

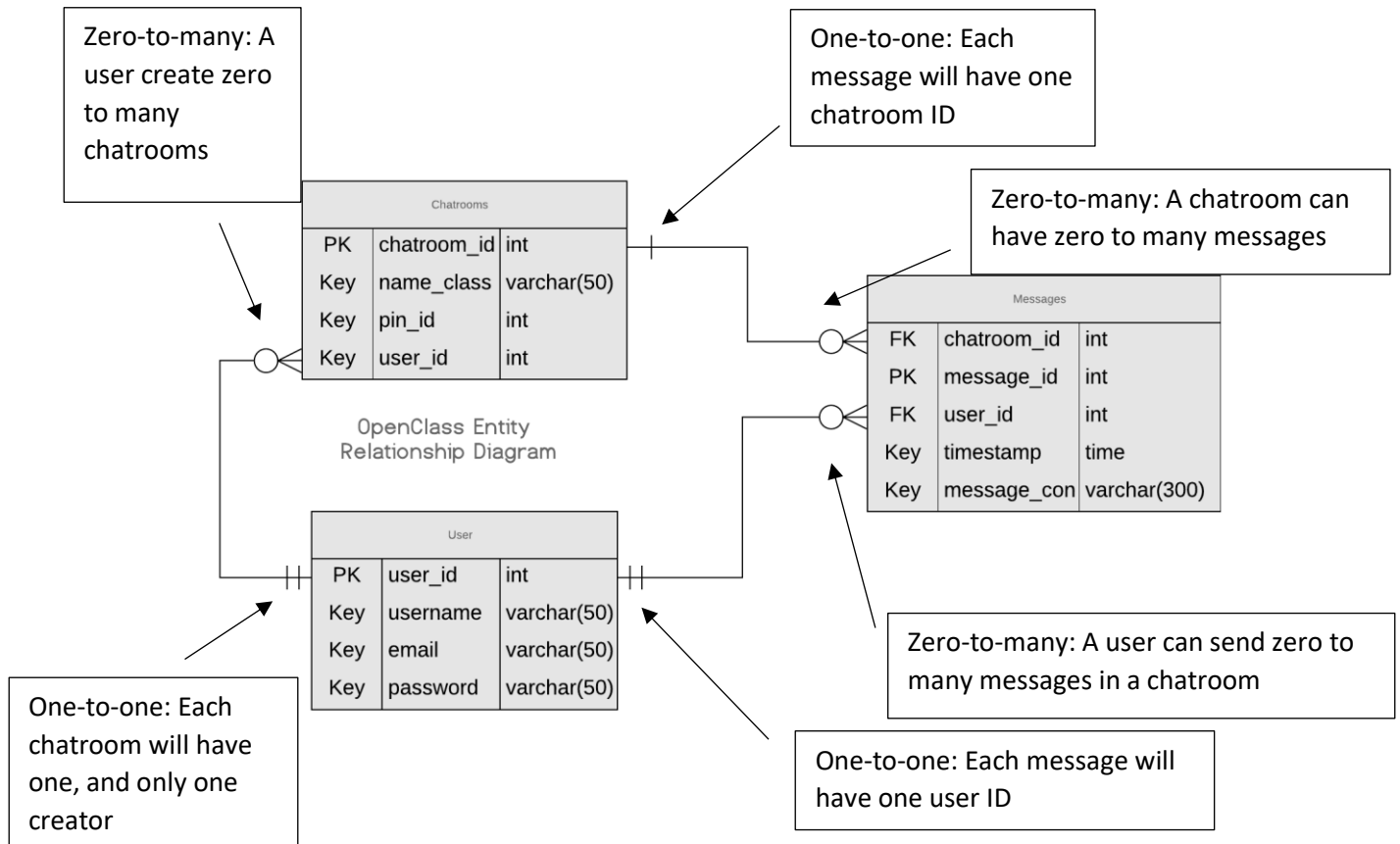
Database Documentation

3 Tables:

User – user_id, username, email, password

Chatrooms - chatroom_id, name_class, pin_id, user_id

Messages – chatroom_id, message_id, user_id, timestamp, message_con



User:

Each user has its own unique ID, which is set as a primary key for this table. Each time a user is created, the user_id is incremented by 1. The keys username, email and password are limited to 50 characters.

Chatrooms:

Each chatroom has its own unique ID, which is set as a primary key for this table. Each time a chatroom is created, the chatroom_id is incremented by 1. Each chatroom has its own name and pin, which would be a randomly generated integer. The user_id of the chatroom creator is fetched from the table "User".

Messages:

Each chatroom will have its own "Messages" table. The message_id is set as the primary key for this table. This will identify each message individually, the time it was sent (timestamp) and the contents of the message. It will also identify which user sent the message by user_id, which is fetched from the table "User". The chatroom_id is fetched from the table "Chatrooms".