

CLIENT

1. User A pushes the login button on the form which **sends** the input data to the client controller using a delegate
2. Client Controller **creates** a message containing the input data and that the message is "login data", then **serializes** the message using JSON
3. Client Controller **sends** the serialized message to the server controller using websockets

SERVER

4. Server controller **recieves** message from a client using websockets(OnMessage) and **takes note** of which client sent the message
5. Server controller **deserializes** the message using JSON and confirms message type
6. Server controller **reads** the username and password and **checks** it against the information stored in it's user list
7. The server controller **creates** a message containing the fact that the login credentials matched a user in the user list and that the message is verification information.
8. The server controller **serializes** this message using JSON
9. The server controller **sends** this message to the correct client using websockets

CLIENT

10. Client controller **recieves** message from the server using websockets
11. The client controller **deserializes** the message using JSON and **confirms** the message type
12. The client controller **closes** the login form and **opens** the main view form

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3. Client Controller **sends** the serialized message to the server controller using websockets

SERVER

4. Server controller **recieves** message from a client using websockets and **takes note** of which client sent the message
5. Server controller **deserializes** the message using JSON and confirms message type
6. Server controller **reads** the username and password and **checks** it against the information stored in it's user list
7. The server controller **creates** a message containing the fact that the login credentials do not match a user in the user list and that the message is verification information.
8. The server controller **serializes** this message using JSON
9. The server controller **sends** this message to the correct client using websockets

CLIENT

10. Client controller **recieves** message from the server using websockets
11. The client controller **deserializes** the message using JSON and **confirms** the message type
12. The client controller **opens** a pop up window telling the user that the credentials did not match a registered user