

Use case for chatting with other users.

Use case name: Chatting

Identifier: UC-3

Description:

- The Chatting use case aims to facilitate real-time text-based communication between users using a Campus Connect platform. It allows users to exchange messages, share information, and engage in conversations in a convenient and efficient manner.

Actors: User (Sender, Receiver)

Precondition:

1. The user sending the message is logged on to the system.
2. The user receiving is Registered on to the system.
3. The user visits the web page and clicks the chat button.

Main flow:

1. The user selects a contact or group of contacts to start a conversation with or continues an existing conversation.
2. The pop-up chat window appears to the user.
3. The user types a message.
4. The user clicks on the Send button.
5. The system keeps the information in a database.
6. The application transmits the messages to the recipient.
7. The recipient(s) receive the messages in real-time and can respond by typing and sending their own messages.
8. The system updates the chat log of the sender and receiver.

Alternative flow:

- 3.1 User May Choose to share multimedia content such as images, videos, audio clips, or documents.
 - The chat application allows the user to attach and send multimedia files.
 - The recipient(s) receive and can view, listen to, or download the multimedia content.

7.1 When a new message is received while the user is not actively using the chat application, the system generates a notification.

Postcondition:

1. The chat conversation(s) remain accessible and can be resumed at any time.
2. Messages and multimedia content are stored within the Database for future reference.
3. Users have the option to delete conversations as needed.
4. Users can continue to engage in real-time chat as long as they are connected to the internet and logged into the chat application.