

Specifications of the C ++ project StackOverflow console

Implement a console application that will allow the interaction of a community of users to solve problems.

The application implements the functions of the online platform <http://stackoverflow.com/> for offline usage. One can imagine a terminal not connected to the Internet that users use it in an asynchronous. The application must be used offline for the first phase of the project. For the last phase of the project we will provide a server and a client C ++ which can be used to receive questions and to give answers. In this online phase the console application is used by a single active user (authenticated when the application is started).

Required abstract components to be implemented by classes:

- Users Accounts; application must allow management of different types of users (administrator, moderator topic, ordinary user);
- Console application menu; navigation console application is done by screen prompts; It is a natural choice options (written text console) or by indicating the option (code number, etc.)
- Topics / issues discussed; application must allow management of different types of topics sorted by the question topic (ex. C ++, Java, .NET, etc.); Each topic is associated responses from various users; a user can give one answer that it can change later; when the author of the topic / issue marks the correct answer the discussion is marked completed and no further changes are allowed; the app users can filter discussions options by category, title keyword, by date, etc.
- User classes; depending on the answers given and their accuracy, users are classified in different categories; thus implementing a bonus system for active participation.
- They can be identified and other entities to enable implementation of the solution.

You can identify and other entities that will help you implement the solution.

To save the data of each session, use binary or text files that store these entities.