**Notification Types**

1. **Message Notification:**

This notification is signal when a user (sender) sends a message to another (a receiver) and the receiver is not online. They are two types, depending on who the receiver is (or are); group message notification and individual message notification.

* 1. **Group Message Notification**

This notification is received by all members of group when a group message is sent.

* 1. **Individual Message Notification**

This notification is received by the receiver of a message during a two-way text message session.

1. **Contact Notification Request**

This notification is received by a user (quest) who have been invited to be a contact of another user (the host).

1. **Join Group Notification**

This notification is received by users who have been invited to join a group conversation.

Notifications, when they show up, when they are stored and when there are read

1. **At startup**

The notification table will be read at startup and updated to the UI. The availability of an un-serviced notification will be indicated by the count of the notification type. And the count will be show alongside the notification icon.

1. **At runtime**

At run time when a notification is sent the following happens

* The notification is stored to the database.
* And if the user is online, the notification is sent to the targeted receiver directly via the socket.
* When the user response to the notification the feedback will be sent to the sender (initiator) of the notification. And the proper actions will be taken depending of the response of the receiver.
  + **Message Notification:** The message should be displayed when the receiver clicks on the sender’s (or group) name.
  + **Join Group/Contact Request:** This notifications can either be accepted or rejected by the user. Upon acceptance the user will receiver (responder) will be add to the contact list of the user (or group, in case of “join group notification”).

1. **At sign out**