Send Message

Use Case ChatAppClient

| Main Path: | Alternative Path: |
| --- | --- |
| 1. The client has ran the GUI and the network. The network is holding a connection |  |
| 1. The user types text he wants sent, in the text field | 2.1 The user attempts to use semi colon which is an illegal character because the interpreter splits using semi colons. This will cause an pop up box and clears the text field without any errors |
| 1. The client sends the message when the enter button is pressed while interacting with the text field or the send button is pressed |  |
| 1. The input is checked as user input | 4.1 The user put a “/” at the beggining signaling a command use |
| 1. The message is sent to the server using a server side command with the name, id, and text area |  |
| 1. The server receives the message and broadcasts the message |  |