Claims

1. A method for displaying active friend information, comprising:

receiving (S101, S201) an activity information checking instruction, wherein the activity information checking instruction is generated when a user triggers an entry control on a message page; and

displaying (S102, S202) an active friend list, wherein the active friend list displays activity information of an active friend of the user, and the active friend is a friend who is online at a current moment or offline at a current moment but has been online in a recent preset time period; wherein,

the method is characterized by displaying the active friend list comprises: displaying a friend discovery control in a set region of the active friend list in response to a number of active friends being lower than a preset number threshold; and not displaying the friend discovery control in the set region of the active friend list in response to the number of the active friends being greater than or equal to the preset number threshold; and

the method further comprises: in response to the friend discovery control being displayed and a friend discovery instruction being received, switching the current display page from the message page to a friend discovery page and displaying user information of a non-friend user to the user through the friend discovery page, wherein the friend discovery instruction is generated in response to the user triggering the friend discovery control.

2. The method of claim 1, wherein after the active friend list is displayed, the method further comprises:

receiving a call instruction (S203), wherein the call instruction is generated when the user triggers a target call control in the active friend list, the target call control is located in a first target display region corresponding to a first active friend, and the target call control is a video call control or a voice call control; and

initiating (S204) a call with the first active friend and switching a current display page from the message page to a target call page.

3. The method of claim 1, wherein after the active friend list is displayed, the method further comprises:

receiving (S205) a homepage access instruction, wherein the homepage access instruction is

generated when the user clicks on a target display object in the active friend list, the target display object is located in a second target display region corresponding to a second active friend, and the target display object is a friend avatar or a homepage control; and

switching (S206) a current display page from the message page to a personal homepage of the second active friend.

4. The method of claim 1, wherein after the active friend list is displayed, the method further comprises:

receiving (S207) a chat instruction, wherein the chat instruction is generated in in response to a click operation acting on a target sub-region in the active friend list being detected, the target sub-region is located in a third target display region corresponding to a third active friend, and the target sub-region is a chat control region or a non-control region other than a friend avatar region in the third target display region; and

switching (S208) a current display page from the message page to a target chat page.

5. The method of claim 4, further comprising:

in response to chat information being received from the third active friend, switching a chat control in the third target display region from a first display state to a second display state to prompt the user to check the chat information.

6. The method of claim 1, wherein after the active friend list is displayed, the method further comprises:

receiving (S208) a greeting instruction, wherein the greeting instruction is generated when the user triggers a target greeting control in the active friend list and the target greeting control is located in a fourth target display region corresponding to a fourth active friend; and

sending (S210) preset greeting information to the fourth active friend.

7. The method of any one of claims 1 to 6, further comprising:

in response to a friend online prompt instruction being received from a server, generating and displaying online prompt information to prompt the user that a target friend is online, wherein the friend online prompt instruction is generated in response to the server detecting that the target friend of the user is online, and intimacy between the target friend and the user is greater than a preset intimacy threshold.

8. The method of claim 7, wherein after the online prompt information is generated and displayed, the method further comprises:

receiving a list displaying instruction, wherein the list displaying instruction is generated in response to a click operation acting on an information display region of the online prompt information being detected; and

switching a current display page to the message page and displaying the active friend list on the message page.

9. An apparatus for displaying friend activity information, comprising:

a checking instruction receiving module (1201) configured to receive an activity information checking instruction, wherein the activity information checking instruction is generated when a user triggers an entry control on a message page; and

a list displaying module (1202) configured to display an active friend list, wherein the active friend list displays activity information of an active friend of the user, and the active friend is a friend who is online at a current moment or offline at a current moment but has been online in a recent preset time period; wherein,

the apparatus is characterized in that the list displaying module (1202) is further configured to display a friend discovery control in a set region of the active friend list in response to a number of active friends being lower than a preset number threshold and not display the friend discovery control in the set region of the active friend list in response to the number of the active friends being greater than or equal to the preset number threshold; and

the apparatus further comprises a friend page switching module configured to, in response to the friend discovery control being displayed and a friend discovery instruction being received, switch the current display page from the message page to a friend discovery page and display user information of a non-friend user to the user through the friend discovery page, wherein the friend discovery instruction is generated in response to the user triggering the friend discovery control.

10. The apparatus of claim 9, further comprising:

a call instruction receiving module configured to, after the active friend list is displayed, receive a call instruction, wherein the call instruction is generated when the user triggers a target call control in the active friend list, the target call control is located in a first target display region corresponding to a first active friend, and the target call control is a video call control or a voice call control; and

a call module configured to initiate a call with the first active friend and switch a current display page from the message page to a target call page.

11. The apparatus of claim 9, further comprising:

an access instruction receiving module configured to, after the active friend list is displayed, receive a homepage access instruction, wherein the homepage access instruction is generated when the user clicks on a target display object in the active friend list, the target display object is located in a second target display region corresponding to a second active friend, and the target display object is a friend avatar or a homepage control; and

a homepage switching module configured to switch a current display page from the message page to a personal homepage of the second active friend.

12. The apparatus of claim 9, further comprising:

a chat instruction receiving module configured to receive a chat instruction, wherein the chat instruction is generated in response to a click operation acting on a target sub-region in the active friend list being detected, the target sub-region is located in a third target display region corresponding to a third active friend, and the target sub-region is a chat control region or a non-control region other than a friend avatar region in the third target display region; and

a chat page switching module configured to switch a current display page from the message page to a target chat page.

13. The apparatus of claim 12, further comprising:

a state switching module configured to, in response to chat information being received from the third active friend, switch a chat control in the third target display region from a first display state to a second display state to prompt the user to check the chat information.

14. The apparatus of claim 9, further comprising:

a greeting instruction receiving module configured to, after the active friend list is displayed, receive a greeting instruction, wherein the greeting instruction is generated when the user triggers a target greeting control in the active friend list and the target greeting control is located in a fourth target display region corresponding to a fourth active friend; and

an information sending module configured to send preset greeting information to the fourth active friend.

15. The apparatus of any one of claims 9 to 14, further comprising:

an information prompt module configured to, in response to a friend online prompt instruction being received from a server, generate and display online prompt information to prompt the user that a target friend is online, wherein the friend online prompt instruction is generated in response to the server detecting that the target friend of the user is online, and intimacy between the target friend and the user is greater than a preset intimacy threshold.

16. The apparatus of claim 15, further comprising:

a list displaying instruction receiving module configured to, after the online prompt information is generated and displayed, receive a list displaying instruction, wherein the list displaying instruction is generated in response to a click operation acting on an information display region of the online prompt information being detected; and

a friend list switching module configured to switch a current display page to the message page and display the active friend list on the message page.

17. An electronic device, comprising:

at least one processor; and

a memory configured to store at least one program;

wherein the at least one program, when executed by the at least one processor, cause the at least one processor to perform the method for displaying the active friend information of any one of claims 1 to 8.

18. A computer-readable storage medium storing a computer program which, when executed by a processor, is used for performing the method for displaying the active friend information of any one of claims 1 to 8.