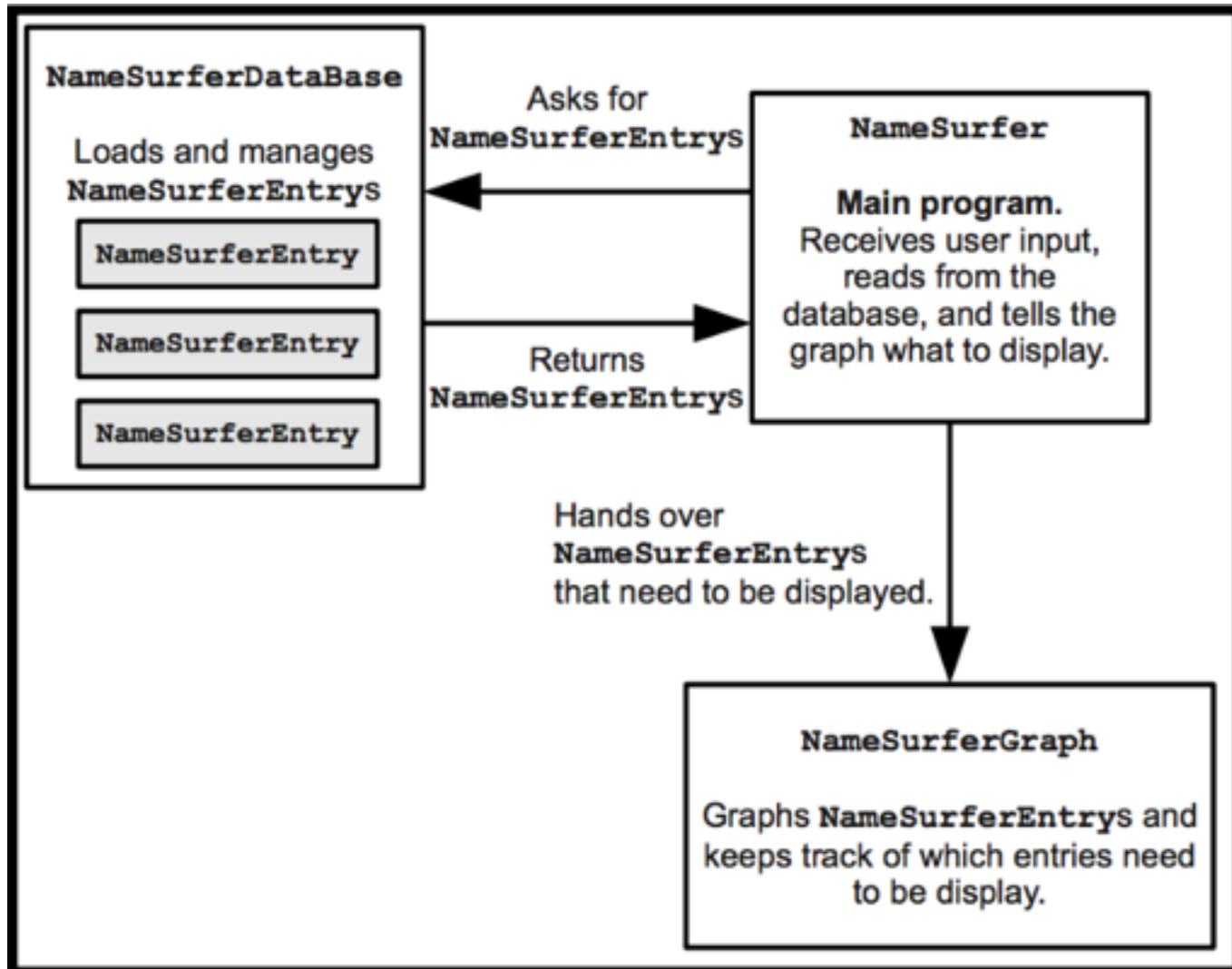
See handout/keep an eye
out for other possible
errors and edge cases!

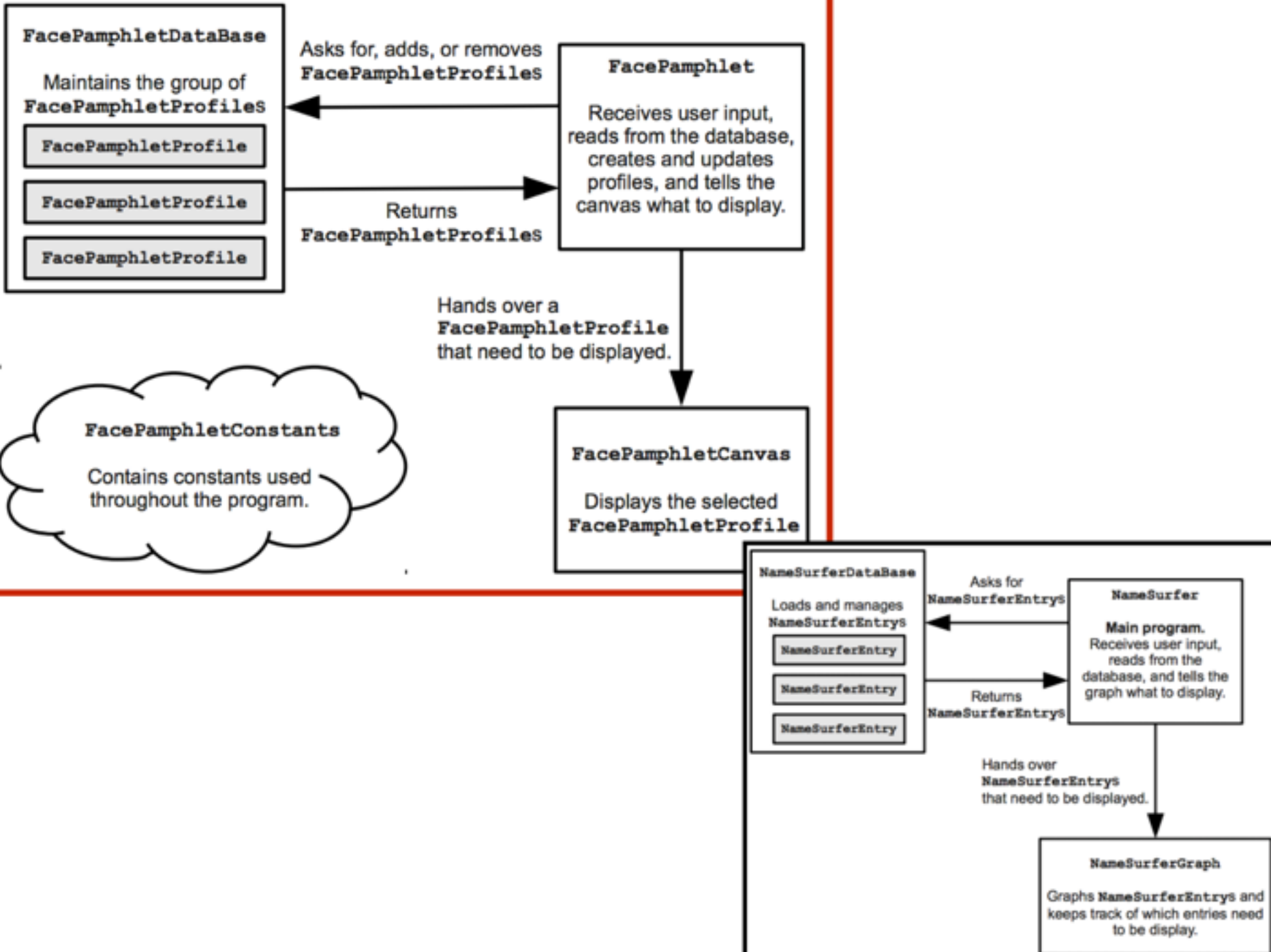
Program Overview

FacePamphlet

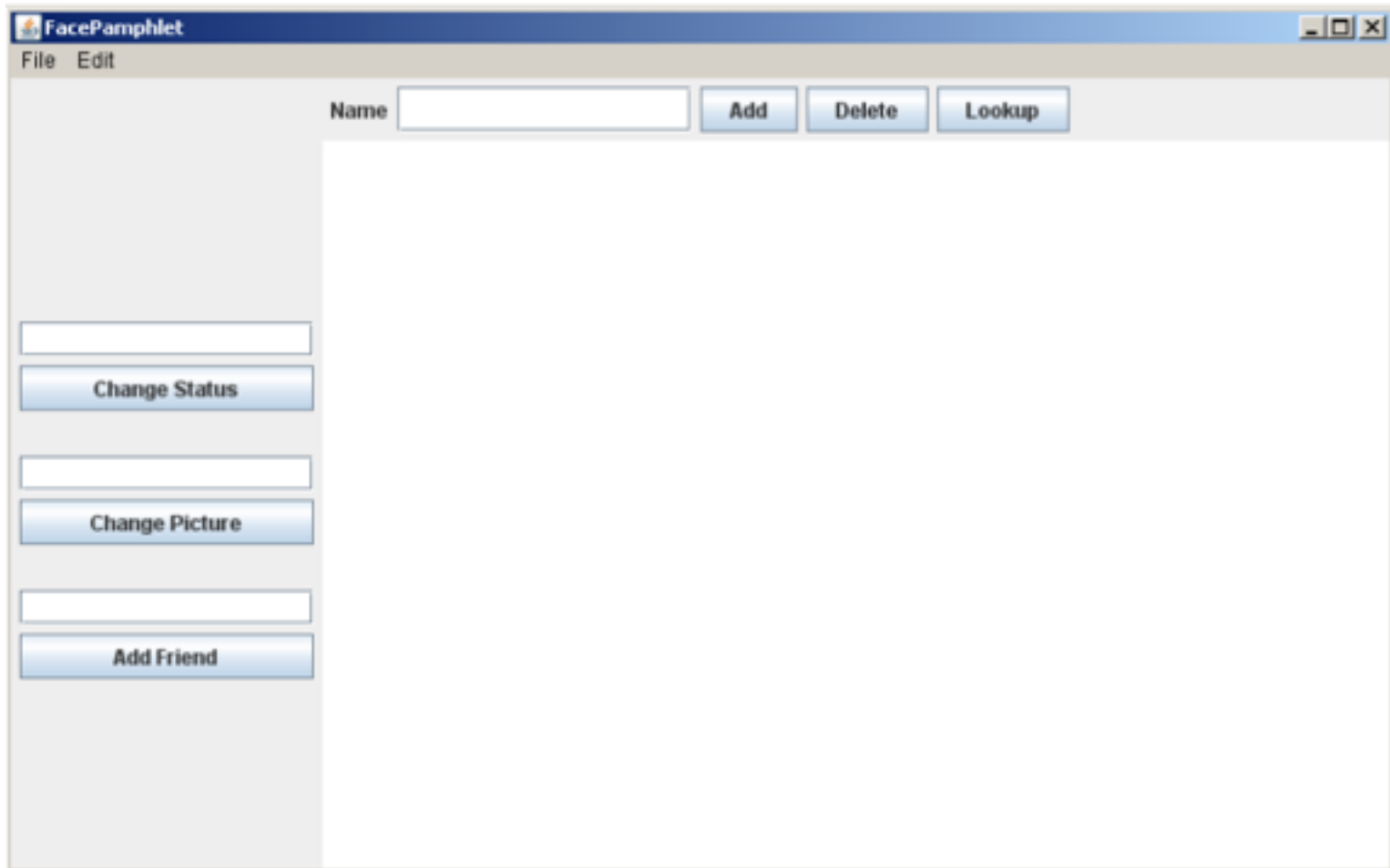
- FacePamphlet – main program – handles interactors, main program flow
- FacePamphletCanvas – all drawing, displaying of profiles (doesn't resize)
- FacePamphletProfile – a single profile in the social network (name, optional image, optional status, friend list)
- FacePamphletDatabase – keeps track of all profiles. Add, delete, look up profiles.
- FacePamphletConstants

That Seems Familiar...





Milestone 1: Interactors



Remember to respond to ENTER in text fields on the left!
`textField.addActionListener(this);`

Milestone 2: FacePamphletProfile

```
class: FacePamphletProfile
```



(instance variables)

class: **FacePamphletProfile**

```
public String getName()
```

String

(instance variables)



class: FacePamphletProfile

```
public String getName()
```

```
public GImage getImage()
```

```
public void setImage(GImage image)
```

String

GImage

(instance variables)



class: FacePamphletProfile

```
public String getName()
```

```
public GImage getImage()
```

```
public void setImage(GImage image)
```

```
public String getStatus()
```

```
public void setStatus(String status)
```

String

GImage

String

(instance variables)



class: FacePamphletProfile

```
public String getName()
```

```
public GImage getImage()
```

```
public void setImage(GImage image)
```

```
public String getStatus()
```

```
public void setStatus(String status)
```

```
public boolean addFriend(String friend)
```

```
public boolean removeFriend(String friend)
```

```
public Iterator<String> getFriends()
```

String

GImage

String

??

(instance variables)



Iterators

```
Iterator<String> it = profile.getFriends();  
  
while(it.hasNext()) {  
    String friend = it.next();  
    // Do something with that friend's name  
}
```

Milestone 3: FacePamphletDatabase

FacePamphletDatabase

// Adding profiles

```
public void addProfile(FacePamphletProfile profile)
```

// Asking for profiles

```
public FacePamphletProfile getProfile(String name)
```

// Removing profiles

```
public void deleteProfile(String name)
```

// Checking for profiles

```
public boolean containsProfile(String name)
```

Milestone 4: Entering Profile Info

Change Status

- Get status from the text box
- Use `.setStatus()` on the current profile to set it to the entered status
- Error checking for when no profile is being displayed

Change Picture

- Get picture filename from text box
- Attempt to get GImage for that filename
- Use .setPicture() on current profile to set it to the new picture

```
GImage image = null;
```

```
try {  
    image = new GImage(filename);  
    // image loaded successfully if we get here!  
} catch (IOException ex) {  
    // Code that is executed if filename cannot  
    // be opened – error message  
}
```

Add Friend

- Get the name from the text box
- Make sure it's a valid user profile!
- Use `.addFriend()` to add the new friend

Milestone 5: FacePamphletCanvas

Make sure to use all the constants in
FacePamphletConstants!

class: FacePamphletCanvas



class: FacePamphletCanvas

```
public void showMessage(String msg)
```



class: FacePamphletCanvas

```
public void showMessage(String msg)
```

```
public void displayProfile(FacePamphletProfile profile)
```

Objects



Tricky Parts

- Removing profiles (also modifying friends lists of everyone who is friends with that person)
- Make sure you display all status messages
- Edge cases/Error checking!

Final Tips

- Think about similarities between FacePamphlet and NameSurfer
- Go to the LaIR!
- Incorporate IG feedback
- Add awesome extensions!
- Have fun!
- Thanks for coming to YEAH hours!