

# Milestone 2

## *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.



# 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.