Aplicatia de chatroom este folosita de oricine isi doreste sa vorbeasca cu ceilalti utilizatori ai aplicatiei. Utilizatorii pot trimite mesaje care sa fie vazute de toata lumea sau isi pot face prieteni carora sa le trimita “soapte”, mesaje pe care doar destinatarul le poate vedea. Pentru chatroom exista si moderator, care poate lua permisiunea utilizatorilor de a trimite mesaje.

* Iteratia 1:
  + Authenticate
  + Register
  + Send Message
* Iteratia 2:
  + Send Friend Request
  + Handle Friend Request
  + Send Whisper
* Iteratia 3:
  + Remove Friend
  + Mute User

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| ID and name | UC1 – Send Message | | |
| Primary Actor | User | Secondary Actors |  |
| Description | Every authenticated user or moderator is able to send messages in the chat room for everyone online to see. | | |
| Trigger | After writing text in the destined text are press Enter or the send button below. | | |
| Preconditions | PRE1: User or moderator is logged into their account.  PRE2: Text area is not empty and is a valid message (not starting with ‘/’ character reserved for commands) | | |
| Postconditions | POST1: Message is sent to all the active users and Moderators. | | |
| Normal flow | 1. Send message: 2. Actor writes desired message in the message text area. 3. Actor presses the Enter key while the focus is on the text area or presses the send button. 4. System confirms that the text is an actual message and not a command. 5. The message is displayed in the chat for everyone. | | |
| Alternative flows | At step 3. the System detects a command and reacts accordingly. | | |
| Exceptions | 1.0.E1: User is muted. | | |

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| ID and name | UC2 – Send Whisper | | |
| Primary Actor | User | Secondary Actors | Moderator |
| Description | A whisper is a message that is seen only by the desired receiver. Every user can send whispers towards their active friends. Users can not whisper to people that are not in their friend list. Moderators can whisper with everyone. | | |
| Trigger | Using the command “/w friend\_name message” or generate the “/w friend\_name” by clicking on the friend in the friend list. | | |
| Preconditions | PRE1: User or moderator is logged into their account.  PRE2: Text area contains the correct command. | | |
| Postconditions | POST1: Message is sent to the desired friend. | | |
| Normal flow | 2.0 Send Whisper:   1. Actor writes the command with the desired message in the message text area. 2. Actor presses the Enter key while the focus is on the text area or presses the send button. 3. System confirms that the text is an actual whisper command. 4. The message is displayed in the chat for everyone. | | |
| Alternative flows | If the command is not written correctly the Actor should retry from step 2.0.1. | | |
| Exceptions | 2.0.E1: User is muted.  2.0.E2: Receiver is not online.  2.0.E3: Receiver is not a friend. | | |

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| ID and name | 3.0 – Send Friend Request | | |
| Primary Actor | User | Secondary Actors | Moderator |
| Description | Actors can send friend requests towards other online users. | | |
| Trigger | Select someone in the active users list and press the send friend request button or use the “/sfr user\_name” command (sfr – send friend request). | | |
| Preconditions | PRE1: User or moderator is logged into their account. | | |
| Postconditions | POST1: Request is sent towards the desired user. | | |
| Normal flow | 3.0 Send Friend Request   1. Actor types the command in the message text area or selects the desired person in the active users list. 2. Actor sends the request. | | |
| Alternative flows | None | | |
| Exceptions | 3.0.E1: If the request is sent by command, the target needs to be online.  3.0.E2: If the request is sent by command, the target must not be a friend already. | | |

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| ID and name | 4.0 – Handle friend request | | |
| Primary Actor | User | Secondary Actors | Moderator |
| Description | Actors can accept or decline friend requests from the requests list or from the text area by typing “/command user\_name” command (commands: afr – accept friend request AND dfr – decline friend request) | | |
| Trigger | Open the friend requests, select the friend request and press the accept or decline button. | | |
| Preconditions | PRE1: User or moderator is logged into their account. | | |
| Postconditions | POST1: Requests disappears from the friend requests list and the user appears in the friend list. | | |
| Normal flow | 1. Handle Friend Request 2. Actor selects the friend request in the requests list. 3. Actor accepts or declines the friend request. | | |
| Alternative flows | None | | |
| Exceptions | 4.0.E1: If the request is handled by command, the request must exist. | | |

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| ID and name | 5.0 – Remove Friend | | |
| Primary Actor | User | Secondary Actors | Moderator |
| Description | Users can remove friends from their friend list. | | |
| Trigger | Select the friend in the friend list and press the remove button. | | |
| Preconditions | PRE1: User or moderator is logged into their account. | | |
| Postconditions | POST1: Friend disappears from the friend list. | | |
| Normal flow | 5.0 Remove Friend   1. Actor selects the friend in the friend list. 2. Actor presses the remove button. | | |
| Alternative flows | None | | |
| Exceptions | None | | |

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| ID and name | 6.0 – Mute User | | |
| Primary Actor | Moderator | Secondary Actors | None |
| Description | Moderators can mute users if they consider it fit by using the command “/mute user\_name time” (time is in seconds). | | |
| Trigger | Moderator writes this command in the chat. | | |
| Preconditions | PRE1: Moderator is logged into their account.  PRE2: Actor is a moderator. | | |
| Postconditions | POST1: the target is muted for how many seconds there were specified in the command. | | |
| Normal flow | 6.0 Mute User   1. Moderator writes the command in the message text area. 2. Moderator sends the command. | | |
| Alternative flows | None | | |
| Exceptions | 6.0.E1: The target is not online. | | |

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| ID and name | 7.0 – Register | | |
| Primary Actor | User | Secondary Actors | None |
| Description | A person that desires to use the chat room must create an account first. They must provide a username and a password for their account. | | |
| Trigger | Press the Click here hypertext in the log in window destined for registration. After that fill in the username and the password and press the register button. | | |
| Preconditions | PRE1: Username not taken.  PRE2: Password between 5 and 15 characters. | | |
| Postconditions | POST1: The account is created. | | |
| Normal flow | 7.0 Register   1. New user wants to create account. 2. They introduce the credentials. 3. They press the register button. 4. After 3 seconds they are returned to the Log in window if the account was created successfully. | | |
| Alternative flows | The account is not created successfully so the user must go back to step 2. | | |
| Exceptions | None | | |

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| ID and name | 8.0 – Authenticate | | |
| Primary Actor | User | Secondary Actors | Admin |
| Description | User logs into their account. | | |
| Trigger | Introduced credentials and presses log in button. | | |
| Preconditions | PRE1: The account with the given credentials exists. | | |
| Postconditions | POST1: User is logged into their account. | | |
| Normal flow | 8.0 Authenticate   1. User introduced username. 2. User introduced password. 3. User presses log in button. 4. System validates the account. | | |
| Alternative flows | System does not find the account introduced valid, so the user must go back to step 1. | | |
| Exceptions | None | | |