

High Level Design

Terminology

Chat Room

A virtual environment in which users can post their messages and read the messages written by other users.

User

A person who interacts with the system.

Nickname

A familiar or humorous name the user uses to identify himself.

Registration

The act of recording user details.

Login

The act of signing into the system by the user.

Message

The text which the user delivers. Message content is limited to 150 characters.

Message Frame

A written communication sent between the users of the system. A wrapper for a message.

Handler

Responsible for all local data management.

Logger

A type with the main goal to document all system events and track errors.

Communication model

Requests

Send message request

A send message request is initiated by the user, the request is sent to the server, which assigns the message with a unique ID (GUID) and the server's timestamp.

Get 10 messages request

A get message request is initiated after each "send message request" and potentially can be initiated at any time. This type of request is intended to receive the last 10 messages stored on the server.

Actors

Users

A person connected to the chatroom using a client software, for sending and receiving messages. A user is identified by her group ID and a nickname that is unique to her group.

Assumptions

- access devices – windows powered computer.
- expected peak numbers of users – Designated server traffic limit dependent.

HLD FlowChart - MileStone1

