

# Authentication

- /users
  - Post → creates new user
  - Get → getting all users
- /users/:ID
  - Get → getting a single user
  - Update → updating a single user
  - Delete → deleting a single user
- /login
- /logout
- /reset-password

## Database

### Users

- first\_name varchar
- last\_name varchar
- password varchar
- phone-number varchar
- created\_at datetime
- updated\_at datetime
- pass\_updated\_at datetime
- last\_login\_at datetime

# Chat (socket)

## Emits

- connected → notifying other users that a new user is connected
- message → sending the message to other users
- room → Adding/Updating/Deleting
- disconnected → telling the users that a user disconnected

## Listeners

- connection
  - 1. Emits connected event to show that the user is just connected
- message
  - 1. Sends the message to a user or users in a room
  - 2. Stores the message in Database
- room
  - 1. Add/Delete/updates a room
  - 2. Stores the room in Database
- disconnected → emits disconnected event

\* message and room events will have the subsequent [new, delete, update] events, like room/new, room/delete, room/update

## Database

### Chats

- room_id	int	- sent_by_id	int
- Text	varchar	- reply_to_id	int
- files	varchar[]	- to_user_id	int
- tags	varchar[]	- created_at	datetime
		- updated_at	datetime

### Tags

- name	varchar (unique)
- created_at	datetime
- updated_at	datetime

### Rooms

- name	varchar	} Unique
- created_by_id	int	
- type	enum [group, channel, personal]	
- created_at	datetime	
- updated_at	datetime	