**Send Message**

1. **Description:**
   * 1. User will go to sending message to person or a group
     2. User choose send message.
     3. He/she will type the message
     4. He/she will send the message to server
     5. He/she will see the message on the screen
2. **Tasks:**
   1. **Client:  
      Input:** Message client  
      **Output:** MessageClient -> JSON
      1. Save message as structure:  
         { method = 3,  
         message = “content of message”,  
         sender = sender\_id,  
         receiver = receiver\_id || group = group\_id} (only group or receiver, if 2 key both have data, the message is sent to group)
      2. Wrap to JSON
      3. Send to Server
      4. Receive message from server
      5. Exact message from server and display corresponding message and signals
   2. **Server:  
      Input:** MessageClient JSON  
      **Output:** MessageClient->JSON
      1. Extract message as structure
      2. Find the sender user name
      3. Find the receive\_id and structure
      4. Save message as structure:  
         {method = 2,   
         message = “content message”,  
         send\_name = “sender username”  
         sender= sender\_id  
         receiver = receiver\_id  
         group = group\_id  
         error = [error1, …]}
      5. Send message to receiver
      6. Send response to client
3. **Tests:**
   1. **Sending message**