Milestone 1

*High Level Design*

# Terminology

### Chat Room

A virtual environment in which users can post their messages and read the messages written by other users.

### User

A person who interacts with the system.

### Nickname

A familiar or humorous name the user uses to identify himself.

### Group Id

A number that represents a certain group of users who can communicate.

### Message

The text which the user delivers. Message content is limited to 150 characters.

### Registration

The act of recording user details.

### Login

The act of signing into the system by the user.

### Logout

The act of signing out of the system by the user.

### Exit

The act of exit from the system by the user.

# Communication model

## Requests

### Send message request

A send message request is initiated by the user, the request is sent to the server, which assigns the message with a unique ID (GUID) and the server’s timestamp.

### Get 10 messages request

A get message request is initiated after each “send message request” and potentially can be initiated at any time. This type of request is intended to receive the last 10 messages stored on the server.

### Display last 20 messages

The act of displaying last 20 retrieved messages (without retrieving new ones from the server), sorted by the message timestamp.

### Display all messages of a certain

The act of displaying all retrieved messages (without retrieving new ones from the server) written by a certain user (identified by a username and a group id), sorted by the message timestamp.

# Actors

## Users

A person connected to the chatroom using a client software, for sending and receiving messages. A user is identified by her group ID and a nickname that is unique to her group.