

UID	(N/F)	Source	(C/S/B)	Written Requirements	Notes
001	F	<ctime>	C	The messages will be tagged with the date they were sent on	N/A
002	N	<ctime>	S	Use library <ctime> to query time and date	N/A
003	F	Client nick	B	The messages will be tagged with the nick	N/A
004	N	Client input	S	The nicks will be stored in a string vector	N/A
005	N	Client input	B	The nick entered by the user shall be verified by the server to determine any collisions with any retired or active nicks.	N/A
006	F	<ctime>	C	The messages will be tagged with the time they were sent on	N/A
007	N	N/A	S	The server should only be established on ports above 1024	N/A
008	F	Server	S	The server should provide users with past messages of a chatroom	N/A
009	N	Client input	B	The messages must be sent 1 second after user enters send	N/A
010	N	<ncurses>	C	The user interface for the client will be created with ncurses	N/A
011	N	N/A	B	The application will be developed in C++11	N/A
012	N	N/A	B	The application's networking capacities will be carried out by the ASIO library	N/A
013	F	User input	B	The users will be identified by nicks specified by the user	N/A
014	F	User input	B	User input will be spell-checked by an external dictionary	N/A
015	F	User input	C	Tab completion will allow the client to complete words used often by the client	N/A
016	F	User directory	B	File transfer will be allowed from one user's home directory to another user's home directory.	N/A
017	N	User directory	B	The file transfer feature will be implemented using sftp (safe file transfer protocol)	N/A
018	F	Server	B	Up to ten chatrooms will be allowed in a specific server	N/A
019	N	Server	S	The chatrooms and their information will be stored in a chatroom object vector with error checking to prevent an 11th room from being created.	N/A

020	F	User input	B	Any user can create or remove a chat room if the chatroom is empty	N/A
021	N	User input	B	The user can create a chatroom by typing and entering #c in the lobby	N/A
022	N	User input	B	The user can remove a chatroom by typing and entering #r in the respective chatroom	N/A
023	F	User input	C	The user may obfuscate their message	N/A
024	N	User input	C	The user may encrypt their message by typing and entering #e. The system will query the user with a question "Caesar cipher: " to specify the encryption method. To remove the encryption feature, the user types and enters #e again.	N/A
025	N	User input	C	The user may decrypt any obfuscated messages by typing #d. The system will query the user with a question "Caesar cipher: " to specify the decryption method. To remove the decryption feature, the user types and enters #d again.	N/A
026	F	Server	S	The server will give the user an option to logout	N/A
027	N	User Input	C	The user can enter #help for a help menu showing all the command a user is allowed to use	N/A
028	F	Server	S	The server will automatically start with a default lobby chatroom that cannot be deleted	N/A
029	F	Server	S	The server will support up to 50 users	N/A
030	N	User input	C	The user can block or "ban" another user's messages by using #b	N/A
031	F	Server	S	The server will show how to logout, get to the lobby, and change chatrooms at the top of the server	N/A
032	B	User Input	S	When the user enters #chatrooms a new window will show the user all the available chatrooms	N/A
033	F	User input	S	The chatrooms window will tell the user how many people are in each chatroom	N/A
034	F	Server	C	The chatroom will show when anew user has joined the current chatroom	N/A
035	F	Server	C	The chatroom will show which user created the chatroom	N/A

036	N	Server	C	The user can return to the main lobby chatroom by typing #lobby	N/A
037	N	Server	C	The chatrooms window will tell the user if they've entered incorrect options when choosing a chatroom	N/A