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Network Programming
SLU Chat

#### Client

- Name
- ID
- + sendMessage(data, chatld) sends a message to the server
- + fetchMessages(chatld) gets messages from server for a given chat
- + fetchGroupchats() gets messages from server for a group chat
- + addContact(name, userId) adds a contact to a user's friend list

ChatDisplay (front end component to display the chat history)

messageList

GroupsDisplay (front end component to display groups you are a member of)

groupList

#### UserRegistration

- + passwordValid(): Bool checks if a password input is valid for verification
- + registerUser(name, password) registers a user with a given name and password

### WebRTC

#### Server

- + createUser(name, password) creates a new user
- + createChat(userList) creates a new chat
- + addMessageToChat(data, chatID, senderID) adds a message to a selected chat
- + addUserToChat(newUserId, chatId) adds a user to a selected chat
- + removeUserFromChat(userId, chatId) removes a user from a selected chat

# Database

# Groupchats

- ID
- userList

### Users

- ID
- name
- password
- contactList

# Messages

- chatld
- userId
- timestamp
- Data