

Use Case Diagrams:

Figure 1 represents a use case diagram. It shows the interaction between the client and the server when the client performs basic CRUD operations for users and groups. The client needs to login or register first.

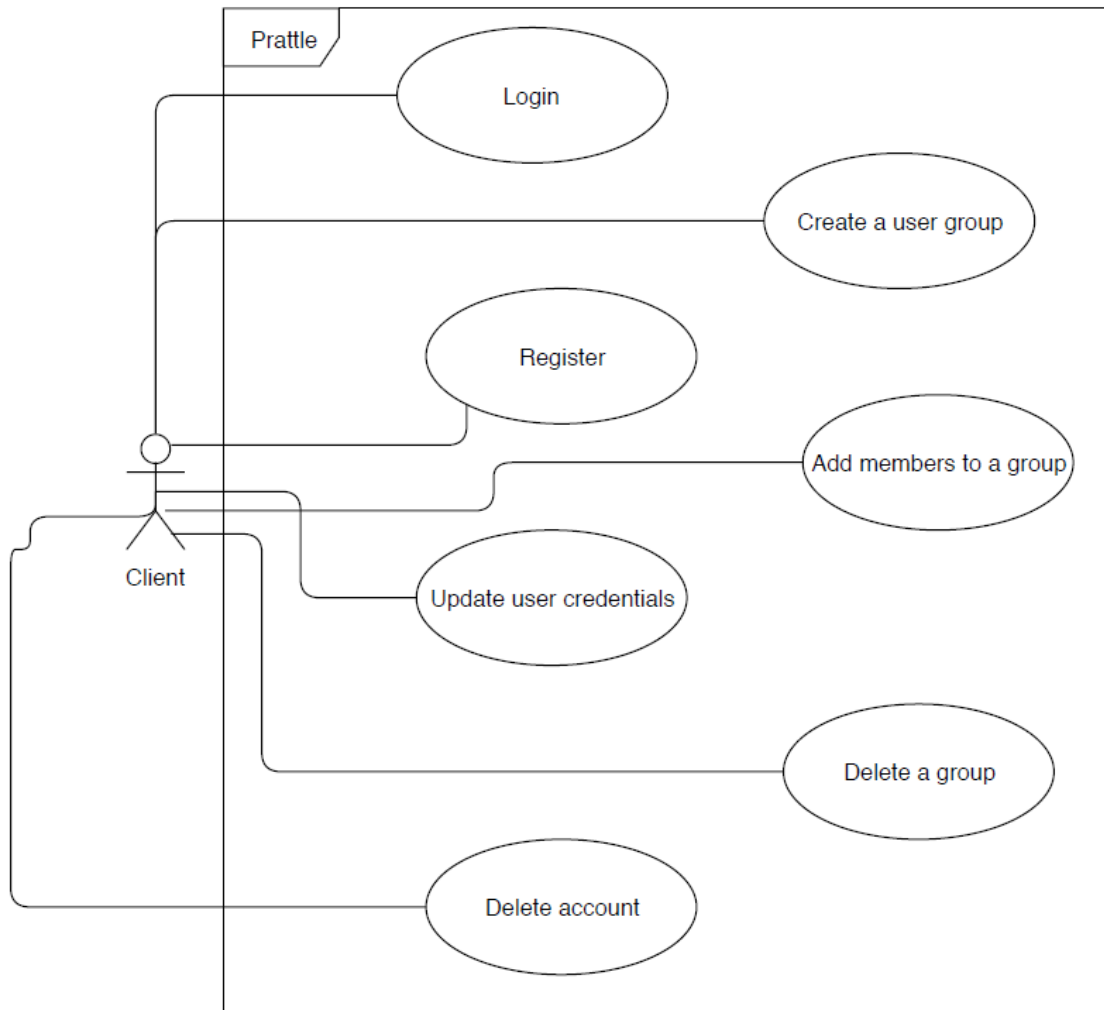


Figure 2 represents a use case diagram for when a client interacts with the server by sending various types of messages to another connected or offline client. A client can send a private or a group message. He/she can also recall a message in case it has not been received. A client may request to search for messages. A client may even choose to flag inappropriate content in messages.

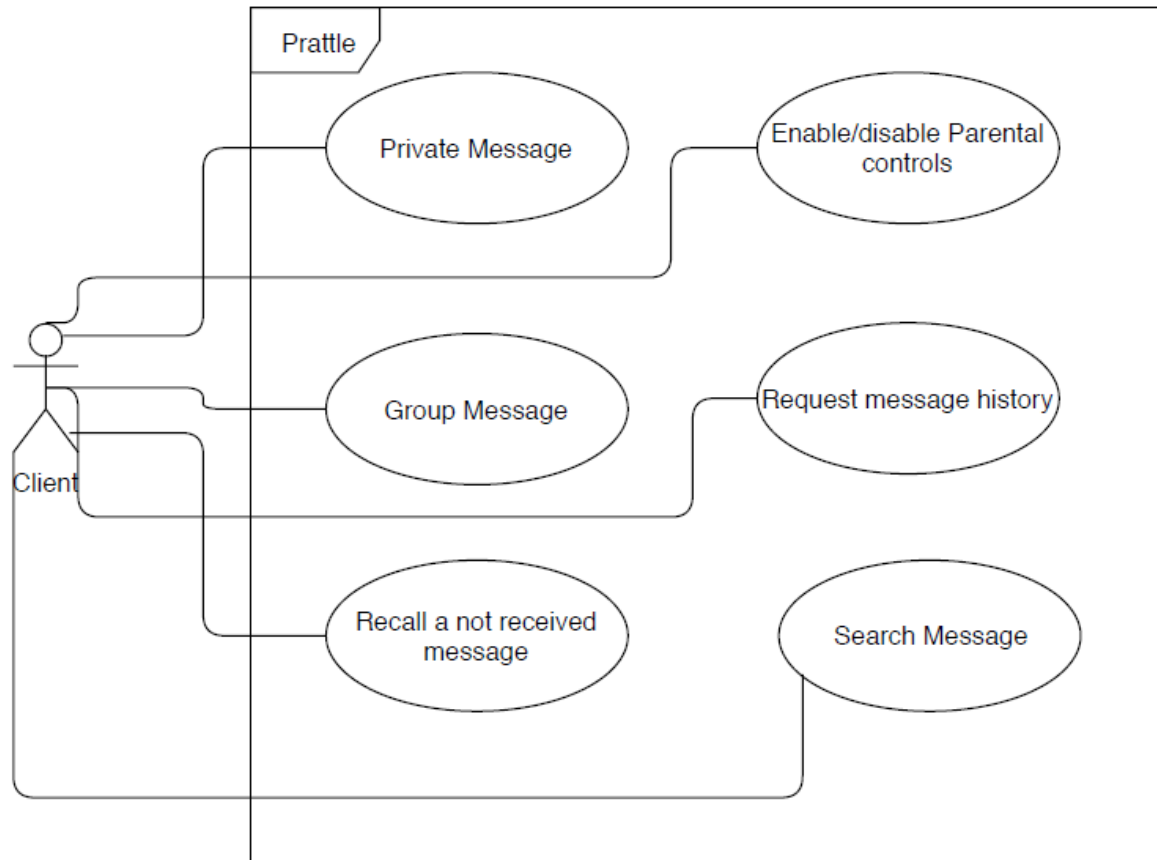


Figure 3 represents a use case diagram for when an agency user logs in to the system. He/she can request a wiretap for multiple users or a single group and listen in on the conversations.

