

# ISAAS THE HOMEWORK PROJECT DESIGN IN DETAILS

March 30, 2016

## OVERVIEW

### 1. Project Scope

Development time: 5 days

Start date: Fri, Mar 25, 2016 at 4:56 PM

### 2. Requirements

**i** [Describe the high level requirements for the project. For example:]

#### **Requirement:**

Build a simple chatting program which includes:

- A chat server which allows chat clients to register and responses to chat clients' requests (1)
- Chat clients which can register name to chat server, get list of other clients and establish chatting session with other client (2)
- Chat server and chat clients run on different processes. (3)

#### **Release package:**

Below items need to include in your release package:

- Source code
- All documents for your development process
- Release note
- User guide

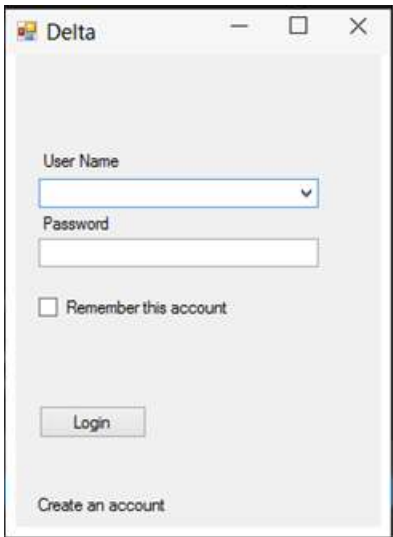
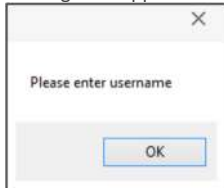
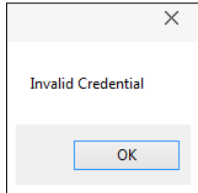
### 3. Implementation Plan

Stage	Start	End
Analyze Requirements and Design	Fri, Mar 25, 2016 at 4:56 PM	End of Sun, Mar 27, 2016
Develop Program	Mar 28, 2016	End of Mar 29, 2016
Make Document	Mar 30, 2016	End of Mar 30, 2016

### 4. The Design

- Client side app: Delta (Windows form)
- Server side app: Delta SE (Console)

### FEATURES:

FEATURES	BEHAVIOR
<b>1. Login form</b> 	<p><b>1.1 When user check to "Remember this account" :</b></p> <ul style="list-style-type: none"> <li>- The Client will save their user name and password to "cache" folder.</li> <li>- When open client again, the combo box "User Name" will remind the user name saved in cache, user can chose one of them, and password will be entered automatically.</li> </ul> <p><b>1.2 "Create an account" Label:</b></p> <ul style="list-style-type: none"> <li>- When user hover mouse to this label, visualization of this label will be changed.</li> </ul> <p><b>1.3 "Login" Button:</b></p> <ul style="list-style-type: none"> <li>- If "User Name" box is blank, when user click "Login", this message will appear:</li> </ul>  <ul style="list-style-type: none"> <li>- If user enter wrong User Name or Password, this message will appear:</li> </ul> 
<b>2. Register form</b>	

#### 2.1 When user click to "User Name" box :

- The obscure text "User Name" will disappear, cursor move to the beginning of this textbox.

#### 2.2 When user click to "Password" box:

- The obscure text "Password" will disappear, cursor move to the beginning of this textbox.

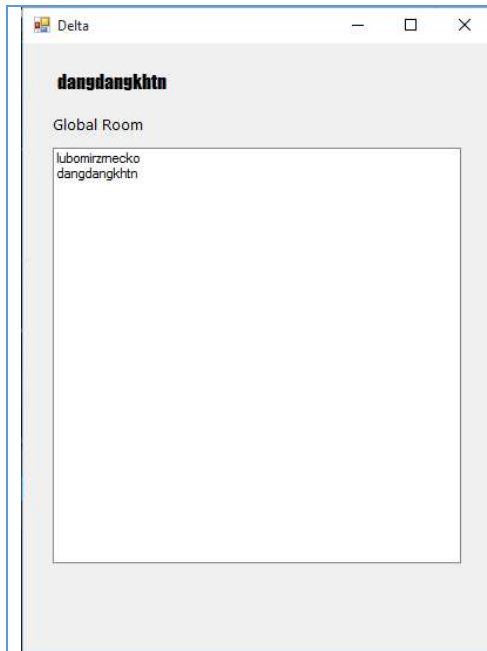
#### 2.3 "Sign up" Button:

- If "User Name" box or "Password" box is blank, when user click "Login", this message will appear:

- When user filled up their username and password, if register successful, this message will appear:

- If their username is registered, this message will appear:

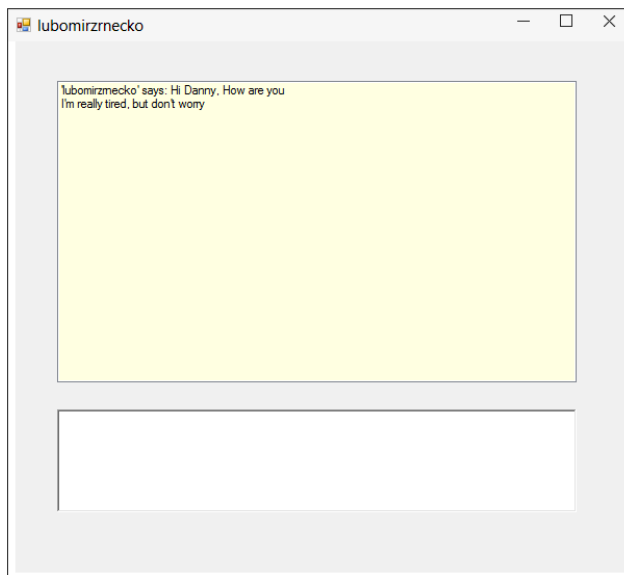
### 3. Client form



#### 2.1 "Global Room" list box :

- When user click to a username in this box, chatting form will appear
- When a new user login to server, this list box will be updated automatically.

### 4. Chatting form



#### 4.1 Chat box: (the box below)

- User can enter message to chat box and press Enter to send.

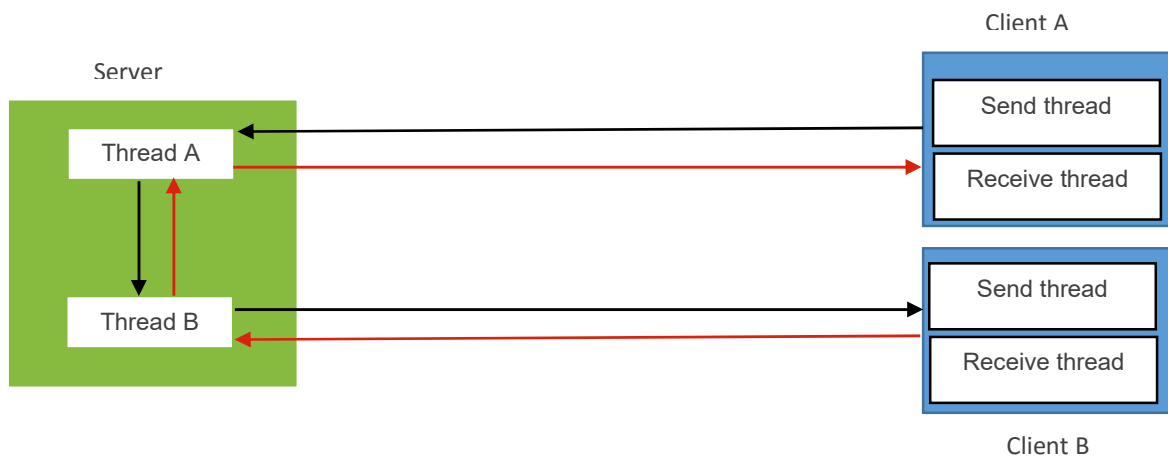
#### 4.2 Appear automatically

- This form will appear automatically when someone contact to user.

## Structure:

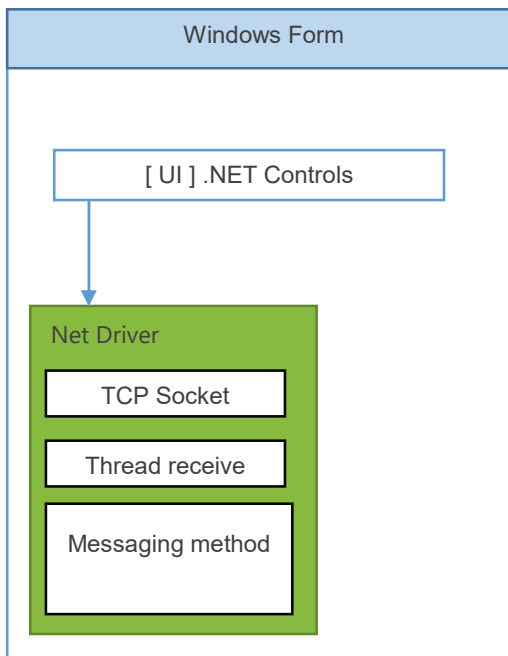
- Port for connection: 49512 ( a private port)

Chatting workflow:



## Architecture:

Client:



Server :

