Java Enterprise Edition

Fall Semester 2020

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HOME TASK 6

Problem 1

Continue developing your social network – ARALASU.KZ.

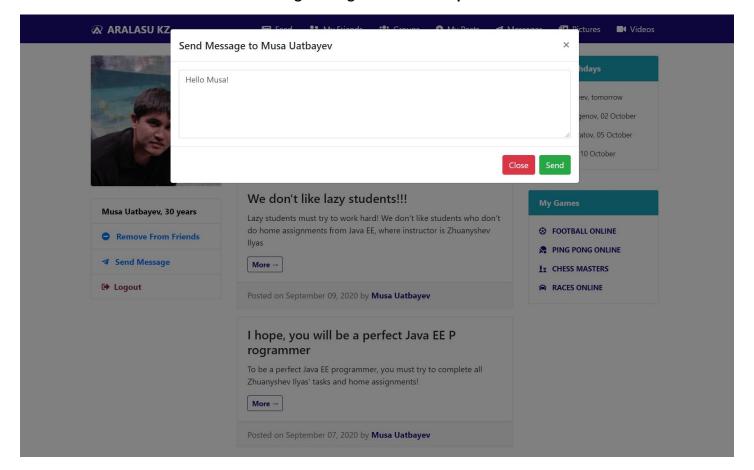
Now, you will add "Messages" module into application. Create tables in database, called - chats and messages:

```
chats(
       id - int(11)
       user_id - int(11) - foreign key with table users.id
       opponent user id - int(11) - foreign key with table users.id
       created_date - timestamp
       latest_message_text - text
       latest message time - timestamp
)
messages(
       id - int(11)
       chat_id - int(11) - foreign key with table chats.id
       user_id - int(11) - foreign key with table users.id
       sender_id - int(11) - foreign key with table users.id
       message_text - text
       read_by_receiver - boolean
       sent date - timestamp
)
```

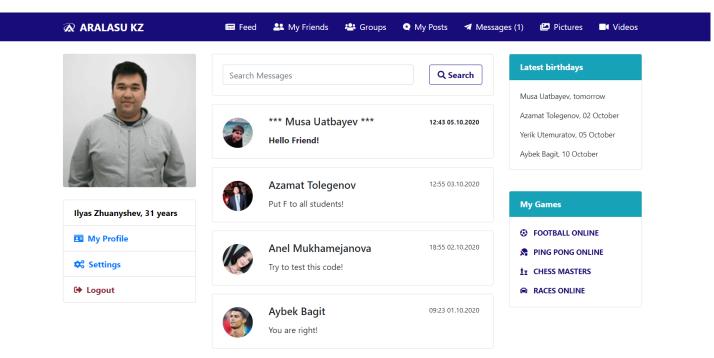
You will be able to see your friend's profile page. Then, by clicking to "Send Message" button, you will send message.

You will create new chat page after sending message to your friend. Then, if you send message to him again, you will use previous chat. Be carefull with chats. There will be only one chat with one pair of users.

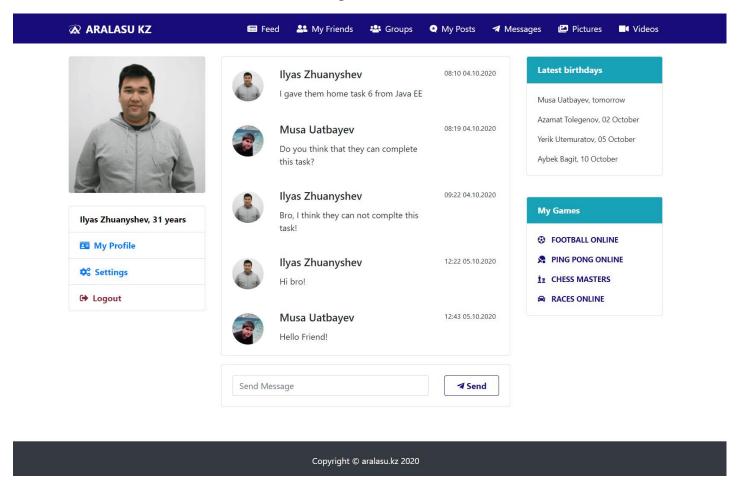
Sending message from friend's profile:



Messages chat list:



Messages chat details:



New messages must be shown with different style.

You are not allowed to add edit and delete functions for messages. Reading and sending are enough.