Database Documentation

**User:**

* Information about the user and their profile. This class contain user’s DisplayName, name that appear on their account for other user, UserID, unique id to for the server to identify the user and their session (hashed code) that work like cookie in web browser. Session allow the user to be logged in other devices and stay on that device until logged off..

**Dropp (Info):**

* Once user create their profile and their account, they have to ability to drop the message in the world. Each dropp contain informations such as the location, time of dropped, user’s id, the message and image. This is a one-to-many relation from user to Dropp, meaning user can have multiple Dropp but each Dropp can only have one user.

**Account:**

* Each user will have an account, this account contain their username, their unique id, their (hashed) password, timestamp of creation and their location when the account created . Each unique user can only have one account.



Populate Database:

* Through the mobile device, user create account and assigned unique ID.
  + Created User class and Account
* Each time user dropped a message, the Dropped object is created and stored the information about the drop.
  + Time: Timestamp of the message.
  + UserID; ID of the user that dropped the message
  + Message: The message posted by the user
  + PNG (optional): The images attached to the message
  + Location: Location of the user when they dropped the message.

Retrieving Database:

* Every Time user login, we compared the hashed password with the password stored in the account class of that user id. If the hashed code is correct, user is logged in.
* When user open the app and load the feed, the device send location of the device to the server, then the server determined the appropriate messages that are within the user’s location and retrieve all the Dropps that are within the location and send it to the user.