

Send/Recieve messages

Sender Side

System Side

Reciever Side



Login

Open messages
page

Select user to
chat with

Messaging loop

Write message
and click send

Send message
to system



<<DecisionInput>>
is message valid?



No

Reject and show
error

Yes

Save message
to DB

Show message
in sender's UI

Yes

No

Is user still in chat



Fetch messages
from DB

Mark as read