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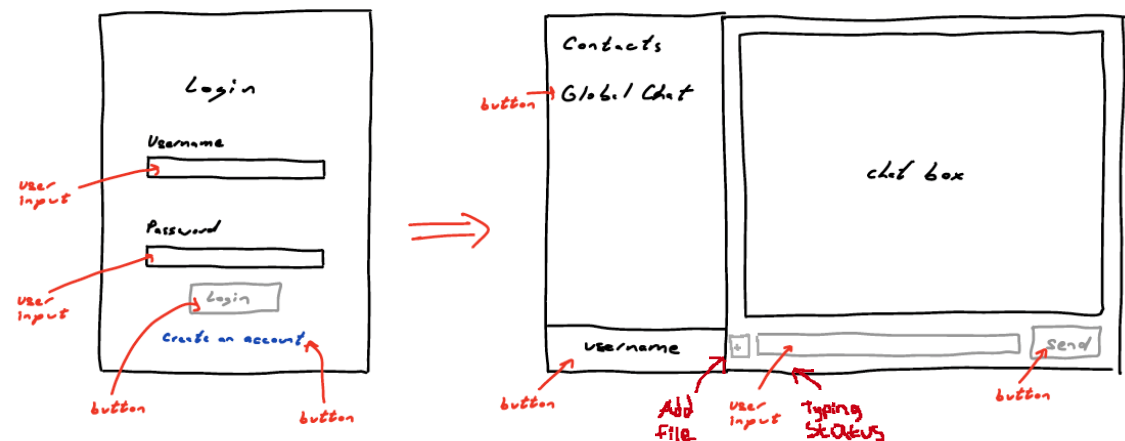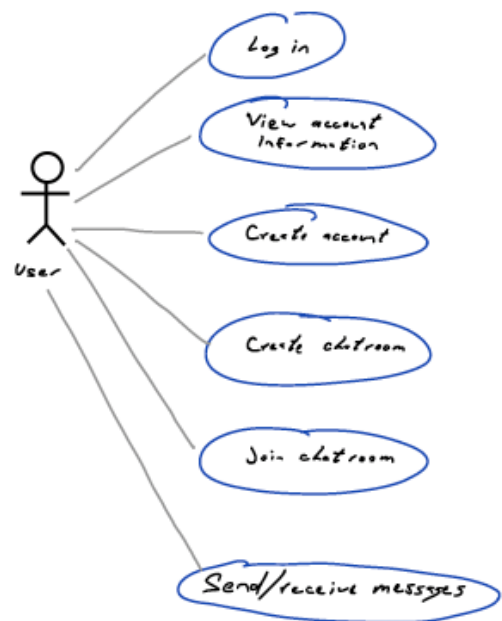
Group 1, Iteration 2, Task 1 & 2

Task 1a:

Active	Requirements ID	F/NF	Requirements Text	Allocated to	Tested by	Implemented	Tested
Y	BE-001	F	A user shall be able to login with an existing credential.	process_login(), login_request(), login()	TBD, Iteration 3	X	TBD, Iteration 3
Y	BE-002	F	A user shall be able to create an account to log into the WebChat application.	createAccount(), signup_request()	TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-001	F	A user shall be able to send and receive messages within the WebChat application	onMessage()	TBD, Iteration 3	X	TBD, Iteration 3
N	FE-002	F	A user shall be able to create a new chatroom.	N/A	TBD, Iteration 3		TBD, Iteration 3
N	FE-003	F	A user shall be able to join an existing chatroom.	onOpen()	TBD, Iteration 3		TBD, Iteration 3
Y	FE-005	F	User shall be notified of typing status update within the chat room	typing_status_request(), showTypingStatus()	TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-006	F	A button shall send the users text to the chat box.	send_msg_request(), addMsgToChat()	TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-007	F	A button shall log the user out of the webchat application.	logout(), chatPageToForm()	TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-009	NF	User notified upon invalid credentials entered, and why		TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-012	F	A button shall allow the user to create a log file of the webchat application	createLog(), writeToLog()	TBD, Iteration 3	X	TBD, Iteration 3
Y	FE-013	F	User shall be able to switch between login and signup screens when not logged in	signup_form(), switch_form()	TBD, Iteration 3	X	TBD, Iteration 3
Y	BE-003	F	Chatroom messages shall be sent to all users within the same chatroom.	onMessage()	TBD, Iteration 3	X	TBD, Iteration 3
N	BE-004	F	The WebChat application shall support multiple chatrooms	N/A	TBD, Iteration 3		TBD, Iteration 3
Y	REQ-001	F	The WebChat HTTP Server port will be assignable via command line argument	main()	TBD, Iteration 3	X	TBD, Iteration 3
Y	REQ-002	F	The WebChat WebSocket port will be assigned to one higher than the HTTP server	main()	TBD, Iteration 3	X	TBD, Iteration 3
Y	REQ-003	NF	The WebChat backend application will be written in Java		TBD, Iteration 3	X	TBD, Iteration 3
Y	REQ-004	NF	The WebChat frontend application will be written in a combination of HTML, CSS, and JavaScript		TBD, Iteration 3	X	TBD, Iteration 3
N	REQ-005	F	A logged in user shall be able to send messages with file attachments	N/A	TBD, Iteration 3		TBD, Iteration 3
Y	REQ-006	NF	Messages shall be comfortably legible		TBD, Iteration 3	X	

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Task 1b: UI Mock up

Task 1c: Use Cases

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Task 2a: Introduction

 This WebChat application will allow a user to log in and gain access to multiple chatrooms. Inside a chatroom, a user is able to communicate with other verified users in that a user is able to send a receive text messages. A user will also have access to create and interact in new chatrooms. This document will visually describe the interaction between different components of the WebChat application.

Task 2b: Context Diagram

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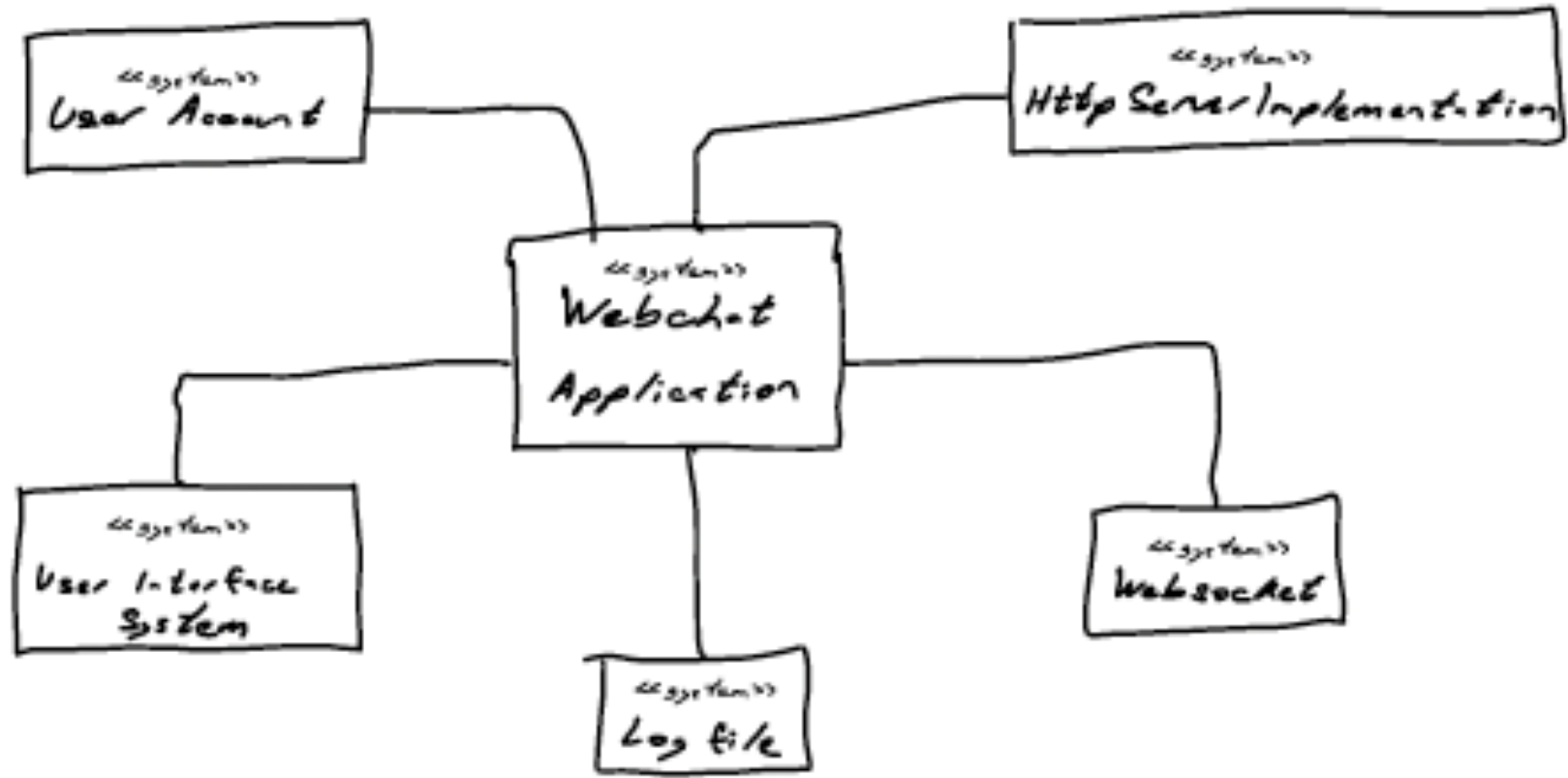
Group 1, Iteration 2, Task 1 & 2

Task 2c: Class Diagram

Account

username: String
password: String

getAccountName()
getAccountPassword()
toString()

EventMessage

type: String
object: Object

EventMessage(String, Object)

Log

file: File

createLog()
writeToLog(String)

WS

db: Connection
log: Log

WS(int)
WS(InetSocketAddress)
WS(int, Draft_6455)
onOpen(WebSocket, ClientHandshake)
onClose(Websocket, int, String, boolean)
onMessage(Websocket, String)
onMessage(WebSocket, ByteBuffer)
onError(WebSocket, Exception)
onStart()
connectDB()
resetDB()
createTable()
selectAccounts()
login_request(WebSocket, String, String)
signup_request(WebSocket, String, String)
createAccount(WebSocket, String, String)
process_login(Websocket, Account)
sendError(Websocket, String)
msg_request(WebSocket,String)
typing_status_request(WebSocket)

HttpServerImplementation

port: int
dirname: String

HttpServerImplementation(int, String)
start()

App

main()