Milestone 1 - High Level Design

Terminology

Chat Room

A virtual environment in which users can post their messages and read the messages written by other users.

User

A person who interacts with the system.

Nickname

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

The act of recording user details.

Login

The act of signing into the system by the user.

Exit

End the chat session.

Message

The text which the user delivers. Message content is limited to 150 characters.

Message Frame

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

Logger

Logs all the incidents from the chat (events of user activity like login, send message and so..)

Communication model

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.

Get 10 messages request

A get message request is initiated after each "send message request" and potentially can be initiated at any time. This type of request is intended to receive the last 10 messages stored on

Get 10 messages by username

A get message request by user can receive the last 10 messages stored on the data base from a specific user.

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.

Server

This is the server side that the chat is siting on.