

# Milestone II

## *High Level Design*

### Terminology

#### **Chat Room**

A virtual environment with a graphical user interface, in which users can post 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.

#### **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 150 characters and can be sorted and filtered via GUI commands.

#### **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.

### **Get 10 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 10 messages stored on the server.

## 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).