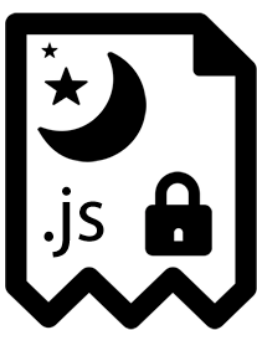
CRYPTOCAT

Architecture & Lifecycle

November 2012

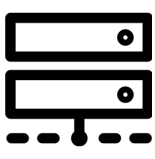
Architecture

Cryptocat's code architecture is focused on achieving the highest portability and accessibility without sacrificing security. The following outlines the code methodology, and is followed by the development lifecycle philosophy.



Web Standards Codebase (on Github)

Cryptocat is built on web standards such as HTML5, from backend to user interface. This allows the highest possible portability and accessibility, making the platform implementable and cross-accessible in browser apps, native mobile applications, embedded devices and more.



Server Configuration

Configuration settings for setting up XMPP-BOSH MUC servers are made available on our wiki.

`wiki`

Client Code

The client codebase is accessed by users via its native deployment on myriad platforms.

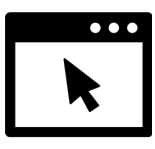
`src/`

Web Servers

Production web servers can be launched and used by anyone.

Local Servers

Local mini-servers provide internal Cryptocat access for private organizations.



Browser Apps

Browser apps allow Cryptocat to be accessed locally on a variety of platforms and operating systems.

apps for:

`src/chrome`

`src/firefox`

`src/cryptocat.safariextension`

Lifecycle

While major revisions undergo a full process of deliberation and testing, minor revisions are encouraged for fast deployment across all platforms. The homogeneity of the codebase allows **continuous integration** across browser and native mobile applications. **There is no time-frame for anything.** You can suggest new revisions whenever.