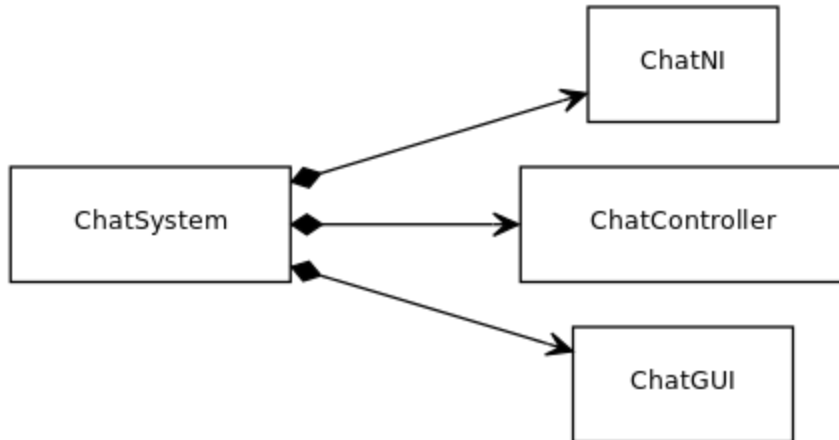


SOFTWARE DESIGN DESCRIPTION

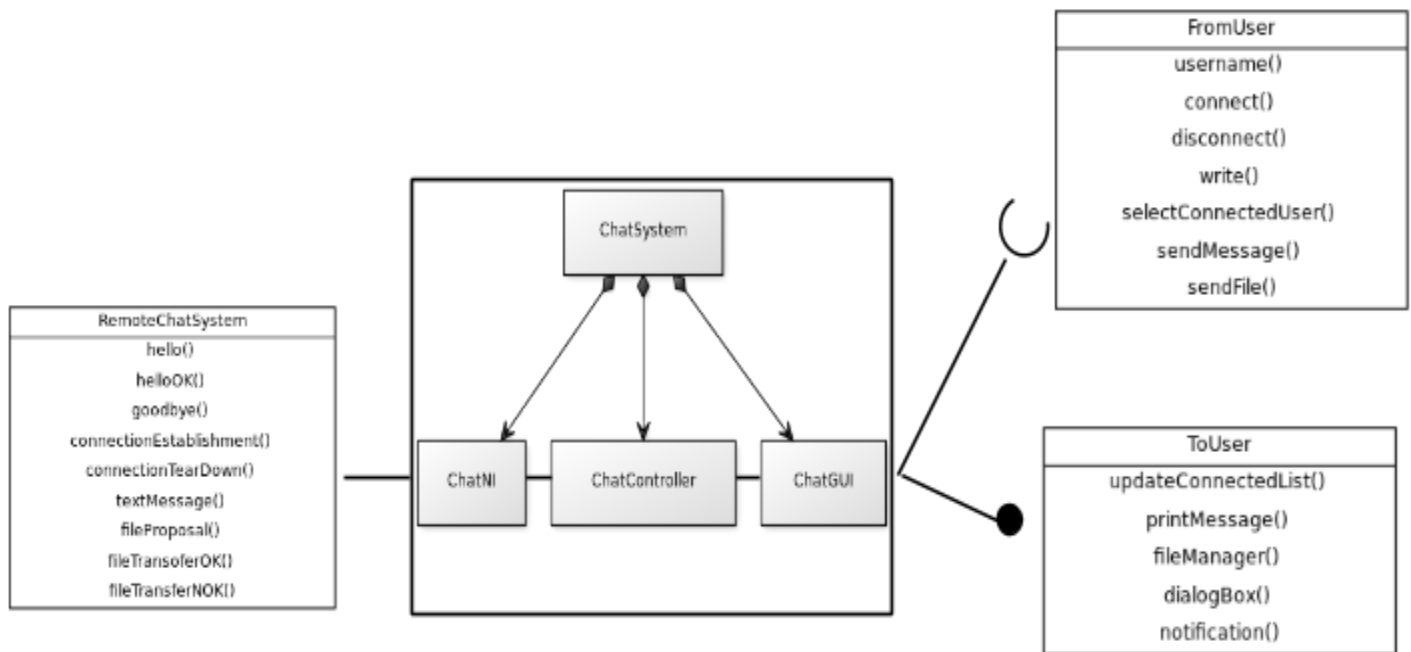
Sébastien Neumann, Rémi Thribhout, Mélina Manolias

COMPONENT DIAGRAM

[ChatSystem]++->[ChatGUI],
[ChatSystem]++->[ChatController],
[ChatSystem]++->[ChatNI]



High level Decomposition diagram



WhiteBOX Sequence Diagram

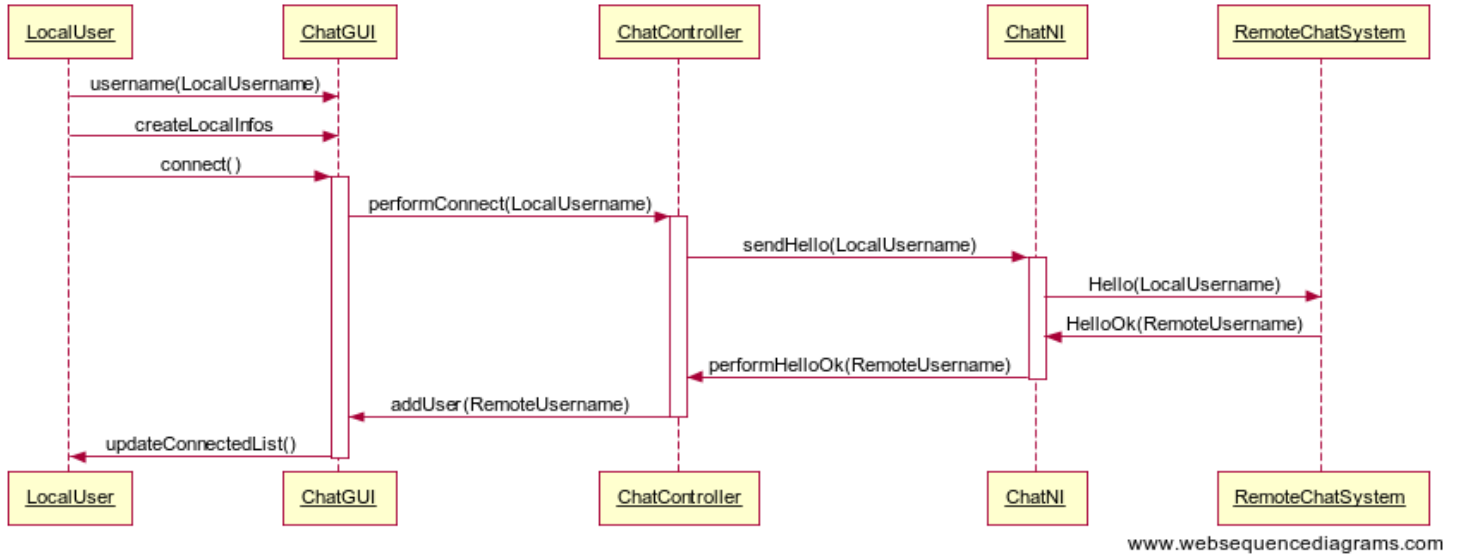
LocalUser connecting SDD

```

LocalUser->>ChatGUI : username(LocalUsername)
LocalUser->>ChatGUI : connect()
activate ChatGUI
ChatGUI->>ChatController : performConnect(LocalUsername)
activate ChatController
ChatController->>ChatNI : sendHello(LocalUsername)
activate ChatNI
ChatNI->>RemoteChatSystem : Hello(LocalUsername)
ChatNI->>ChatController
deactivate ChatNI
ChatController->>ChatGUI
deactivate ChatGUI
deactivate ChatController

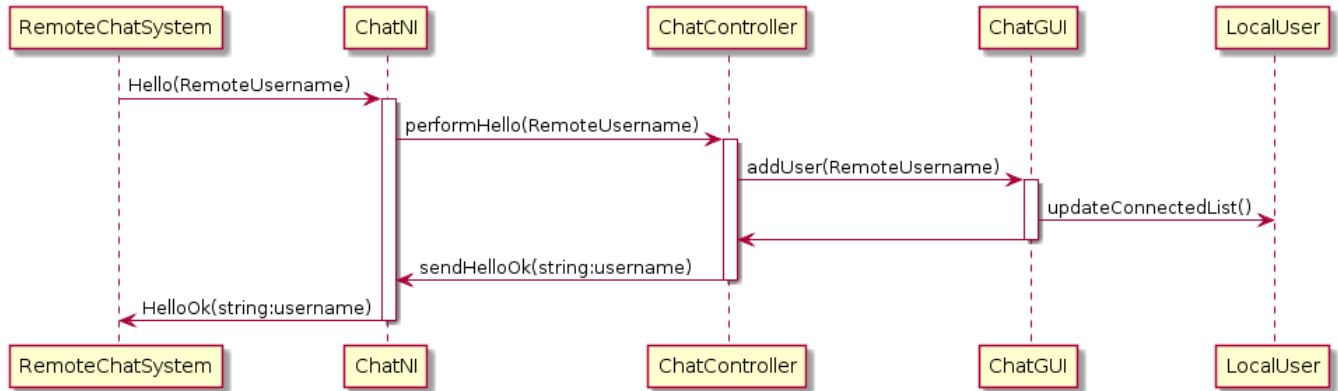
RemoteChatSystem->>ChatNI : HelloOk(RemoteUsername)
activate ChatNI
ChatNI->>ChatController : performHelloOk(RemoteUsername)
activate ChatController
ChatController->>ChatGUI : addUser(RemoteUsername)
activate ChatGUI
ChatGUI->>LocalUser : updateConnectedList()
ChatGUI->>ChatController
deactivate ChatGUI
ChatController->>ChatNI
  
```

deactivate ChatController
 deactivate ChatNI
 deactivate RemoteChatSystem
CREATE LOCAL INFOS CHAT_GUI -> CHATcONTROLER



RemoteUser connecting SDD

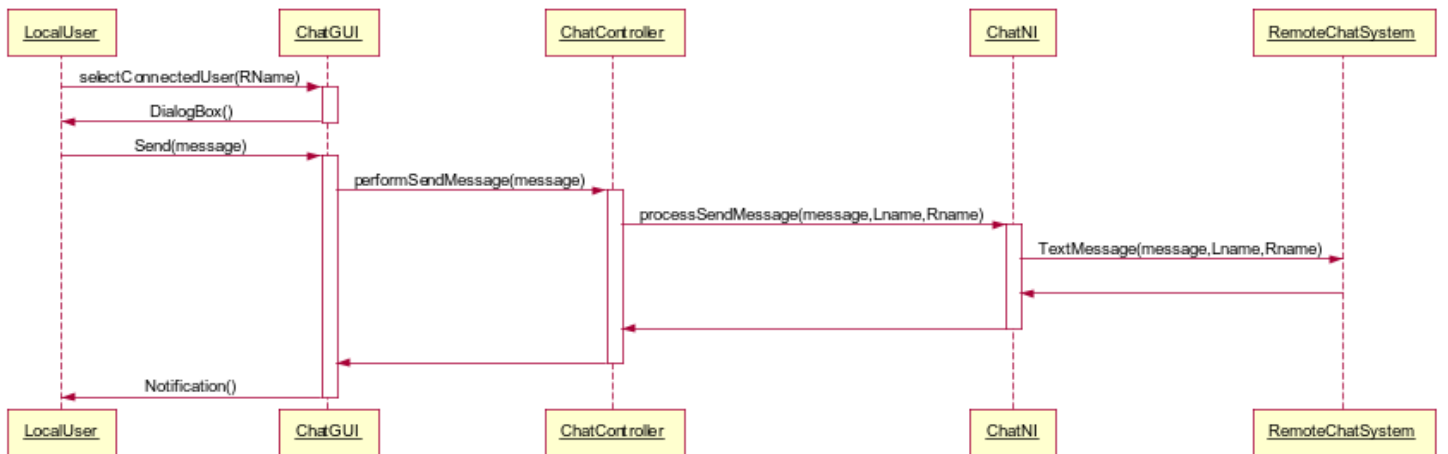
RemoteChatSystem->>ChatNI : Hello(RemoteUsername)
 activate ChatNI
 ChatNI->>ChatController : performHello(RemoteUsername)
 activate ChatController
 ChatController->>ChatGUI : addUser(RemoteUsername)
 activate ChatGUI
 ChatGUI->>LocalUser : updateConnectedList()
 ChatGUI->>ChatController
 deactivate ChatGUI
 ChatController->>ChatNI : sendHelloOk(string:username)
 deactivate ChatController
 ChatNI->>RemoteChatSystem : HelloOk(string:username)
 deactivate ChatNI



COMMUNICATION

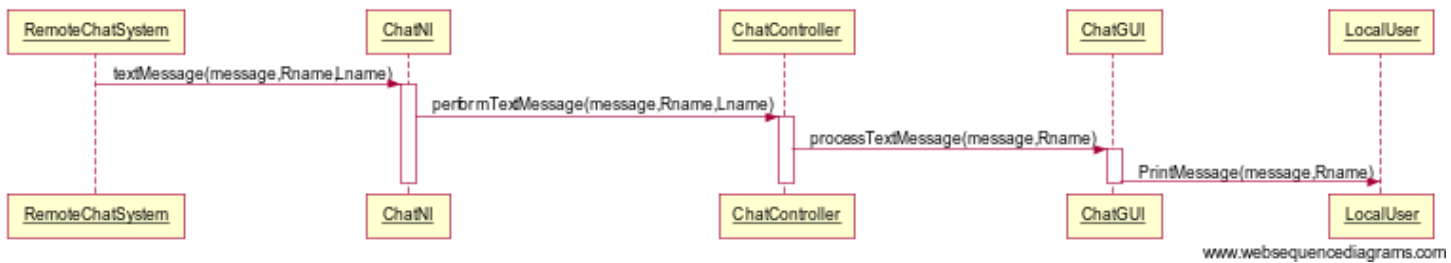
LocalUser sending text message SDD

LocalUser->ChatGUI : selectConnectedUser(RName)
activate ChatGUI
deactivate ChatController
ChatGUI->LocalUser : DialogBox()
deactivate ChatGUI
LocalUser->ChatGUI : Send(message)
activate ChatGUI
ChatGUI->ChatController : performSendMessage(message)
activate ChatController
ChatController->ChatNI : processSendMessage(message,Lname,Rname)
activate ChatNI
ChatNI->RemoteChatSystem : TextMessage(message,Lname,Rname)
RemoteChatSystem->ChatNI :
ChatNI->ChatController :
deactivate ChatNI
ChatController->ChatGUI :
deactivate ChatController
ChatGUI->LocalUser : Notification()
deactivate ChatGUI



RemoteUser receiving text message SDD

```
RemoteChatSystem->ChatNI : textMessage(message,Rname,Lname)
activate ChatNI
ChatNI->ChatController : performTextMessage(message,Rname,Lname)
activate ChatController
ChatController->ChatGUI : processTextMessage(message,Rname)
activate ChatGUI
ChatGUI->LocalUser : PrintMessage(message,Rname)
ChatGUI->ChatController
deactivate ChatGUI
ChatController->ChatNI
deactivate ChatController
ChatNI->RemoteChatSystem
deactivate ChatNI
```



LocalUser sending file(s) SDD

```
LocalUser->ChatGUI : SelectConnectedUser(Rname)
activate ChatGUI
LocalUser->ChatGUI : SendFile()
ChatGUI->LocalUser : FileManager()
LocalUser->ChatGUI : SendFile(filename)
ChatGUI->ChatController : performSendFile(file)
activate ChatController
ChatController->ChatNI : processSendProposal(file,size,Rnames)
activate ChatNI
ChatNI->RemoteChatSystem : FileProposal(filename,size,Rnames)
ChatNI->ChatController
deactivate ChatNI
ChatController->ChatGUI
deactivate ChatController
ChatGUI->LocalUser
deactivate ChatGUI
```

alt accepted

activate ChatNI

RemoteChatSystem->ChatNI : FileTransferAccepted(fname,Rname)

ChatNI->ChatController : performFileAnswer(true)

activate ChatController

ChatController->ChatGUI : processFileAccepted()

activate ChatGUI

ChatGUI->LocalUser : print(filename,accepted)

ChatGUI->ChatController

deactivate ChatGUI

ChatController->ChatNI

deactivate ChatController

activate ChatNI

ChatNI->RemoteChatSystem : processSendFile(fproposal)

deactivate ChatNI

ChatNI->ChatController : performTransferNotification(boolean)

activate ChatController

alt true

ChatController->ChatGUI : notifyTransmitted()

activate ChatGUI

ChatGUI->LocalUser : print(Transmitted)

ChatGUI->ChatController

deactivate ChatGUI

ChatController->ChatNI

else false

ChatController->ChatGUI : notifyNotTransmitted()

activate ChatGUI

ChatGUI->LocalUser : print(notTransmitted)

ChatGUI->ChatController

deactivate ChatGUI

ChatController->ChatNI

end

deactivate ChatController

else refused

RemoteChatSystem->ChatNI : FileTransferNotAccepted(fname,Rname)

ChatNI->ChatController : performFileAnswer(false)

activate ChatController

ChatController->ChatGUI : processFileNotAccepted()

activate ChatGUI

ChatGUI->LocalUser : print(filename,refused)

ChatGUI->ChatController

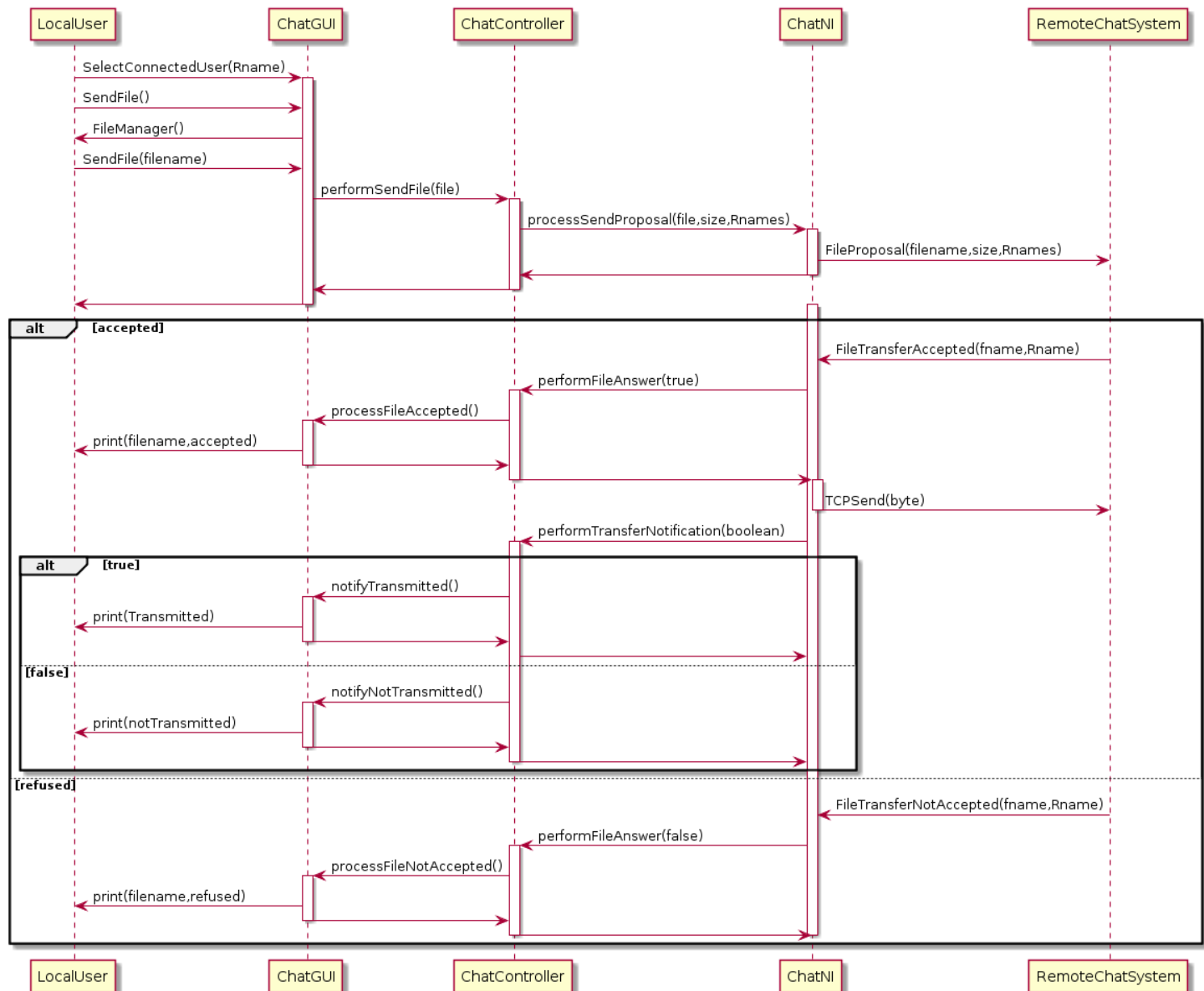
deactivate ChatGUI

ChatController->ChatNI

deactivate ChatController

deactivate ChatNI

end



RemoteUser receiving file(s) SDD

RemoteChatSystem->>ChatNI : FileProposal(filename,size,Rname,Lname)

activate ChatNI

ChatNI->>ChatController : ProcessFileQuery(filename,size,Rname,Lname)

activate ChatController

ChatController->>ChatGUI : PerformFileQuery(filename,size,Rname)

activate ChatGUI

ChatGUI->>LocalUser : FileTransferQuery(filename,size,Rname)

alt OK

ChatGUI->>ChatController : performAcceptTransfer()

```
deactivate ChatGUI
ChatController->ChatNI : processAcceptTransfer()
deactivate ChatController
ChatNI->RemoteChatSystem : FileTransferOK()
RemoteChatSystem->ChatNI : TCPreceive(byte)

ChatNI->ChatController : performTransmission(byte,fileName)
activate ChatController
```

alt filecreated

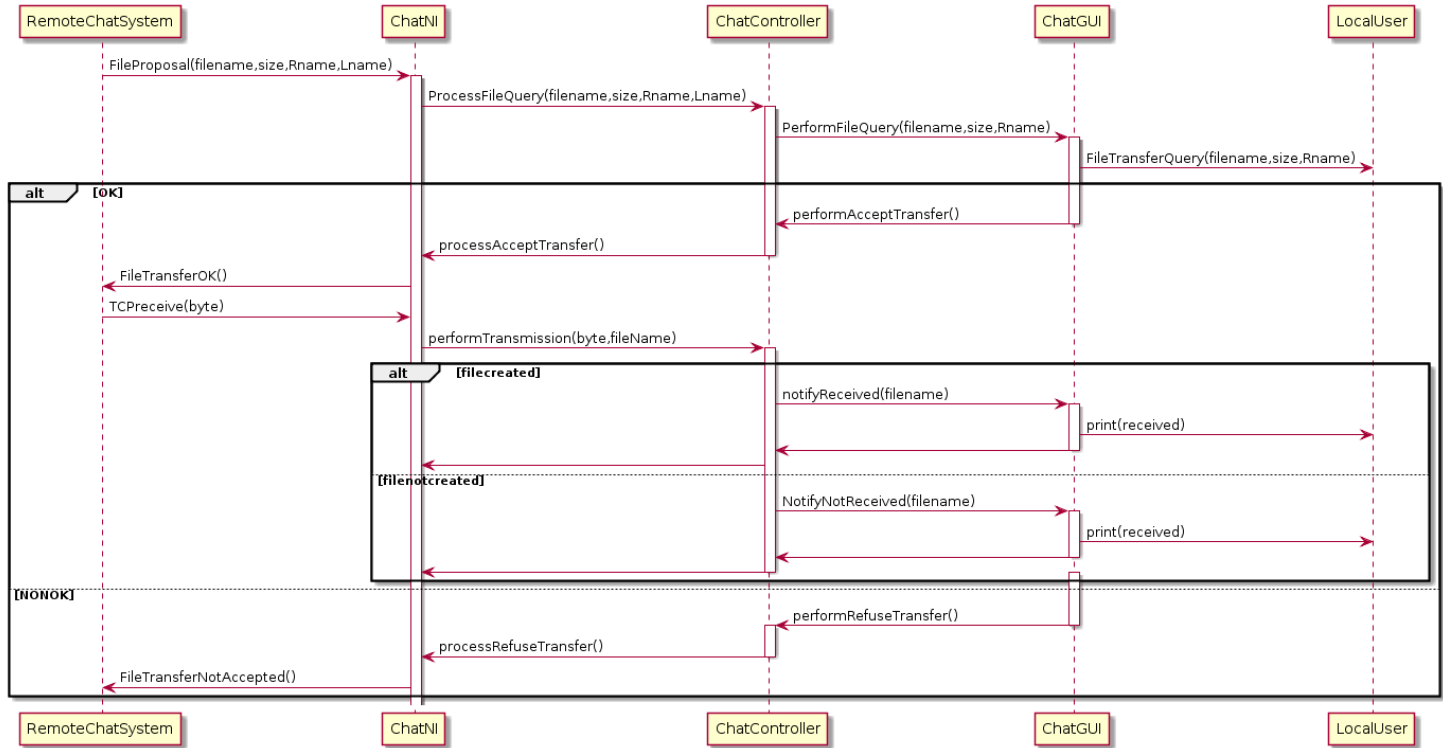
```
ChatController->ChatGUI : notifyReceived(filename)
activate ChatGUI
ChatGUI->LocalUser : print(received)
ChatGUI->ChatController
deactivate ChatGUI
ChatController->ChatNI
```

else filenotcreated

```
ChatController->ChatGUI : NotifyNotReceived(filename)
activate ChatGUI
ChatGUI->LocalUser : print(received)
ChatGUI->ChatController
deactivate ChatGUI
ChatController->ChatNI
deactivate ChatController
end
```

else NONOK

```
activate ChatGUI
ChatGUI->ChatController : performRefuseTransfer()
deactivate ChatGUI
activate ChatController
ChatController->ChatNI : processRefuseTransfer()
deactivate ChatController
ChatNI->RemoteChatSystem : FileTransferNotAccepted()
end
```

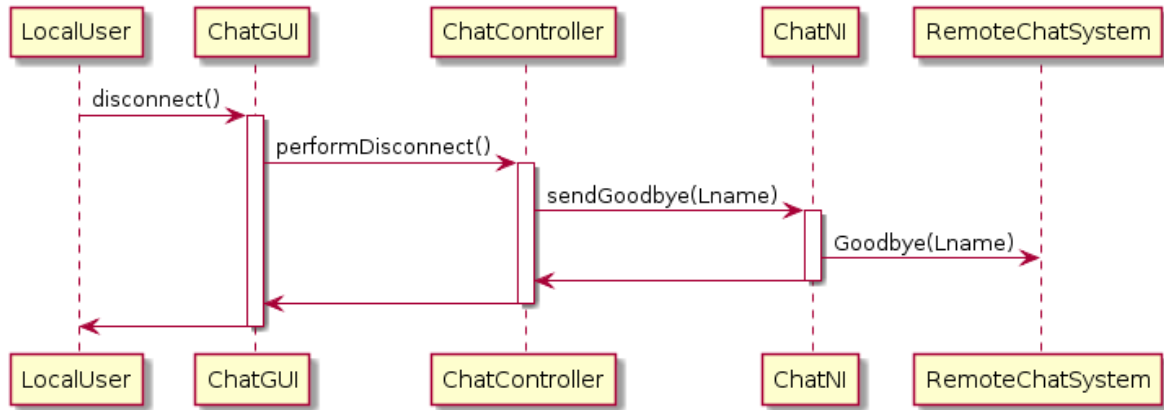



LocalUser disconnecting SDD

```

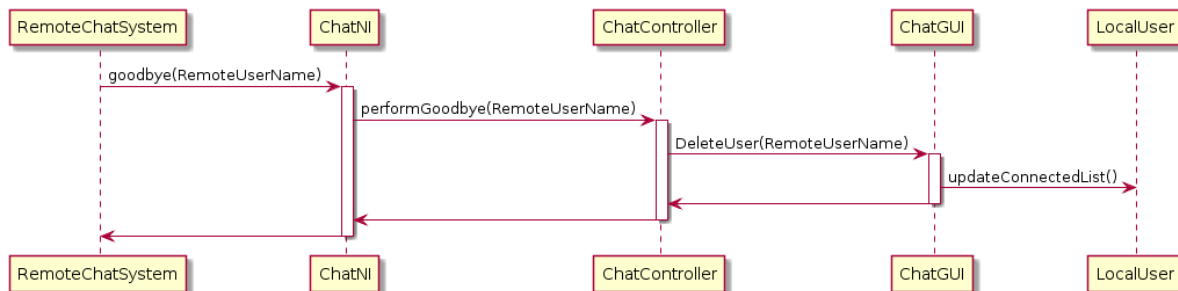
LocalUser->>ChatGUI : disconnect()
activate ChatGUI
ChatGUI->>ChatController : performDisconnect()
activate ChatController
ChatController->>ChatNI : sendGoodbye(Lname)
activate ChatNI
ChatNI->>RemoteChatSystem : Goodbye(Lname)
ChatNI->>ChatController
deactivate ChatNI
ChatController->>ChatGUI
deactivate ChatController
ChatGUI->>LocalUser
deactivate ChatGUI
  
```

This sequence diagram shows the process of a LocalUser disconnecting. The LocalUser sends a disconnect() message to ChatGUI. ChatGUI then sends a performDisconnect() message to ChatController. ChatController sends a sendGoodbye(Lname) message to ChatNI. ChatNI sends a Goodbye(Lname) message to RemoteChatSystem and then sends a return message to ChatController. ChatController then sends a return message to ChatGUI, which finally sends a return message to LocalUser. The diagram uses dashed lines for lifelines and solid lines with arrows for messages. Activation bars indicate the period of activity for each lifeline.



RemoteUser disconnecting SDD

RemoteChatSystem->>ChatNI : goodbye(RemoteUserName)
activate ChatNI
ChatNI->>ChatController : performGoodbye(RemoteUserName)
activate ChatController
ChatController->>ChatGUI : DeleteUser(RemoteUserName)
activate ChatGUI
ChatGUI->>LocalUser : updateConnectedList()
ChatGUI->>ChatController :
deactivate ChatGUI
ChatController->>ChatNI :
deactivate ChatController
ChatNI->>RemoteChatSystem :
deactivate ChatNI



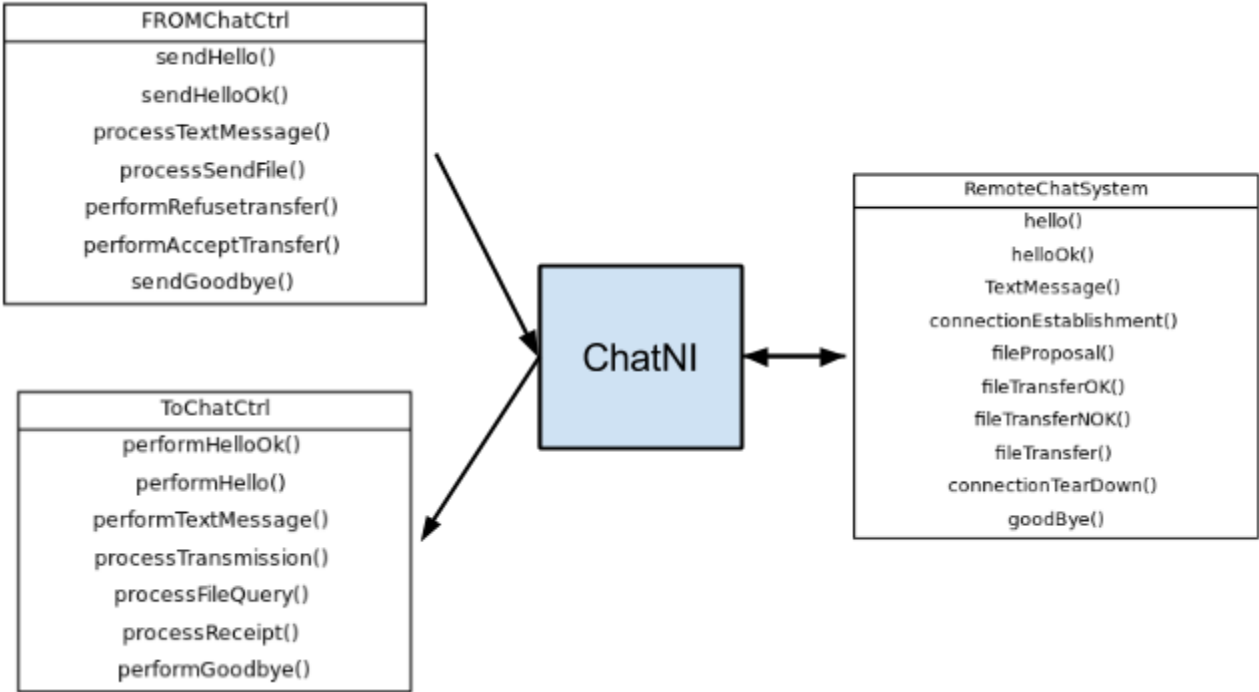
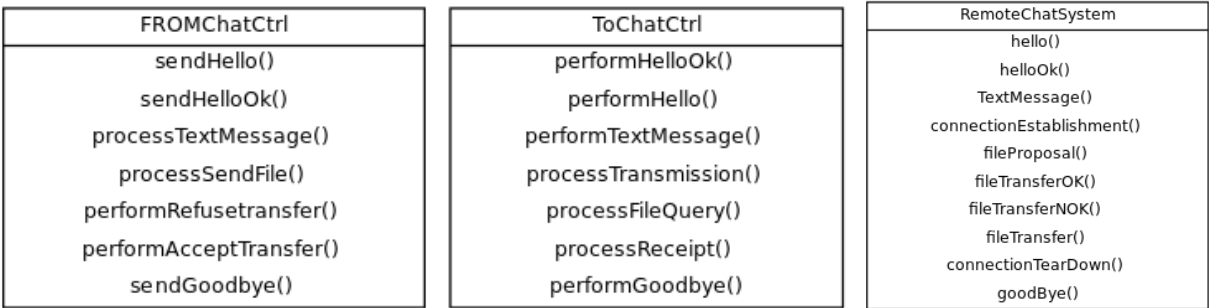
WHITE BOX CLASS DIAGRAM

ChatNI

[FROMChatCtrl | sendHello(); sendHelloOk(); processTextMessage() ; processSendFile() ; performRefusetransfer() ; performAcceptTransfer() ; sendGoodbye() ;]

[ToChatCtrl | performHelloOk() ; performHello() ; performTextMessage() ; processTransmission() ; processFileQuery() ; processReceipt() ; performGoodbye()]

[RemoteChatSystem | hello() ; helloOk() ; TextMessage() ; connectionEstablishment() ; fileProposal() ; fileTransferOK() ; fileTransferNOK() ; fileTransfer() ; connectionTearDown() ; goodBye()]



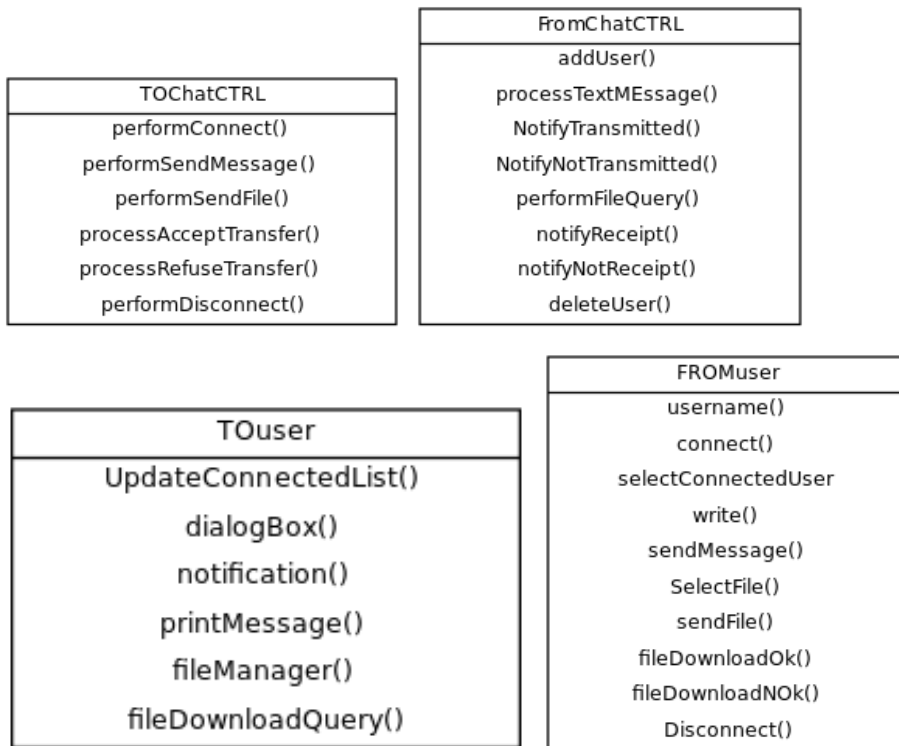
ChatGUI

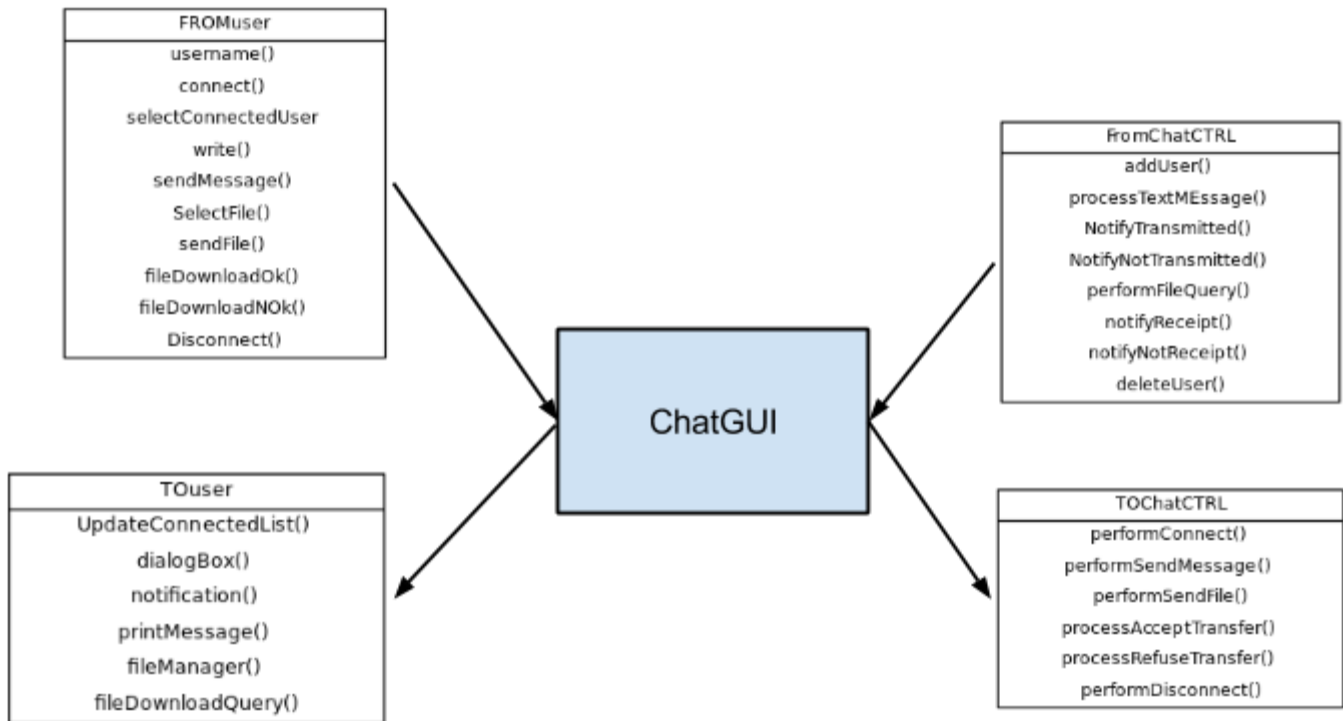
[FromChatCTRL | addUser() ; processTextMessaGe() ; NotifyTransmitted() ; NotifyNotTransmitted() ; performFileQuery() ; notifyReceipt() ; notifyNotReceipt() ; deleteUser();]

[TOChatCTRL | performConnect() ; performSendMessage() ; performSendFile(); processAcceptTransfer() ; processRefuseTransfer() ; performDisconnect()]

[FROMuser | username() ; connect() ; selectConnectedUser ; write() ; sendMessage() ; SelectFile() ; sendFile() ; fileDownloadOk() ; fileDownloadNOk() ; Disconnect()]

[TOuser | UpdateConnectedList() ; dialogBox() ; notification() ; printMessage() ; fileManager() ; fileDownloadQuery()]





ChatCtrl

[TOChatNI | sendHello(); sendHelloOk(); processTextMessage(); processSendFile(); performRefusetransfer(); performAcceptTransfer(); sendGoodbye()]
 [FromChatNI | performHelloOk(); performHello(); performTextMessage(); processTransmission(); processFileQuery(); processReceipt(); performGoodbye()]
 [ToChatGUI | addUser(); processTextMESSAGE(); NotifyTransmitted(); NotifyNotTransmitted(); performFileQuery(); notifyReceipt(); notifyNotReceipt(); deleteUser();]
 [FromChatGUI | performConnect(); performSendMessage(); performSendFile(); processAcceptTransfer(); processRefuseTransfer(); performDisconnect()]

