

June 7

Communications based messenger

Client Expectations:

- group based or individual messenger
- Client Server Based (Single Executable)
- Clients connect over network to client
- public Comm Protocol

minimum requirements:

- must do group chat
- "infinite" sized group chat

Bonus features:

- profiles
 - user / admin privileges
- settings
- no installing software

June 9th

Client Wanted Bonus Features:

- File Transfer

- Chat history
- Encryption
- administration
- change profile settings (passwords / username)

Profile Requirements

 = bonus reqs

- username
- password
- message history
- authority (admin / user status)
- online / offline status
- profile picture

Message Requirements

- string based message to the server
- message gets deliver to necessary recipients
- message delivered / read status

June 14th

Server Requirements

- Collect Logs

- Store Profiles
- Database of ALL users

UI Reqs

- See all users you can message
- See message history
- menu to change profile settings
- profile status

June 21st

Client Expectations

- Should be on the design step (YIKES)
- Everything coded in Java
- Single thread connections → multithread

Use cases?

What if person leaves the company?

- Delete logs completely

June 23rd

Clean up classes diagrams

Show interactions between classes

Client

Login class

username

password

profile

messages

June 28th

multithread

Consider unit testing

create classes ; drivers

Server first