

COMP 504: Graduate Object-Oriented Programming and Design

Lecture 23: Chat App Use Cases cont.

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<https://www.clear.rice.edu/comp504>



Announcements & Reminders

Hw #4 due Wed. Oct. 21st at 11:59pm



Use Cases

- A use case is an example of how a user might interact with an application
- Design and develop an application by collecting as many use cases as possible
- Use case set informs developer what interfaces are needed to build system



UML Diagrams

- Reflect possible use cases in the system
- Use cases drive interface
 - Interface does not constrain use cases
 - Construct use cases before designing system
- Explain how your system works
 - Customer uses UMLs to understand interfaces within system



Chat Rooms

- Chat rooms allow people with shared interests to communicate
 - send and receive messages
 - restrictions on who can join the chat room (imposed by owner)
 - users can create chatrooms (owner)
- Each user is simultaneously running their own instance of a chat room
- User can chat with multiple people in a room (joined room)
- User can chat with multiple people in different rooms (joined multiple rooms)



Use Cases: Creating a Chat Room

Admin:

Determines who joins the room
Removes someone from the room

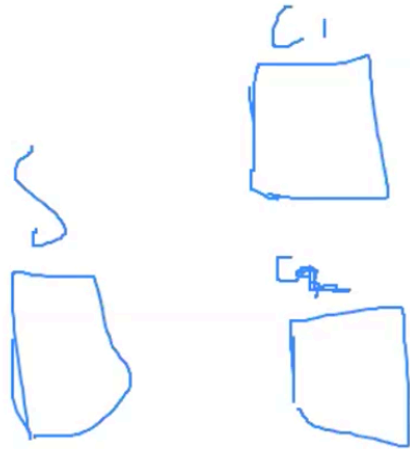
Mute, Ban

Approval process for Admin

Delete Room Delete Posts

Rights

Mult accounts



Create:

Everyone (admin is creator)

Quota for Rooms

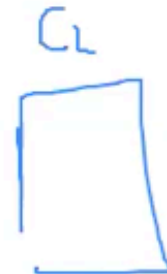
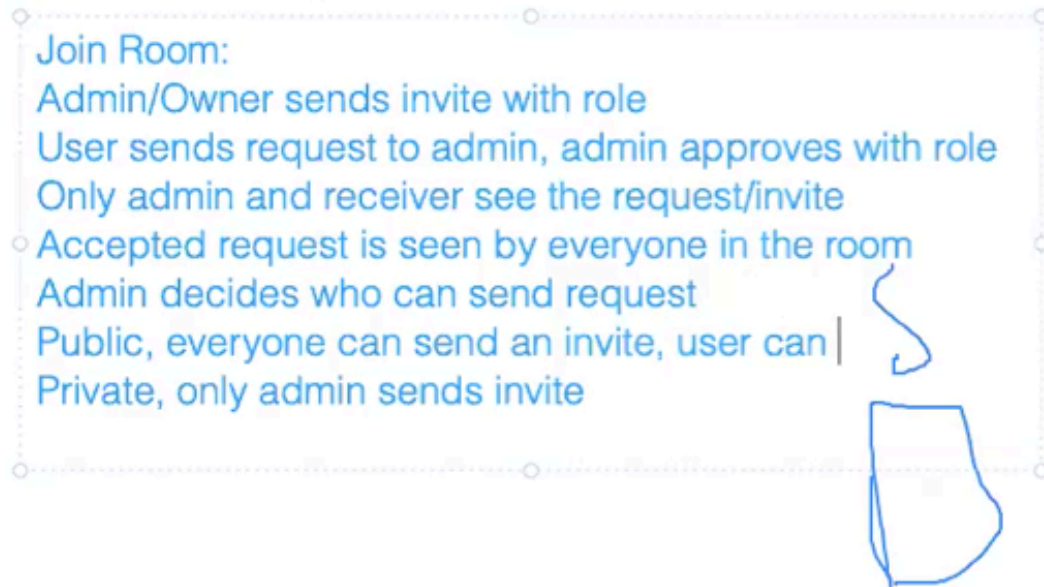
Owner initially added

○ Private, public

○ Contacts, General Chat (Lobby) - all rooms/public, Name room, topics - games (rooms, users)

Use Cases: Joining a Chat Room

Mult accounts



Use Cases: Sending a Chat Room Message



Use Cases: Leaving a Chat Room

