# 2.14 Use Case: Peer-to-peer Chat

## Use Case: Peer-to-peer Chat

### ID: UC14

### Actors:

1. User

### Preconditions:

1. The user is authenticated.

#### Flow of Events:

- 1. The use case starts after the user selects the "Chat" option.
- 2. The system asks the user for a name (name of the person that the user is looking for).
- 3. The user enters the user's name.
- 4. The system searches for users that match the name.
- 5. If the system finds some matching users then,
  - 5.1. The system shows a list of matched users with a "Message" option beside each of these users' names.
- 6. If the user selects the "Message" option,
  - 6.1. If there exists previous chat history between them,
    - 6.1.1. The conversation will be displayed with a text dialog and a "Send" option.
- 7. If the user writes something in the text dialog and selects "Send",
  - 7.1. System will send the text to the other user.

**Postconditions:** The user will see that the conversation between them is updated with the latest text of the user.

### Alternative flow:

- 5.2 If the system cannot find any matching user,
  - 5.2.1 the system will tell that no matching user could be found.

Postconditions: The user will see an empty list.

### Alternative flow:

- 6.1.2 If there is no previous chat history between the users,
  - 6.1.2.1 the system will only show a text dialog and a "Send" option.

**Postconditions:** The user will see a conversation with only the recently sent text message.