

COMP 504: Graduate Object-Oriented Programming and Design

Lecture 22: Chat App Use Cases

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



Announcements & Reminders

- Quiz #3 (Command, Visitor, Strategy) **today** Wed. Oct. 14th at 11:59pm
- Hw #3 UI Peer Review due Thu. Oct. 15th at 11:59pm
- Hw #4 due Wed. Oct. 21st at 11:59pm



Teams

- **Team A**

- Yixuan Bian (team lead)
- Jianan Ding (tech lead)
- Leyi Du (doc lead)
- George Chan (dev)
- Siting Chen (dev)
- Xi Cheng (dev)

- **Team B**

- Al Hirani (team lead)
- Zhanhua Huang (tech lead)
- Hongyu Ji (doc lead)
- Lars Chiang (dev)
- Zihui Deng (dev)
- Yolanda Du (dev)

- **Team C**

- Baekjun Kim (team lead)
- Yuyang Luo (tech lead)
- Amir Safaei (doc lead)
- Jian Fang (dev)
- Shunchao Gao (dev)
- Songyue Han (dev)



Teams

- **Team D**

- Alex Liapis (team lead)
- Yang Mi (tech lead)
- Dingyu Wang (doc lead)
- Minyu Jiang (dev)
- Dingjia Li (dev)
- Jiamin Liu (dev)

- **Team E**

- Yizhi Hu (team lead)
- Christine Tharian (tech lead)
- Tianhao Wang (doc lead)
- Xuan Liu (dev)
- Yihai Long (dev)
- Mingke Ma (dev)

- **Team F**

- Yuting Chen (team lead)
- Bangju Wang (tech lead)
- Donghui Zhang (doc lead)
- Tao Mao (dev)
- Xinqi Ou (dev)
- Liuhao Ouyang (dev)



Teams

- **Team G**

- Max Ding (team lead)
- Ruitao Xu (tech lead)
- Xurui Zhang (doc lead)
- Bibin Sebastian (dev)
- Leyi Qiang (dev)
- Guoming Sun (dev)

- **Team H**

- Vivek Goddu (team lead)
- Bowen Yang (tech lead)
- Junjie Zhao (doc lead)
- Kuangyuan Sun (dev)
- Haoyu Wang (dev)
- Yixin Wu (dev)

- **Team I**

- Xiao Xia (team lead)
- Zhijian Yao (tech lead)
- Weiwei Zhou (doc lead)
- Xinru Xiao (dev)
- Xuyang Xiao (dev)
- Wenlong Yan (dev)



Teams

- **Team J**

- Siyu Xie (team lead)
- He Wang (tech lead)
- Huijia Zhu (doc lead)
- Pengyu Zhang (dev)
- Su Zhang (dev)
- Suyue Zhang (dev)

- **Team K**

- Chaoran Yang (team lead)
- Zequn Jiang (tech lead)
- Fangzheng Zhou (doc lead)
- Yi Zhou (dev)
- Ningning Zhu (dev)



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



Use Cases: Joining a Chat Room



Use Cases: Sending a Chat Room Message



Use Cases: Leaving a Chat Room

