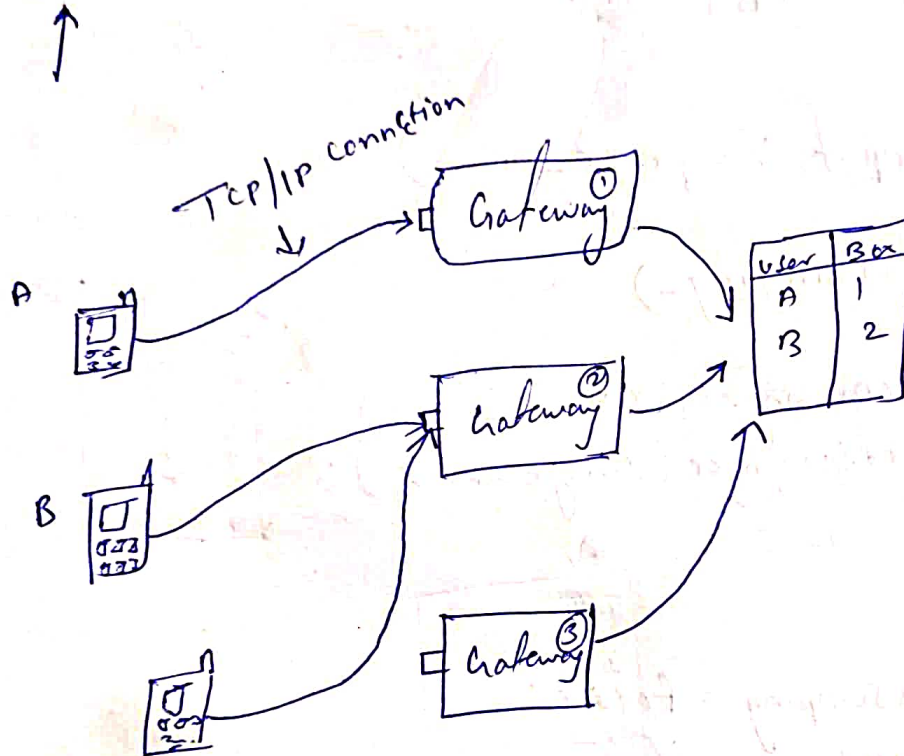
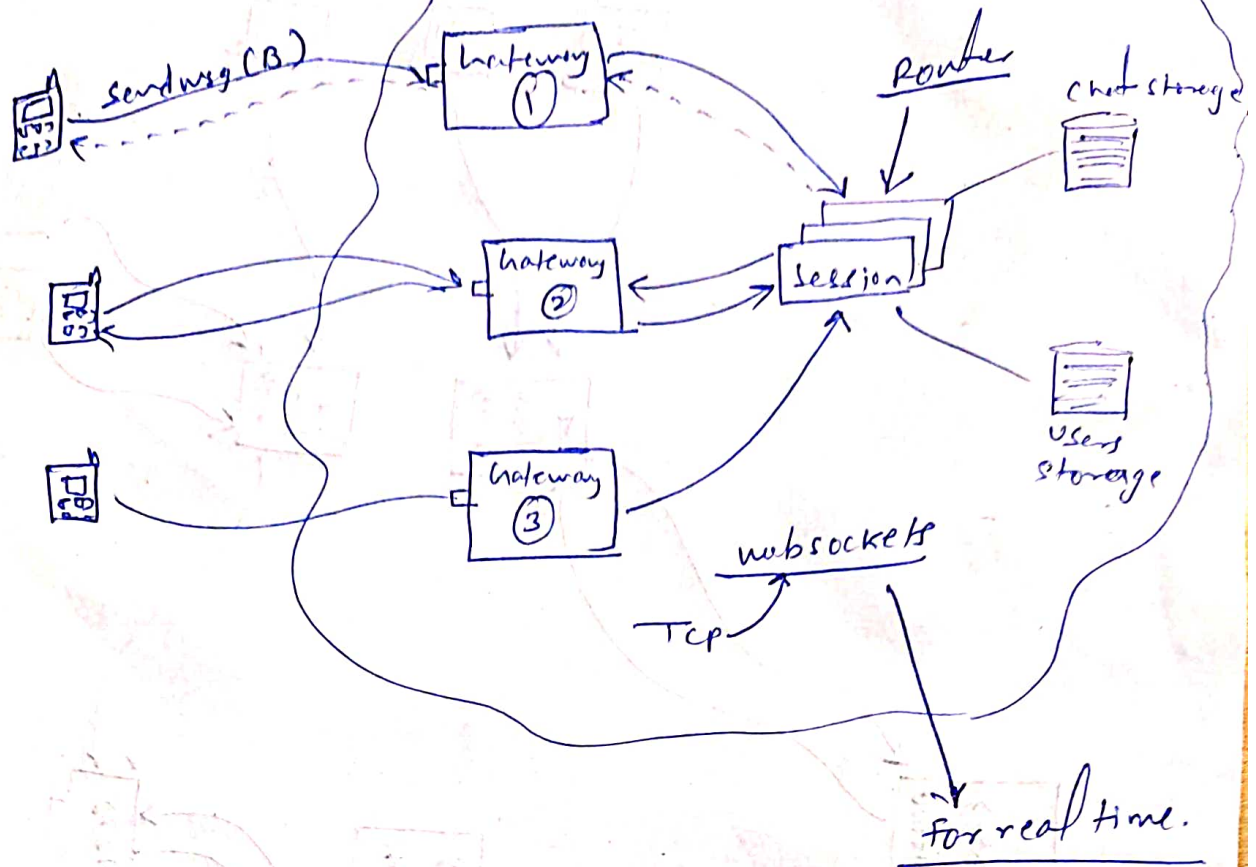


# Chat-Application System Architecture.

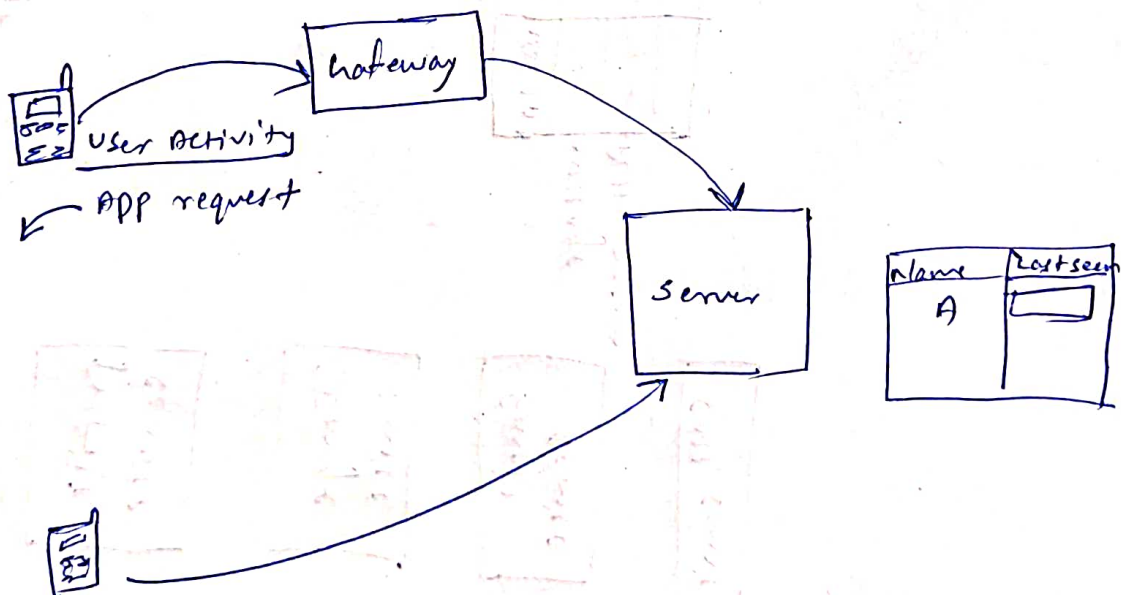
1. Group Messaging
2. sent + delivered + read receipts
3. online / last seen
4. Image sharing
5. Chats are temporary / permanent
6. one to one chat.



Here in this architecture there is a problem that it consists of lots of memory because TCP/IP connection itself takes a memory.



online / last seen



There will be two usecases ① user activity ② App request

If yes →  
 ↓  
 update last seen

↓  
 yes  
 ↓  
 don't go to DB.

group messaging

