#### **Entity Relation Description**

#### **Users**

```
userid (userID serial primary key): primary key for the user
name (name varchar(20)): name of the user
email (email varchar(30)): email of the user
password (password varchar(20)): password of the user account
username (username varchar(20)): username of the user
phone (phone varchar(20)): phone of the user
```

#### Chats

chatid (chatID serial primary key): primary key of the chat

admin (admin integer references Users(userID)): foreign key reference to the user that administrates the chat

name (name varchar(20)): name of the chat

# Messages

messageid (serial primary key): message primary key

poster (integer references Users(userID)): foreign key reference to the user that wrote the message

chat (integer references Chats(chatID)): foreign key reference to the chat where message was wrote on

message (varchar(120)): message wrote by the user

timestamp (date): date and time when the message was wrote

### Reply

replyid (serial primary key): reply primary key

messageid (integer references Messages(messageID)): new message that is replying to an existing one

replyingto (integer references Messages(messageID)): existing message to where the new message is replying to

### Likes

<u>likeid</u> (serial primary key): primary key for like reaction

likevalue (integer): 1 if it's a like 0 if it's a dislike value

message (integer references Messages(messageID)): message that is being reacted on

userid (integer references Users(userID)): user that is reacting to the message

## **Contacts**

contactid (serial primary key): contact primary key
holder (integer references Users(userID)): id of the user that is saving the contact
friend (integer references Users(userID)): contact being saved on the holder contact book

## **Members**

<u>memberid</u> (integer primary key): primary key of the member and chat relationship chat (integer references Chats(chatID)): chat where the user is member userid (integer references Users(userID)): user that is member of the chat