Milestone 3

#### **High Level Design**

This project is a GUI based chatroom client witch will connect to a remote SQL 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.

## **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.

In addition, the user will now hold a password.

#### **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.

The user can now filter the displayed messages by certain features which are available to him.