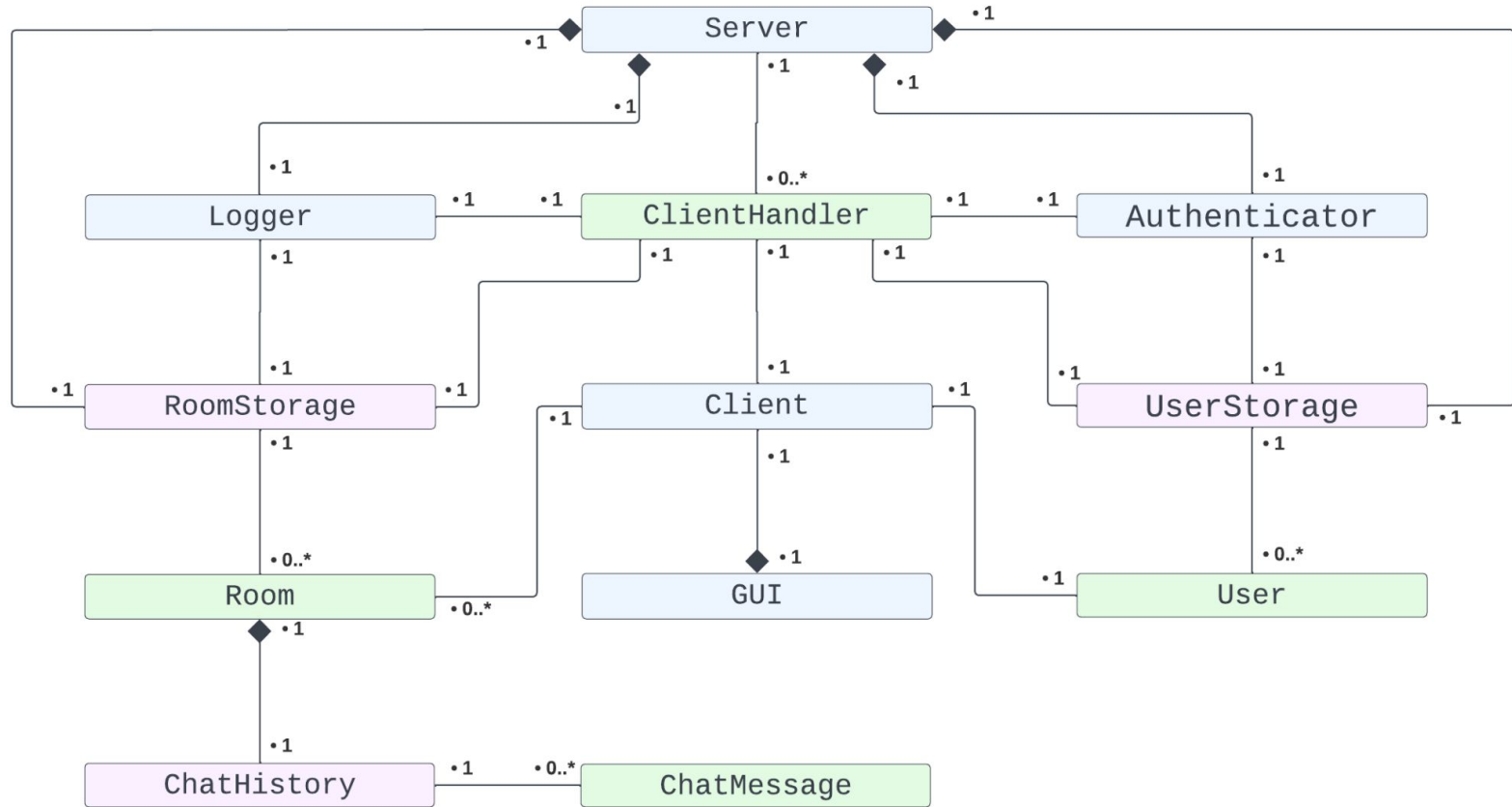




# Design Presentation

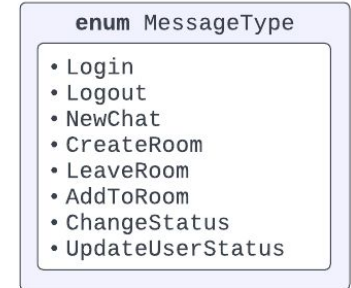
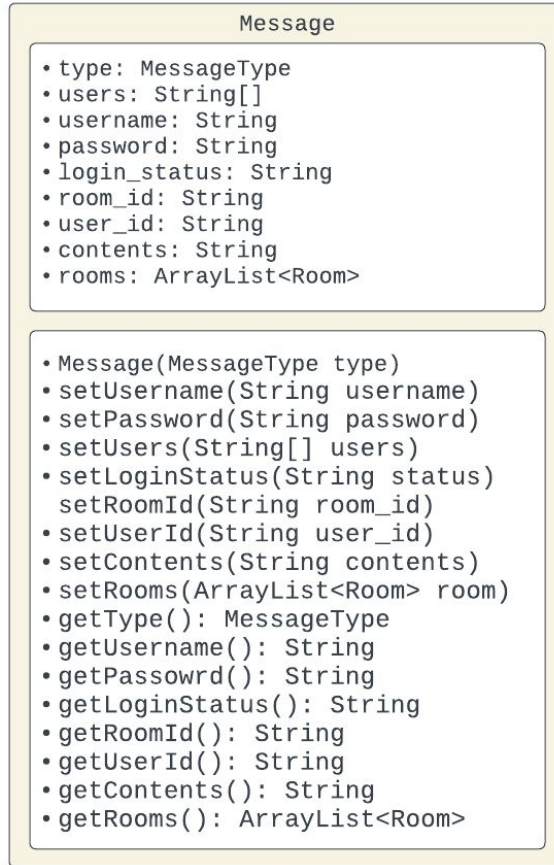
Group #4 - Communications

# Big Picture UML



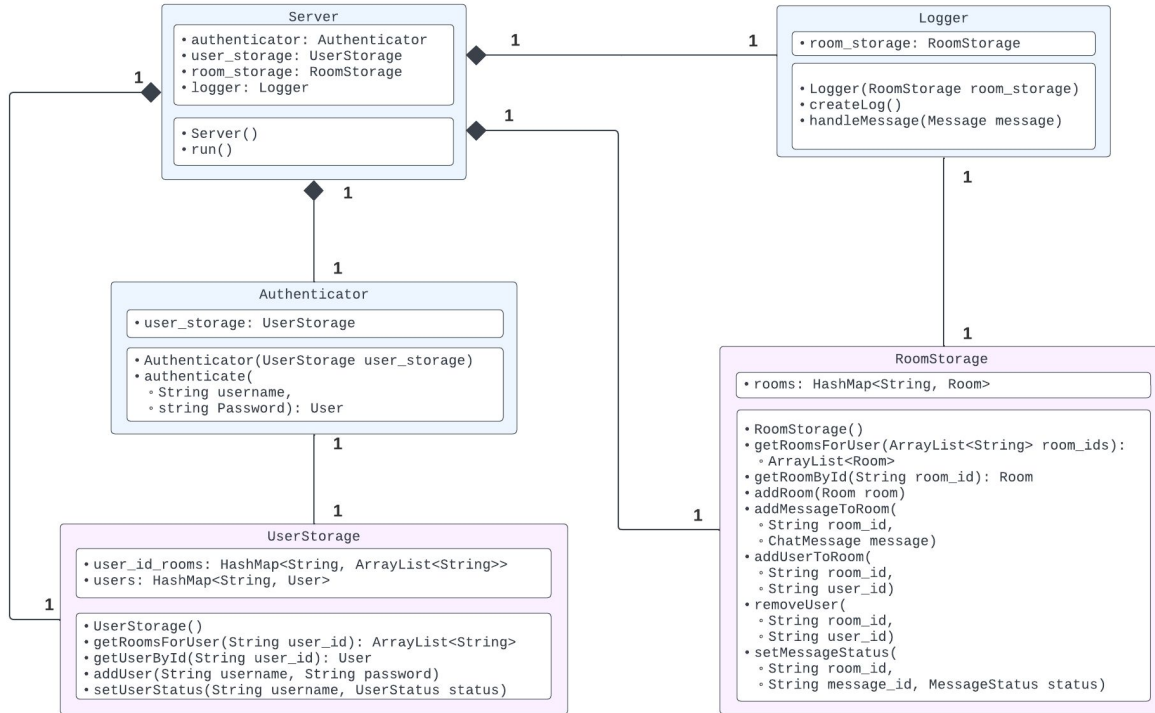
# Message

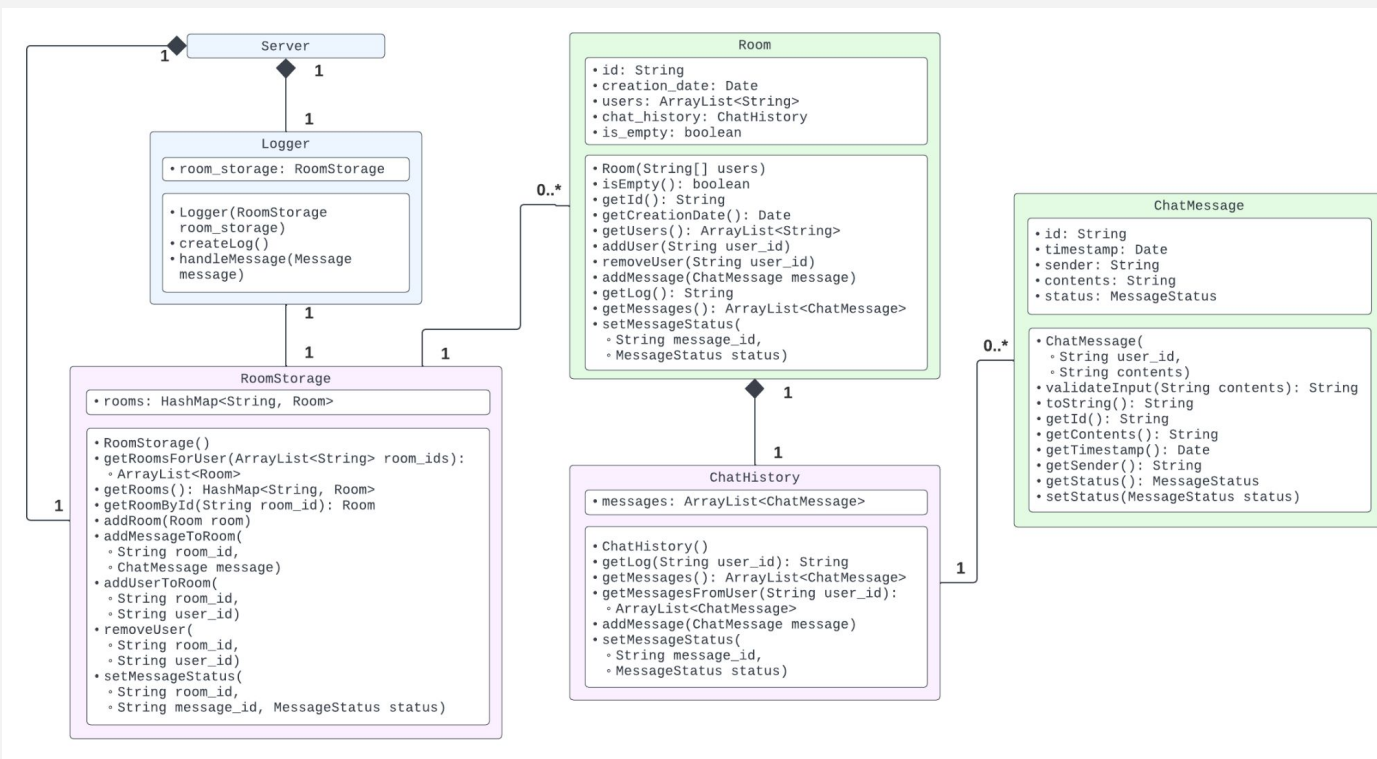
Passed back and forth between  
Server and Client



# Server Interactions

- Server owns everything:
  - Authenticator
  - Logger
  - UserStorage
  - RoomStorage
- Authenticator has UserStorage and handles login
- Logger has RoomStorage and performs actions on rooms which are all logged



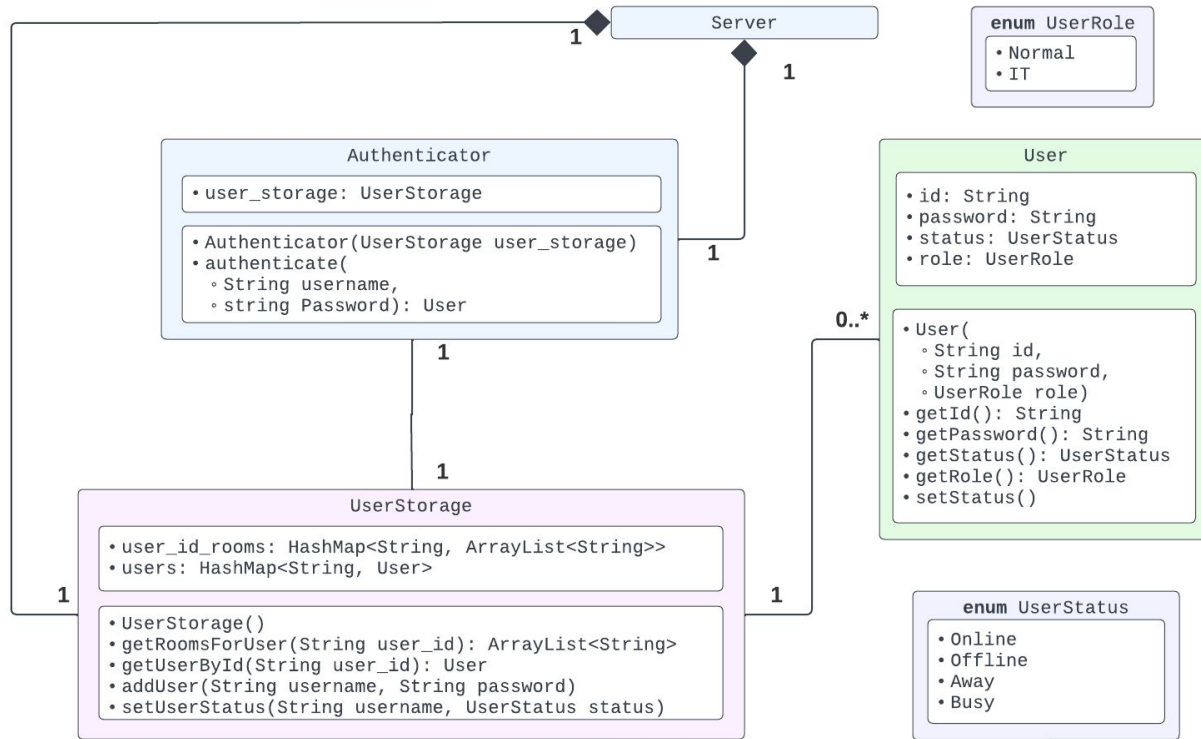


- Logger can create a log of messages from each room
- RoomStorage holds and performs actions on Rooms
- Messages are stored in a Room's ChatHistory



# Authenticator, UserStorage & User

- Authenticator verifies user credentials
- UserStorage stores users by their usernames and performs actions on Users
- Usernames are also associated with a list of rooms the user is in
- Users have a status that they can update through the GUI

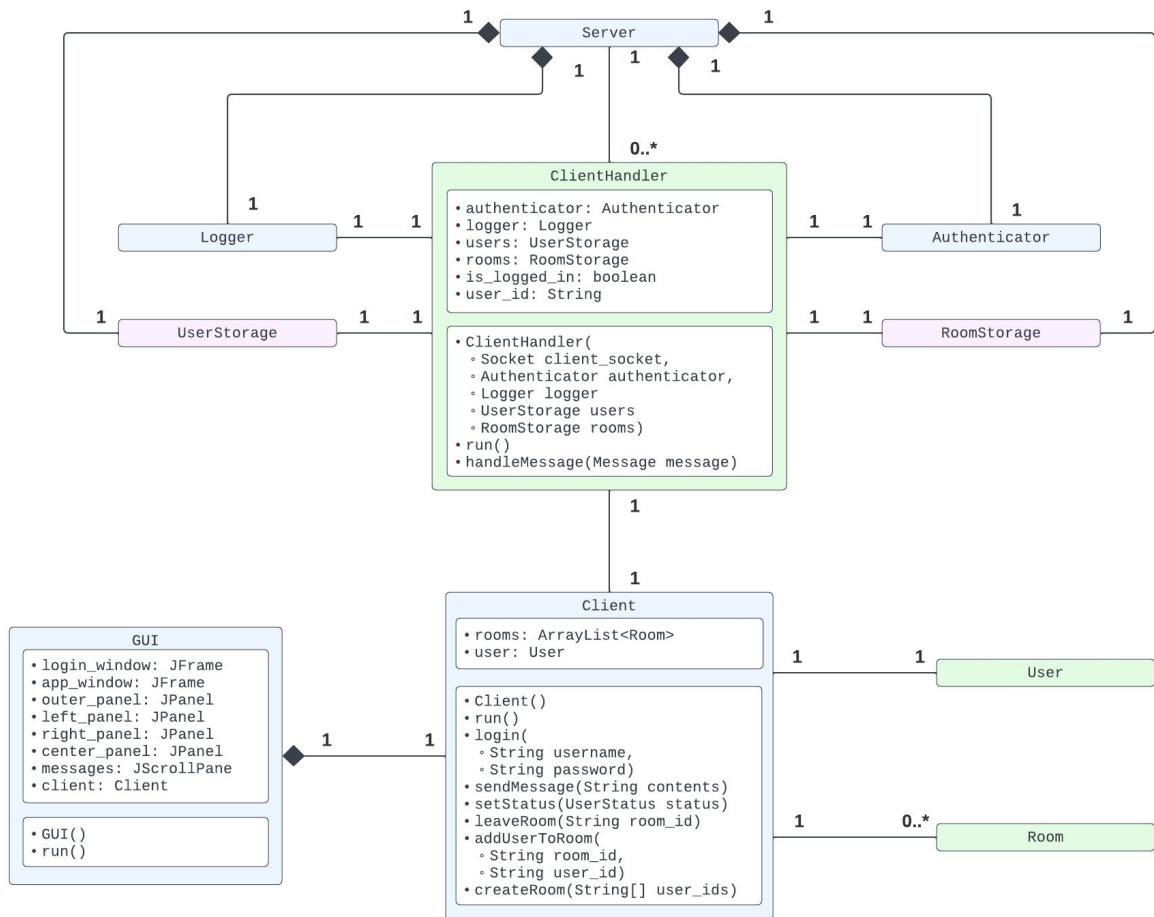


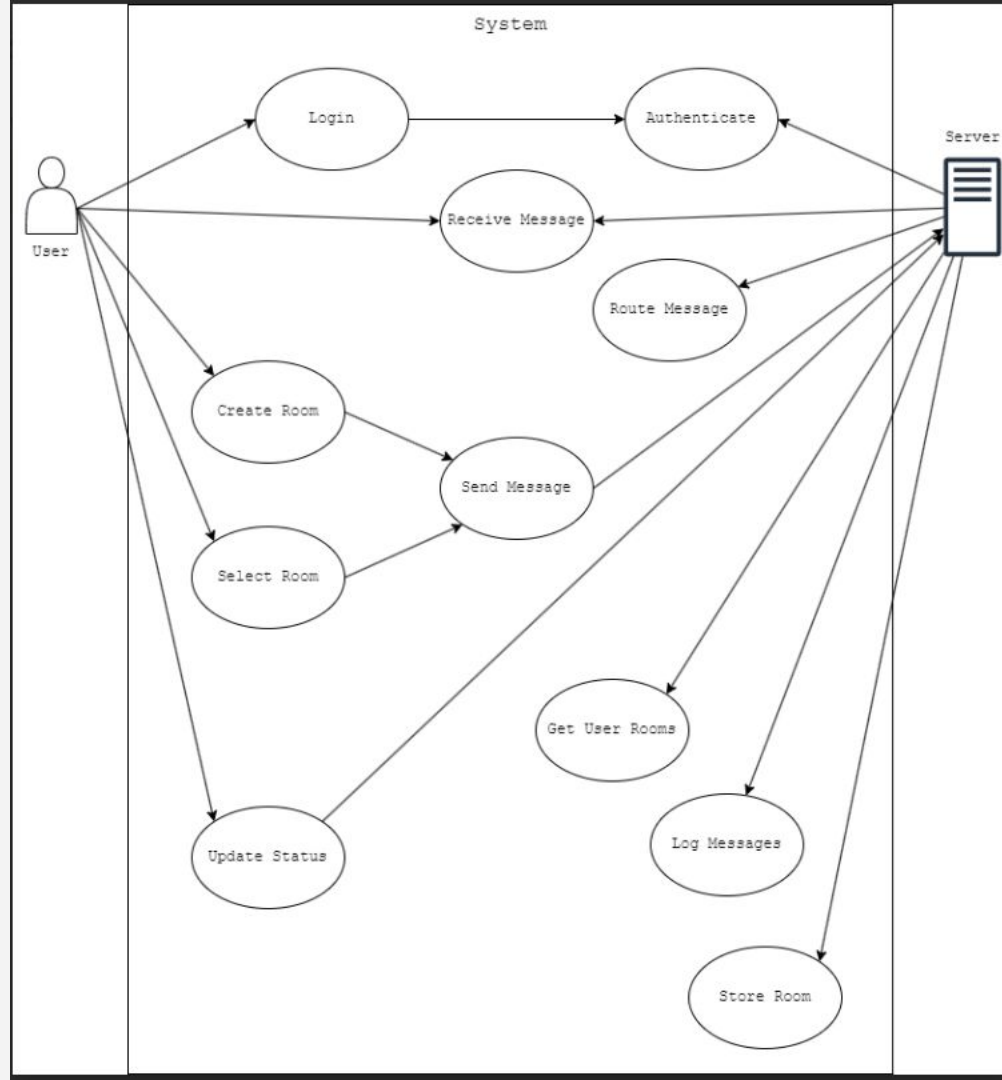
# Client, Client Handler & GUI

— Each ClientHandler runs on a thread and handles a single client

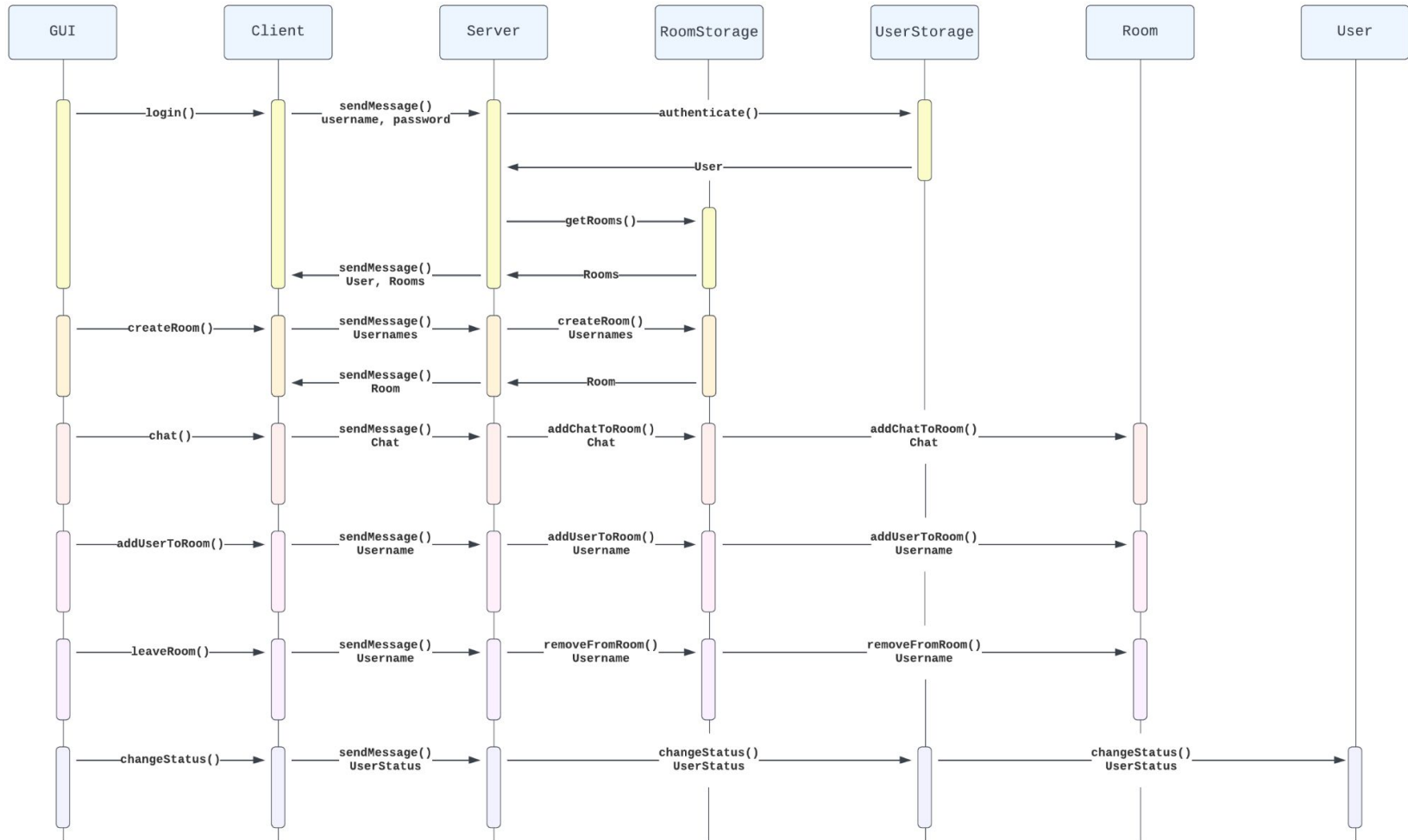
— ClientHandler sends User and Rooms to the client

— Users perform actions through the GUI









**Thank You!**