

Usecase: Login.

main actor: client

Minimal guarantee: - "login"  
- <error message>  
- <username>

Success guarantee: - "login"  
- <username>  
- [message backlog]

Preconditions: The server is listening.

Trigger: The server receives a login request.

Basic Flow:

1. The server responds with: "login"  
    <username>  
    [<messages>]

Exceptions:

1.a. Invalid username ! (only alpanumerical characters and underscores)

1. The server responds with: "login"  
    "invalid username"  
    <username>

1.b Username is already taken.

1. The server responds with: "login"  
    "Name already taken!"  
    <username>

Use case: Send message from client

Main actor: client

Minimal guarantee: - "message"

- <error message>
- sent to the client

Success guarantee: - "message"

- <the message>
- sent to all clients.

Precondition: The client has a connection to the server

Trigger: The server received a message request.

Basic Flow:

1. The server responds to all clients with: "message"  
<the message>

Exceptions:

1a. The client is not logged in.

1. The server responds to the client with: "message"  
"You are not logged in!"

Use case: Logout.

Main actor: client

Minimal guarantee: "logout"  
<error message>  
<username>

Success guarantee: "logout"  
<username>

Precondition: The client is connected to the server

Trigger: The server receives a logout request from a client

Basic Flow

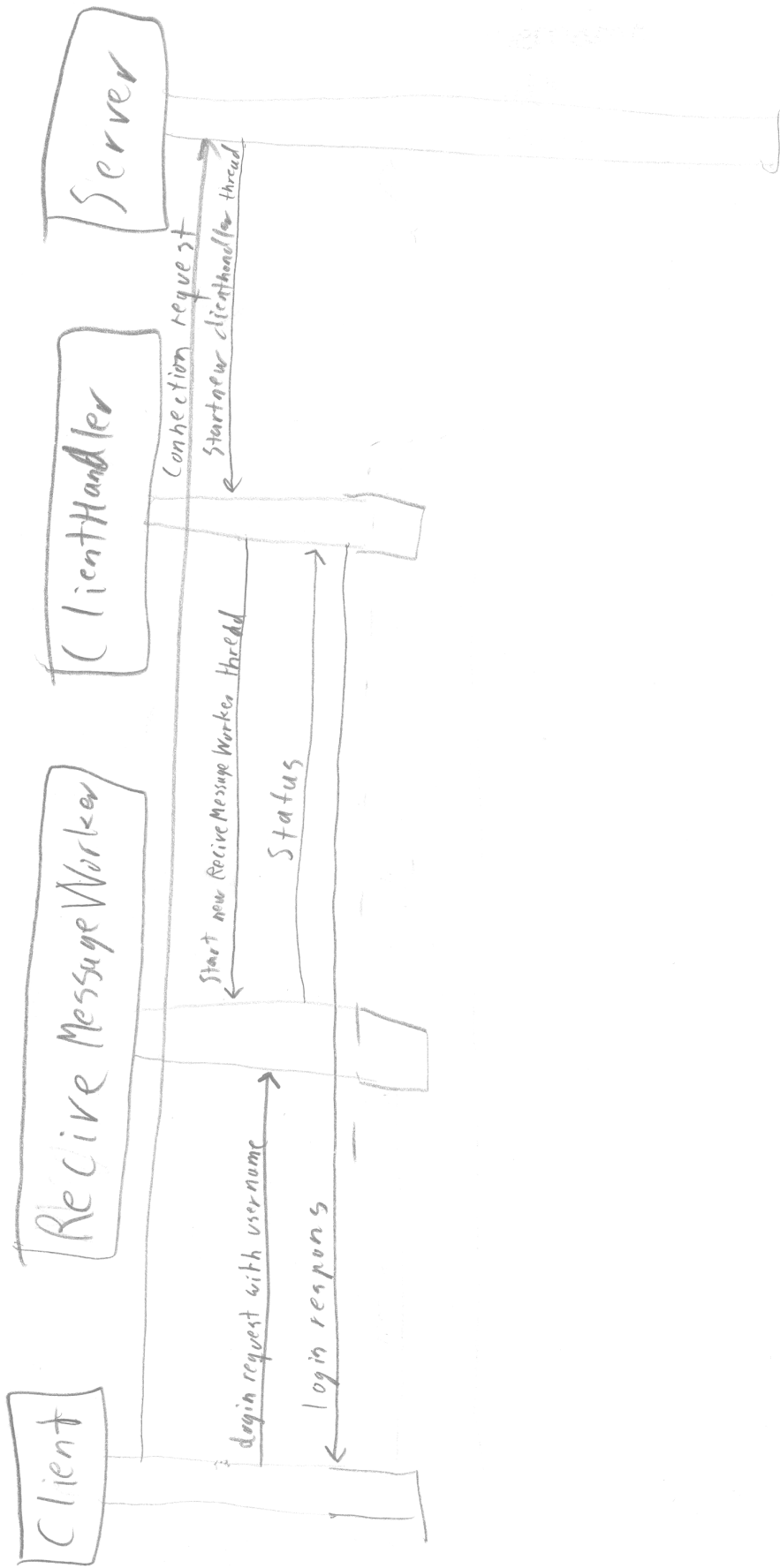
1. The server responds to the client with: "logout"  
<username>

Exceptions:

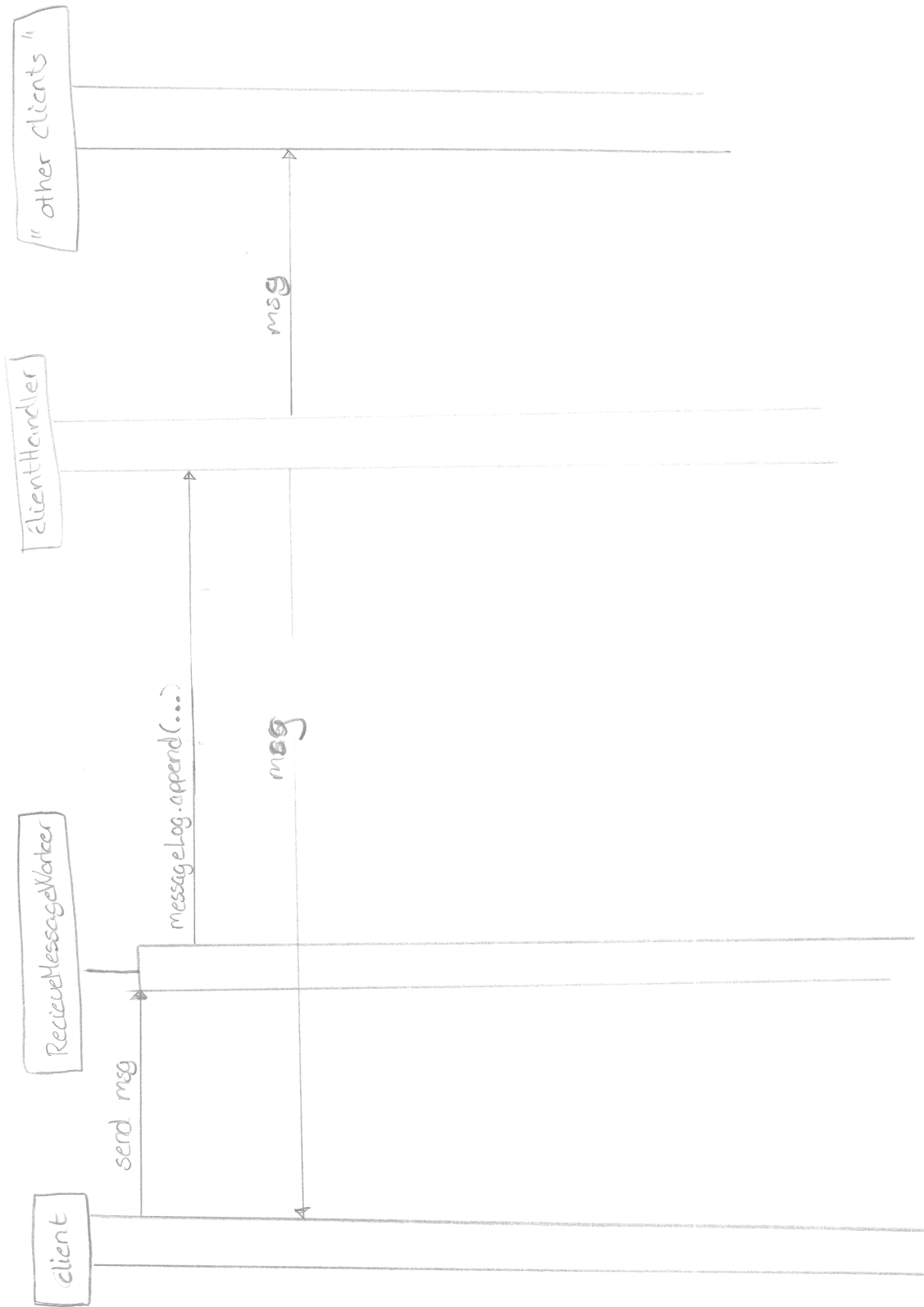
- 1.a. The client is not logged in.

1. The server responds with: "logout"  
"Not logged in!"  
<username>

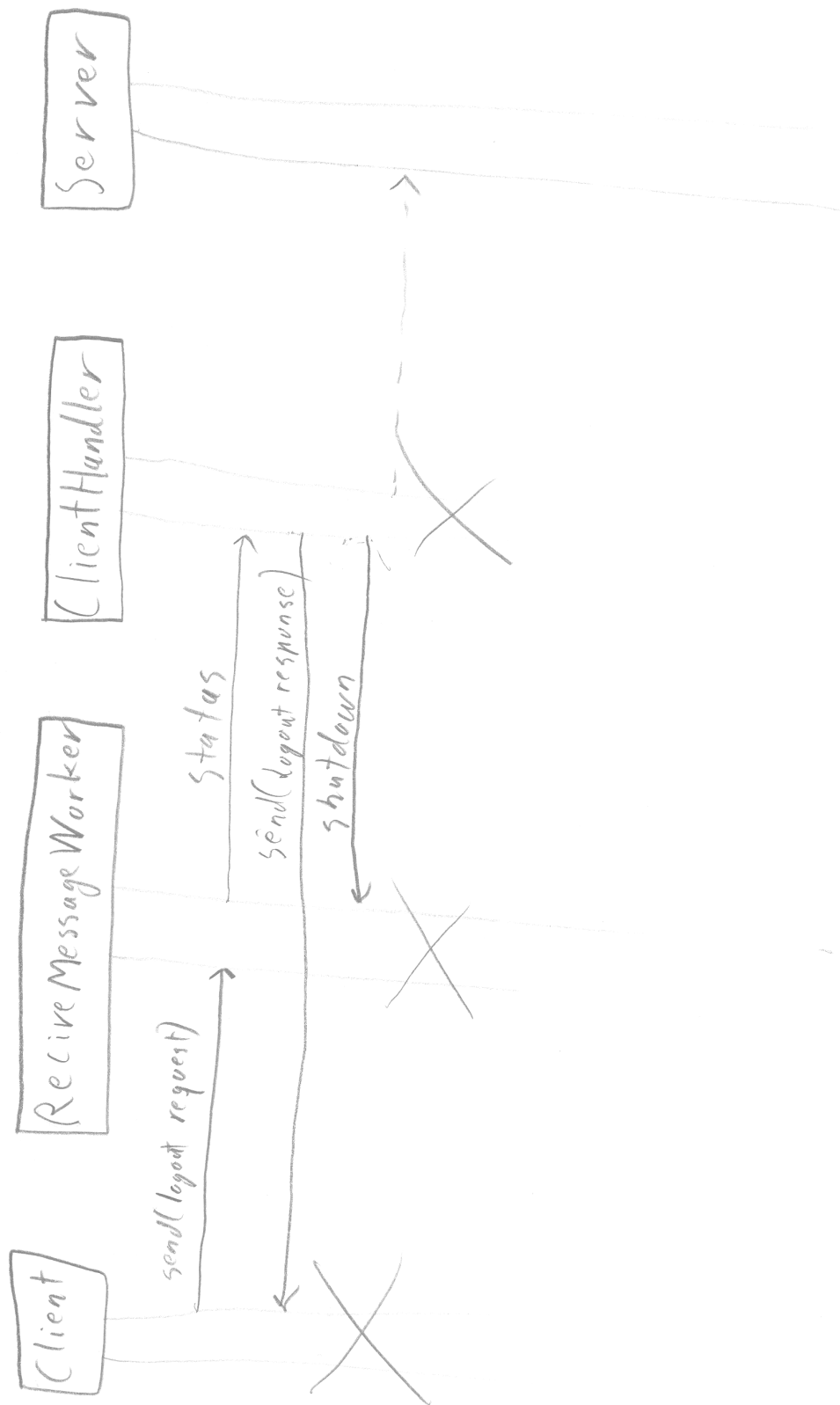
# login, ui - screens diagram



# Send Message Sequence Diagram



# logout sequence diagram



Klasse diag, seq diag, text.

