**Projet COO**

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Vocabulaire :

* chat: little window to write/read message with active people
* agent: global application on one computer
* network: total of agents on deployed computers
* account: one pseudonyme used by one user

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| nb | use case | objectif, prérequis, description, moment de déclenchement |
| 1 | Launch Application |  |
| 2 | alert too much active users  (max 100 000) |  |
| 3 | ask pseudonyme |  |
| 4 | checkUnicity |  |
| 5 | show us and identify active users |  |
| 6 | modify pseudonyme |  |
| 7 | inform others users |  |
| 8 | select active user |  |
| 9 | start the chat |  |
| 10 | count chat in the agent  (max 50) |  |
| 11 | count chat amount among network  (max1000) |  |
| 12 | show alert message |  |
| 13 | return chat history |  |
| 14 | open the chat |  |
| 15 | reduce the chat |  |
| 16 | send message | Goal : This use case describes the receiving of a message from a remote user  Precondition: the user is connected, the remote user is in the ConnectedUserList  MomentdeDéclenchement: send button |
| 17 | receive message | Goal : This use case describes the sending of a message to a remote user by the local user via the chat system.  Precondition: the user is connected, the remote user is in the ConnectedUserList  MomentdeDéclenchement: nothing |
| 18 | register in the chat history |  |
| 19 | check available memory and manage it |  |
| 20 | terminate the chat | Goal : This use case describes the disconnection of the user to the Communication system  Precondition: the user is connected  MomentdeDéclenchement: log\_out button |
| 21 | quit application |  |
| 22 | show us non active |  |
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