Milestone 2

#### **High Level Design**

This project is a GUI based chatroom client witch will connect to a remote server and enable using an online chatroom.

in here is the high level design documents.

# Terminology

# **Chat Room**

# A virtual environment in which users can post their messages and read the messageswritten 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.

## **Communication model**

#### **Requests**

**Send message request**

A send message request is initiated by the user, the request is sent to the server, which

assinges 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.

#### **login/register window**

the first window the program opens, it will generate all class instances and allow the user to register a new user or login to an existing one.

#### **Chatroom window**

The main window the user will use in order to send and receive messages.

in addition to basic send option the user will have the ability to sort messages by certain criteria (name, time and groupid name and time together.