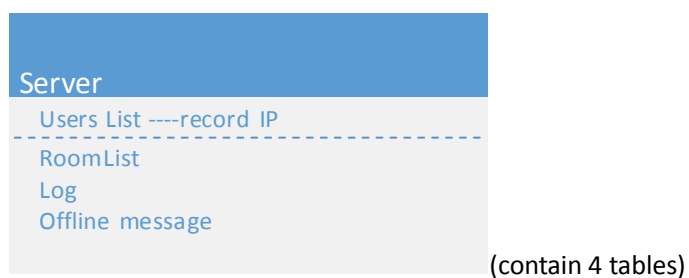
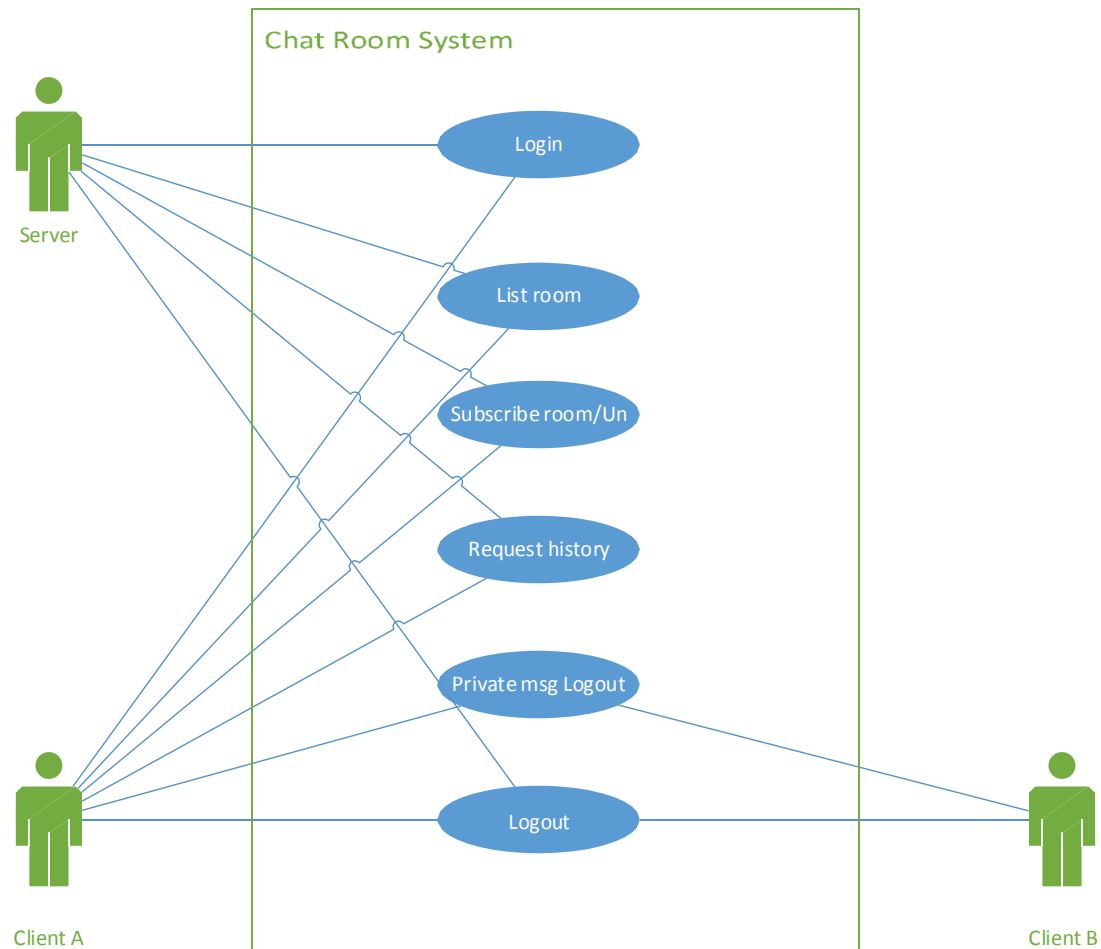


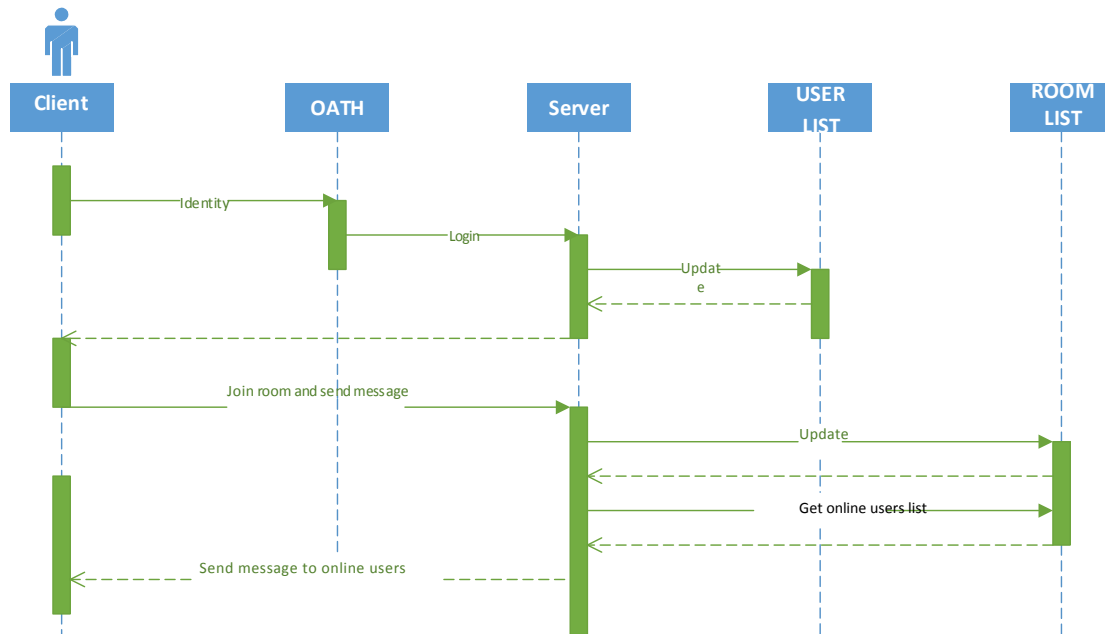
Use Case Diagram



Login and Logout

- Like many other apps, we are implementing the third party OAuth services of Facebook/Google to help users sign in with their respective account; this helps both people and us to manage the session and user information easily.

Group Messaging



Chatrooms:

Tag/hashing model is best suit to today internet with having linked web data, anyway we are not going that far, we are using tag model to represent different rooms, while the user is typing a message, he/she can use tag from any room to put a message in particular room. Where each room got to have unique tag associated, for example, Trinity or NDS, like I have them in my LAB3 multithreaded chatroom project.

If client wants to send the message to Trinity group, he/she should use the command like @Trinity <message> and press enter to send the message to Trinity group. Once the message is received with the group Trinity, the thread responsible for Trinity group chat room will access the list of subscribed users and will forward them the message.

Client states:

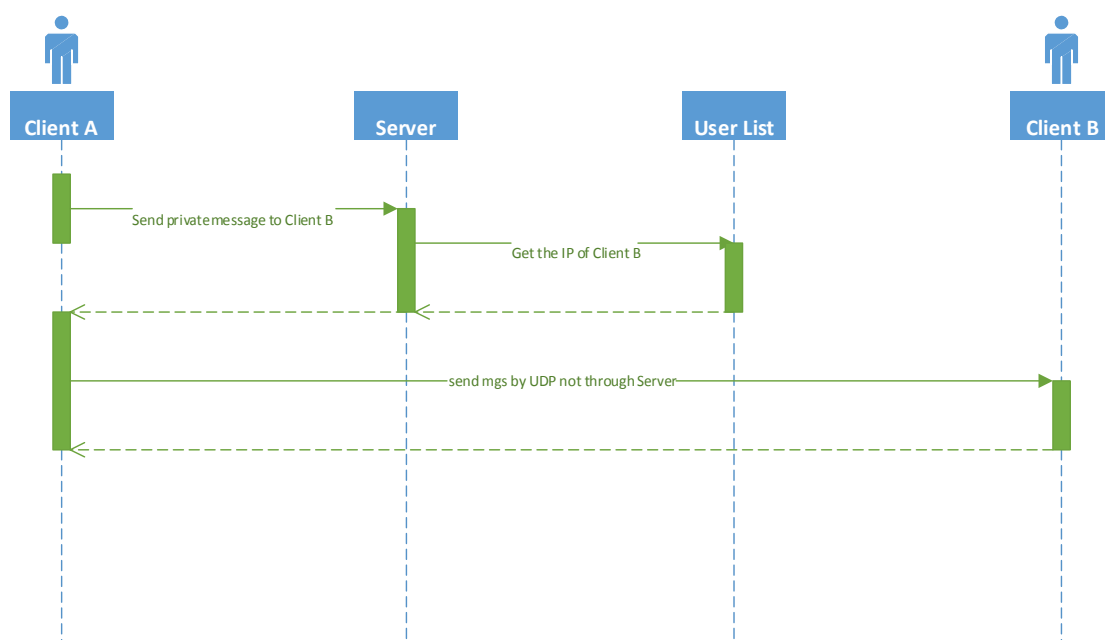
Maintain the list of the users online in each group and message to be send to the people who are online, however, we are hoping to have persistence to save log of messages for people who may be associated with the chat group however were offline.

Latecomers:

Server is supposed to have persistence for storing the log if messages that offline people could come later and reads the message history, which can be read using the source ID, destination ID and content of message. Once the client login, the server will check the log file, If there

is any message to the client, server to notify the user of pending messages and user to go through the messages then.

Private Messaging



Adding the specific series of commands, for example for private messages, having different extra tag to represent the message as private message.