Sending a Message

Client (Sender)

Receive Input → Encrypt Message / Connect to Server → Successful Connection?
- no → Alert User of Failed Connection
- yes → Send Message to Server

Server

Receive Message → Relay Message to New Client / Store Message in Database

Client (Sendee)

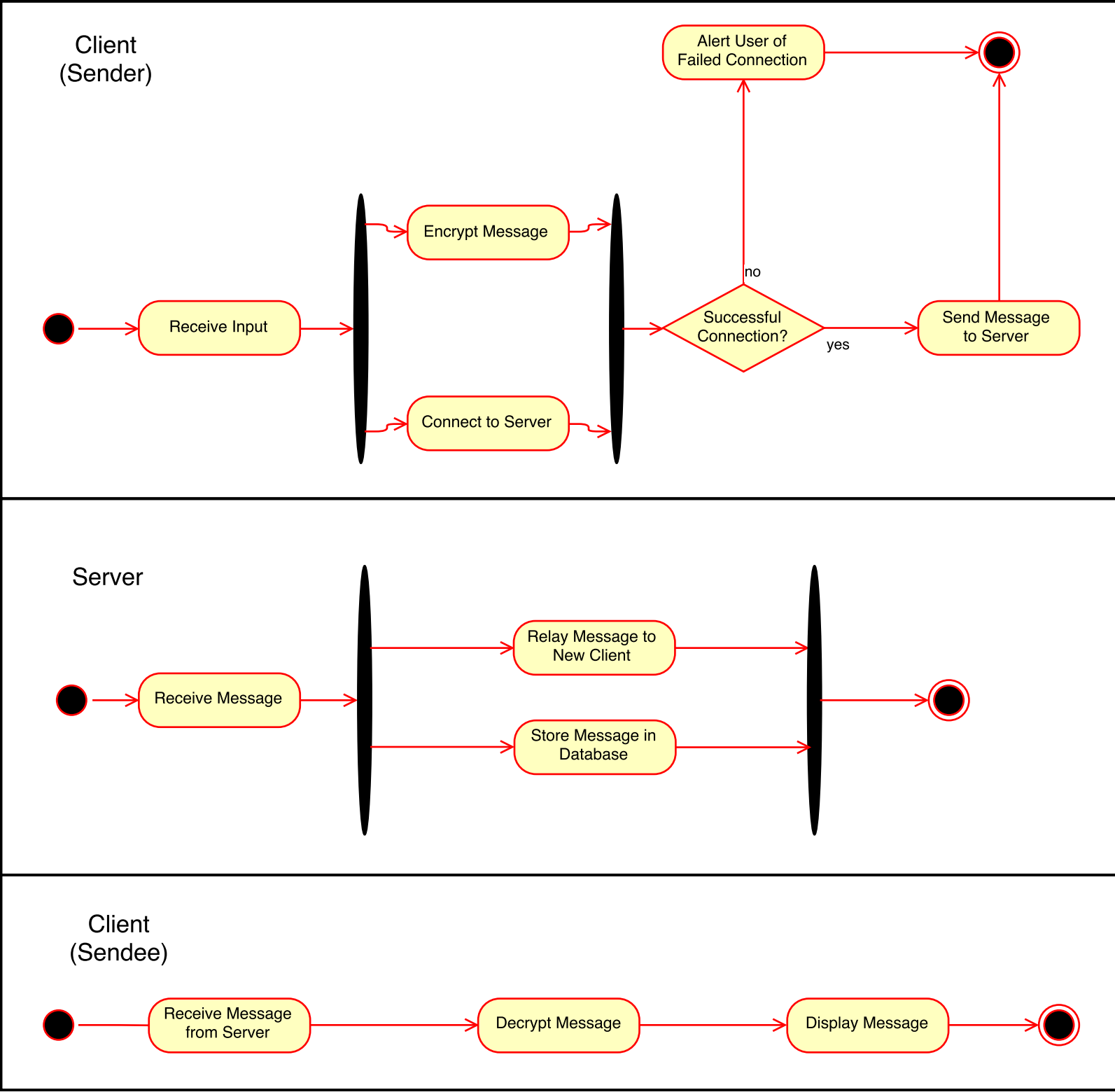Receive Message from Server → Decrypt Message → Display Message

Component Diagram - Server

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