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 trimite “soapte”, mesaje pe care doar destinatarul le poate vedea. Pentru chatroom exista si moderator, care poate lua permisiunea utilizatorilor de a trimite mesaje sau le poate interzice de a mai accesa aplicatia prin “ban”.

* Iteratia 1:
  + Authenticate
  + Register
  + Send Message
* Iteratia 2:
  + Ban User
  + Send Whisper
* Iteratia 3:
  + Mute User
  + Unmute User

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| ID and name | UC1 – Send Message | | |
| Primary Actor | Chatter | Secondary Actors |  |
| Description | Every authenticated user can 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: Chatter 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. | | |
| 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 | Chatter | Secondary Actors |  |
| Description | A whisper is a message that is seen only by the desired receiver. Every chatter can send whispers towards other users. | | |
| Trigger | Using the command “/w username message. | | |
| Preconditions | PRE1: User is logged into their account.  PRE2: Text area contains the correct command. | | |
| Postconditions | POST1: Message is sent to the desired user. | | |
| Normal flow | 2.0 Send Whisper:   1. Actor writes the command with the desired message in the message text area. 2. Actor presses the send button. 3. System confirms that the text is an actual whisper command. 4. The message is displayed in the chat for the target user and the sender. | | |
| 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. | | |

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| ID and name | UC3 – Mute User | | |
| Primary Actor | Moderator | Primary Actor | Moderator |
| Description | Moderators can mute users if they consider it fit by using the command “/mute username”. | | |
| 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. | | |
| Normal flow | 3.0 Mute User   1. Moderator writes the command in the message text area. 2. Moderator sends the command. | | |
| Alternative flows | Command has no effect if target is already muted. | | |
| Exceptions | 3.0.E1: The target is not online.  3.0.E2: The command has more than what is necessary (the command and the username). | | |

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| ID and name | UC4 – Unmute User | | |
| Primary Actor | Moderator | Secondary Actors | None |
| Description | Moderators can mute users if they consider it fit by using the command “/unmute username”. | | |
| 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 unmuted. | | |
| Normal flow | 4.0 Mute User   1. Moderator writes the command in the message text area. 2. Moderator sends the command. | | |
| Alternative flows | Command has no effect if target is already unmuted. | | |
| Exceptions | 4.0.E1: The target is not online.  4.0.E2: The command has more than what is necessary (the command and the username). | | |

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| ID and name | UC5 – Ban User | | |
| Primary Actor | Moderator | Secondary Actors | None |
| Description | Moderators can ban users if they consider it fit by using the command “/ban username”. | | |
| 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 banned. | | |
| Normal flow | 5.0 Mute User   1. Moderator writes the command in the message text area. 2. Moderator sends the command. | | |
| Alternative flows | None | | |
| Exceptions | 5.0.E1: The command has more than what is necessary (the command and the username). | | |

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| ID and name | UC6 – Authenticate | | |
| Primary Actor | Chatter | Secondary Actors |  |
| 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 | 6.0 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 | | |

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| ID and name | UC7 – Register | | |
| Primary Actor | User | Secondary Actors |  |
| 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 | | |