

Here is a picture of how we think the system should be. We have a web-site ([www.freele.org](http://www.freele.org)) . Here users can download the program, and register a user so they can log in. The username and password been saved in a SQL database.

The user start the freele.jar file, and get a message about to log in. The program been connected to the server. The server is connected to the SQL database and check if the password and username is right. If its right you will be sent to the chat rom. If its wrong you will be sent to the website and can restore it there.

That is a common room for everyone who is signed in. if you want to chat private with someone you can click on one the username and it will pop up a new window where you can chat private.