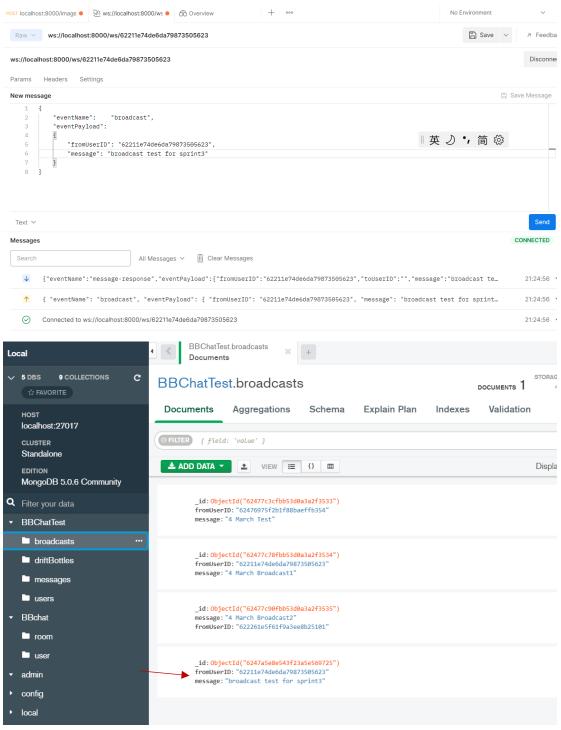
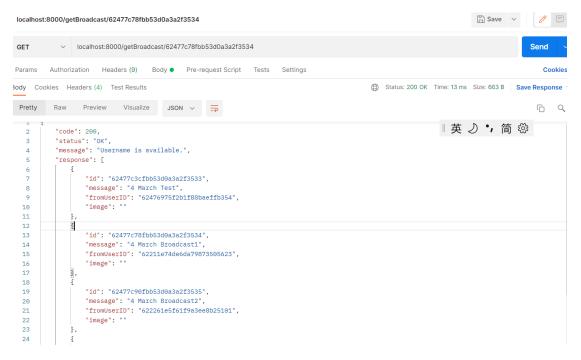
1. Broadcast:

a) send broadcast message

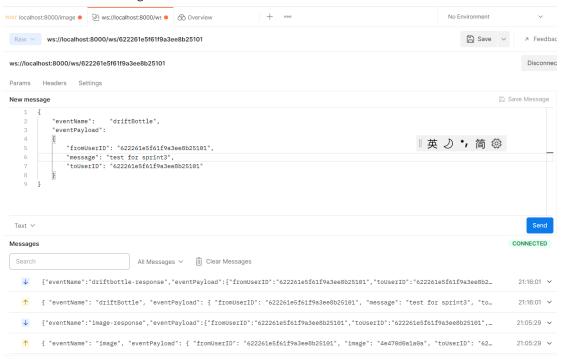


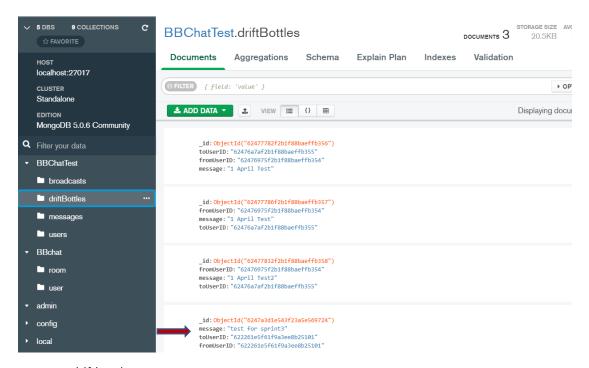
b) get broadcast message



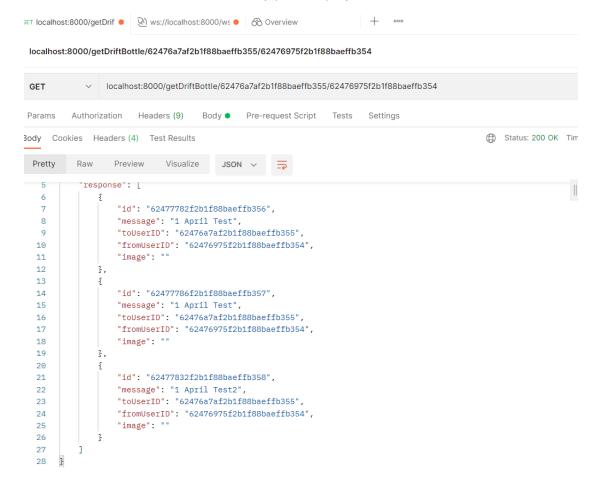
2. DriftBottle

a) send driftbottle message to a random user





 user get driftbottle messages
although here we could see the from and to user ID, but they will not be showed in front end. The ToUserID will be randomly picked up by the front side codes.



3. image

frontend send image as binary files and backend stores image in the message collection in binary format.

