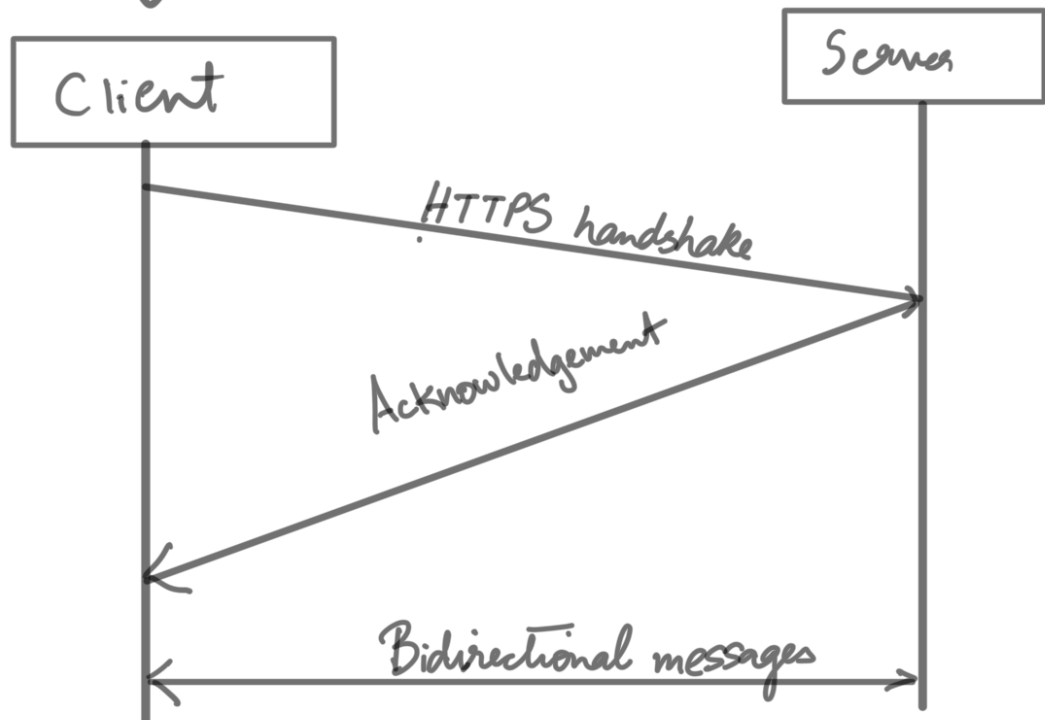


Chat Service



- We use Websockets (Persistent unlike HTTP)

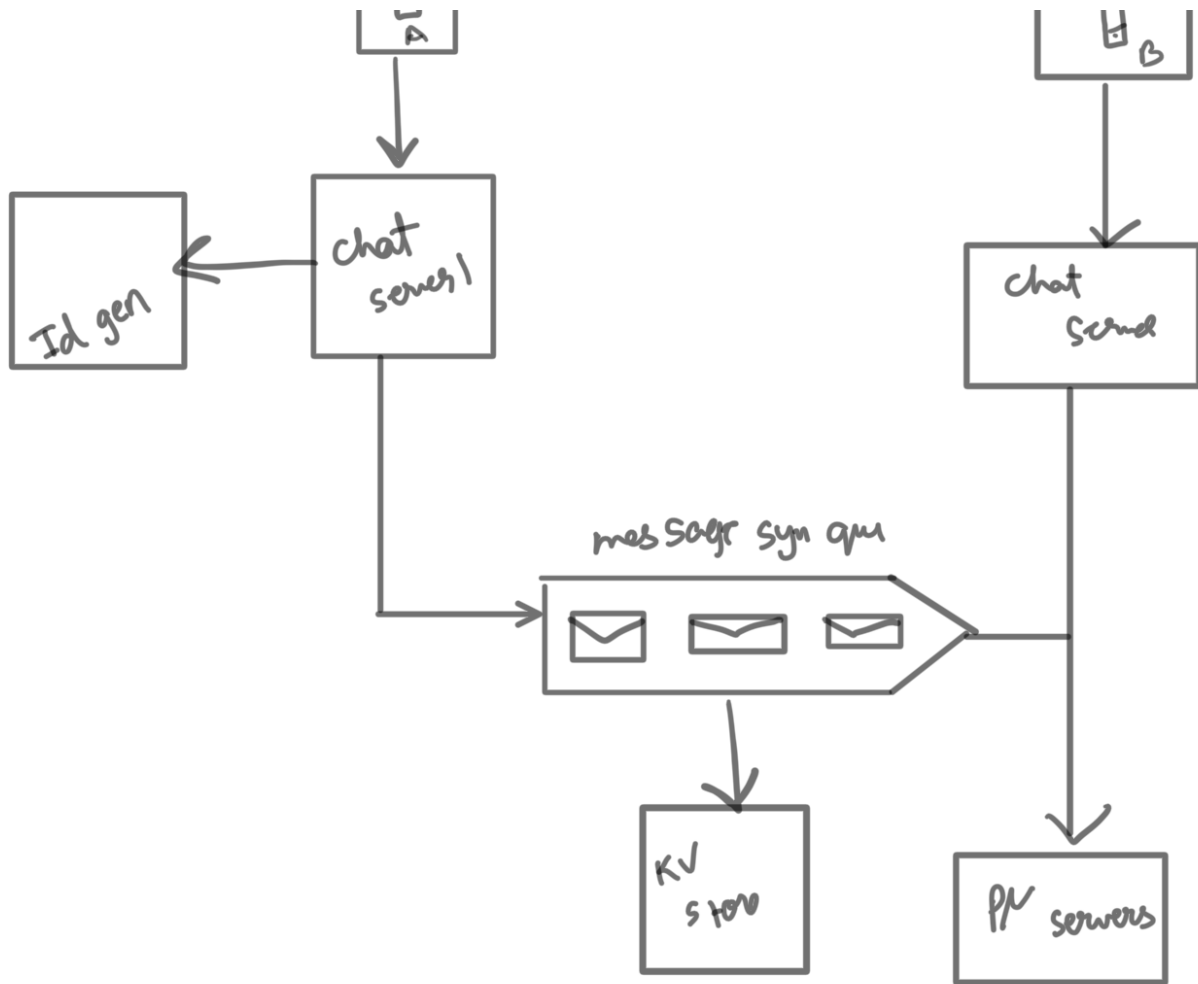


→ We will use websockets for both sender to server & server to receiver too.

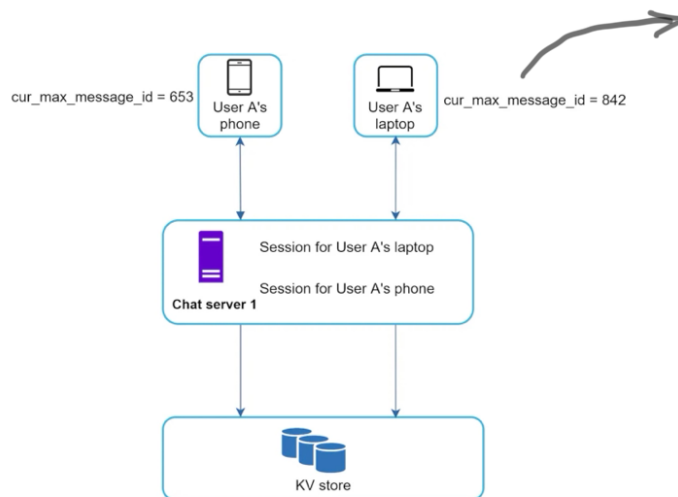
1-1 to Chat Flow

[A]

[n]



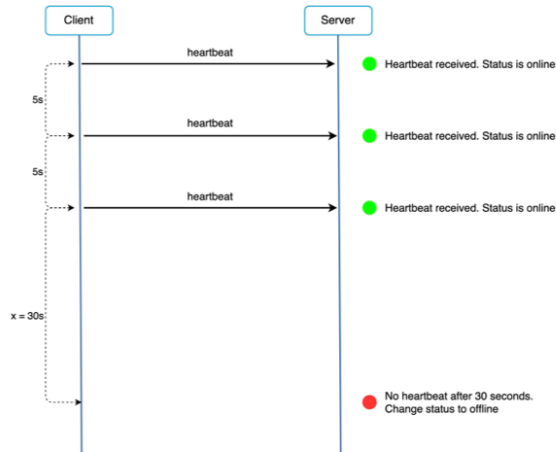
Message synchronisation :-



if this tag is lower than the recent message id in KV store then we fetch all the messages

Online Presence detection:-





• We are given a buffer of 30s if we loose internet to rejoin.

Simplified Single Server architecture

