

Milestone III

High Level Design

Terminology

Chat Room

A virtual environment with a graphical user interface, in which users can post and edit their messages and read the messages written by other users.

GUI

A user interface that allows the end-user to interact with the chat room through graphical icons and visual indicators

User

A person who interacts with the system.

Nickname

A familiar or humorous name the user uses to identify himself.

Password

A string of numbers of characters of $4 \leq \text{length} \leq 16$ which identifies a user in the platform.

Registration

The act of recording user details.

Login

The act of signing into the system by the user.

Message

The text which the user delivers. Message content is limited to 100 characters and can be sorted and filtered via GUI commands which eventually being executed in the server side.

Message Frame

A written communication sent between the users of the system. A wrapper for a message.

Communication model

Requests

Send message request

A send message request is initiated by the user, the request is sent to the server, which assigns the message with a unique ID (GUID) and the server's timestamp.

Edit message request

A user can edit his own messages (and not other's). This is being done by clicking on the "Edit" button and re-typing his message.

Get new messages request

A get message request is initiated after each "send message request" and every timer "tick". This type of request is intended to receive the last messages stored on the server, to the max. of 200 new messages, never fetching already fetched messages.

Actors

Users

A person connected to the chatroom using a client software, for sending and receiving messages. A user is identified by her group ID and a nickname that is unique to her group.

GUI

The interface which helps the end-user to interact with the chat room program.

Server

A computer module that provides functionality for the chat room (client). This version of the chat introduces a SQL server platform.