

Milestone 3

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.

Login/Register Window

A window for users to register and login.

Chatroom Window

A window for users to read the messages as well as manipulate their display.

DataBase model

Requests

Send message request

Writes a new message to the DB.

Get 200 messages request

Gets the last 200 messages by given criteria.

Register User

Writes a new user to the DB.

Login User

Gets a user's id from the DB

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.