We ‘ll need to work according to these following commends

The json file will contain Function string that ‘ll have the functionality we want to make and the functionality parameters are json object inside the json itself.

|  |  |  |
| --- | --- | --- |
| Function | Content | What will it do ? |
| connection | Boolean: true/false  If true then you are connected  If false then you are logged out or closed your app | Send it every 1 min to ensure to the server that your are still connected |
|  | Id: an identification no to indicate that is you (we could assign that at the beginning when the user sign in and send that no to him |  |
|  |  |  |

Action Controller : responsible to get decode the functionality of the received message

Create Room:-

client sends his nickname, room name and password of the room, first thing the server try to make room if he faild then there is a room with this name, send back to user to make another name ,

If it’s created correctly then we get room id and send back to client to save this id in his app

While that is happening we insert connection to the connection table so the user enter the group chat

Join Room :-

client sends his nickname, room name and password of the room and implicitly the ip of the client got in the server end, first thing the server try to search for a room with this name and password if he failed then send back to user to check name/ password,

if it’s found then check if there is a user with the same if not insert connection to the connection table so the user enters the group chat

then send back to the user room id

Chat:-

When client write a message, client sends the message with nickname, roomid and message itself

Room id : to get all the users in the connection table with this room id and get all of their ips

Nickname : to send it to users on the room

After you get the response from database server then make a while loop and send to all the users on the ip the message and nickname

Leave group chat:-

There are several situations make the client leave the chat :-

1) didn’t send connected message every 20 sec so the server ‘ll delete every 30 sec all the connections table that have passed 30 sec without update

2) user could delete himself if he got a way to send a message to sever to exit the room