**Purdue University – Fort Wayne**

**Online Text Chatting System**



**ACS 560 Software Engineering**

**fall 2013**

Reza

10/17/2013

**Software Requirements for Online text chatting system**

**Definitions, Acronyms, and Abbreviations**

* Member: an individual belong to a group.
* Profile: a short article giving a description of a person.
* Server: a computer that provides services to other computer in the same or other computers.
* Join: the action or process of registering or of being registered.
* Online member: a user who is connected to system at the time.
* Offline member: a user who is NOT connected to system at the time.
* Chat block: the area to send and receive text.
* Status: the position of an individual in relation to another or others, especially in regard to social or professional standing.
* Role: a function or position.
* Chat room: an area on the Internet where users can communicate.

**Overall Description**

Online text chat system may refer to any kind of communication system over the Internet that offers a real-time transmission of text messages from sender to receiver. The system will contain following elements: registration, login processing, main chat, profiles, ranking system (of profiles), and custom rooms. This will be Ajax chat (PHP) with storing messages in database (MySQL). Plus we will implement CSS3/HTML5 features in our development process.

**Functional Requirements**

FR1. User **SHALL** be able to register into system.  
FR2. User **SHALL** be able to login to start chat.  
FR3. User **SHALL** be able to logout to close communication section.  
FR4. User **SHALL** be able to choose chat room if it is available.  
FR5. User **SHALL** be able to send and receive text.

**NON- Functional Requirements**

R1. The system **SHALL** be Client/Server architecture.  
R2. Client and server **SHALL** use different operation systems.  
R3. Client and server **SHALL** use different programming languages.  
R4. Server **SHALL** connect to database.