Group 7
Communication_System.init()

String Names [ ] = {"Isaiah", "Joseph", "Marcos", "Roman", "Salvador"}

A Brief Overview

- We are developing a communication system for a large organization that enables users to communicate both privately and in groups using text-based messages.

- This communication is both synchronous and asynchronous, with all messages being transmitted over TCP/IP.

- All messages will be logged for viewing by IT administrators, meaning that privacy between users will be minimized.

- Users will interact with the system through a user-friendly GUI and will retrieve their login credentials from the administrators of the system.

Req 1, 2 & 3

1. Admins can create, edit, and delete user accounts

2. All messages (communication between any party of normal user and superuser) are logged & time stamped

3. Admins can access and read message logs

Req 4, 5 & 6

4. Users can send text-based messages to each other synchronously such that all involved users receive the messages in order and not at different times

5. Users can send messages to each other asynchronously so that offline users can still receive and read the messages they are involved in the next time they log in to the system

6. Users can create, join, and leave chat rooms

"It's true — we do communicate better in a chat room."

Req 7 & 8

7. Users must log in to the communication system using secure credentials given by an administrator

8. User account login credentials are to be stored and retrieved from a text file

Req 9 & 10

9. Messages are sent over the TCP/IP protocol

10. The communication system should be accessible via a GUI interface such that first-time users should report minimal confusion navigating the system