

Answers assignment 3 - 2009-01.

Facebook example add friend.

I assume that addition is done by e-mail address. You might want to specify what happens when a friend is not member of Facebook. I don't do it here.

Manual Add Friend

Actors User: Facebook Users
Friend: Persons With Email

Pre-conditions

User is logged in Facebook

Post-conditions

Friend is added to friend list with status "pending".

Sequence of events

- user selects the tab "add friend"
- a window displaying three fields
name

is shown. One field prompts the user to enter the e-mail address of the friend; the other two prompt the user for the login / password of user's google account.

- the user enters an e-mail address
- the "write" button next to the field is enabled
- user clicks write.

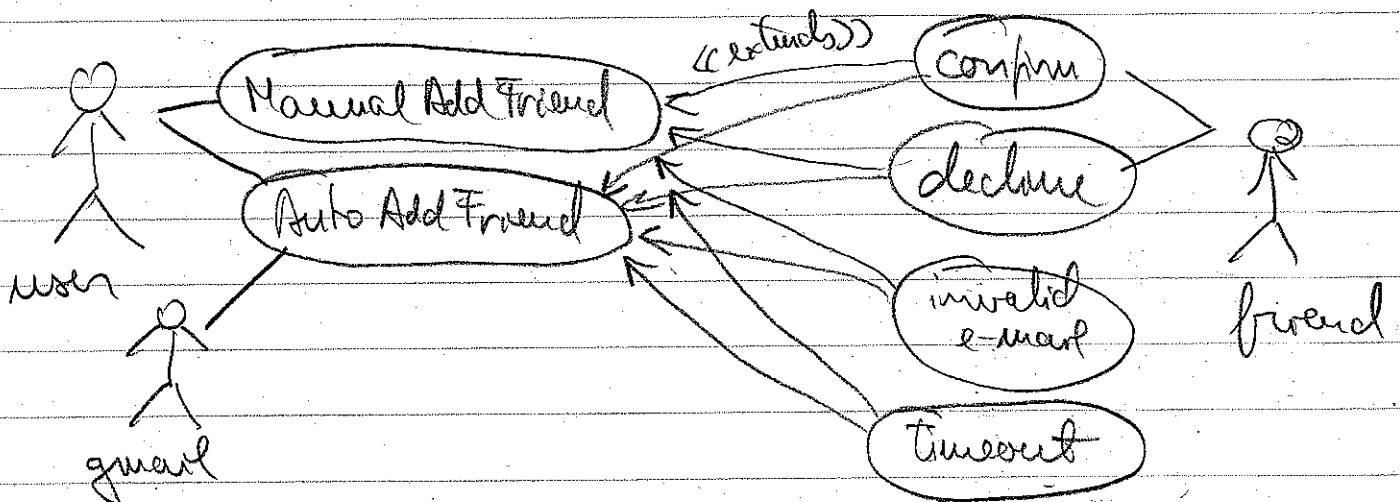
(Manual Add Friend - cont)

- a window is displayed that with a default invitation message.
- user personalises the invitation and clicks "send invite" button
- a confirmation message is displayed & the home page for Facebook is displayed. In the "friends" section, the user can see the status of her "new" friend with label pending.

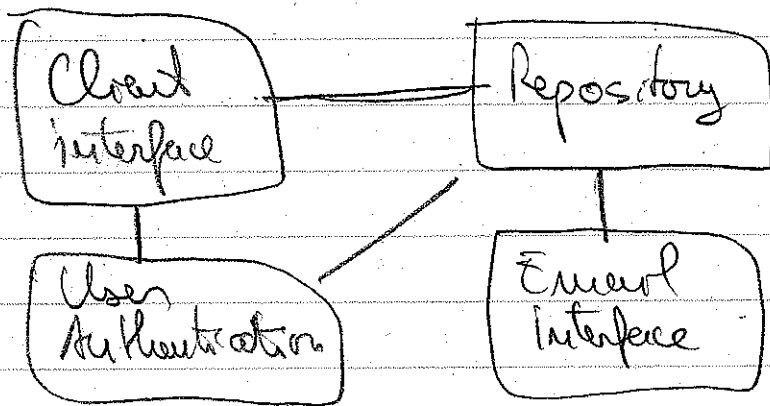
Similarly, you can write the other use case.

- Note = we, more importantly, need to think what happens if the addition is unsuccessful, eg - friend declines
friend's e-mail is invalid
friend doesn't respond.

→ We can add use-cases to extend the behaviour of the two add Friend use cases. Example



5) High level architecture for Facebook.



- A Repository like architecture where Repository = contains data needed for the social net of each user

- Client interface } - builds web-pages & processes input from users.
- User Authentication } - checks permissions for data access, & authenticates users.
- E-mail interface } logs in g-mail, processes input from e-mail client & constructs the list of friends

Deployment Diagram

