sQuire: A Web Based Collaborative Editor

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February 3, 2016

Contents

Chapter 1

Application Domain Specification

1.1   Program Premise

Figure 1.1: Squire will be a web-based collaborative text editor that compiles java code in throwaway "rooms". Multiple users can edit and communicate in real time.

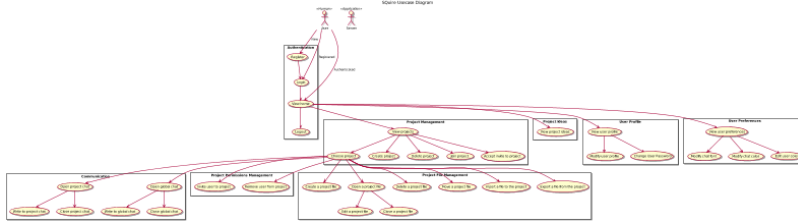Figure 1.2: A usecase diagram that shows all of sQuireś features.
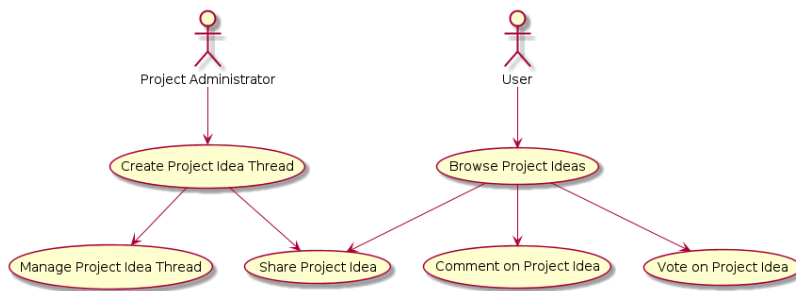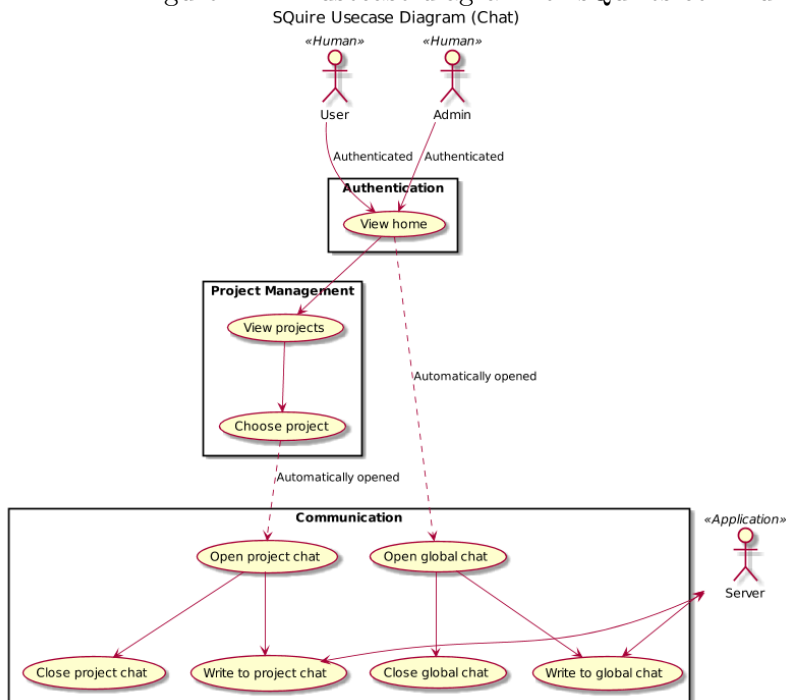

Figure 1.3: do me

Figure 1.4: A usecase diagram for sQuireś communication features.

1.2 Use Case Diagrams

1.2.1 Overview (jank6275)

1.2.2 Project Ideas (dani2918)

1.2.3 Communication (jank6275)

1.3 Use Case Descriptions

1.3.1 Communication (jank6275)

Open global chat (jank6275)

Actors:　　　　　User

Goals:　　　　　To open the global chat window.

Pre-conditions:　　User must be registered, signed in, and anywhere on website.

Summary:　　　　User clicks on open global chat and the chat opens, displaying chat history and updating when needed.

Related use cases:　Join project chat.

Steps:

　　1. User clicks open global chat.

　　2. Chat is notified that user has joined.

　　3. System displays global chat window.

Alternatives:　None.

Post-conditions:　None.

Close project chat (jank6275)

Actors:	User
Goals:	To close the project chat window.
Pre-conditions:	User must be registered, signed in, and in editor Mode.
Summary:	User clicks on close project chat and the chat window closes.
Related use cases:	Close global chat.
Steps:	

1. User clicks close project chat.

2. Chat is notified that user has left.

3. Client closes project chat window.

Alternatives:	None.
Post-conditions:	None.

Close global chat (jank6275)

Actors: User

Goals: To close the global chat window.

Pre-conditions: User must be registered, signed in, and anywhere on website.

Summary: User clicks on open global chat and the chat opens, displaying chat history and updating when needed.

Related use cases: Close project chat.

Steps:

1. User clicks close global chat.

2. Chat is notified that user has left.

3. Client closes global chat window.

Alternatives: None.

Post-conditions: None.

Write to project chat (jank6275)

Actors: User

Goals: To send text to project chat.

Pre-conditions: User must be registered, signed in, a project opened, with the project chat window open, and the text box selected.

Summary: User clicks in the project chat text box and then types a message then either presses enter or clicks the submit button. The text is displayed to all users in the chat, including the user.

Related use cases: Write to global chat.

Steps:

1. User clicks in the project chat box.

2. User types a message and then presses enter or clicks submit button.

3. Message is relayed to all clients with project chat open.

4. Message is displayed.

Alternatives: None.

Post-conditions: None.

Write to global chat (jank6275)

Actors: User

Goals: To send text to global chat.

Pre-conditions: User must be registered, signed in, anywhere on website, with the global chat window open, and the text box selected.

Summary: User clicks in the global chat text box and then types a message then either presses enter or clicks the submit button. The text is displayed to all users in the chat, including the user.

Related use cases: Write to project chat.

Steps:

    1. User clicks in the global chat box.

    2. User types a message and then presses enter or clicks submit button.

    3. Message is relayed to all clients with global chat open.

    4. Message is displayed.

Alternatives: None.

Post-conditions: None.

Modify chat font (jank6275)

Actors: User

Goals: To change a users font style inside the global and project chat.

*Pre-   User must be registered, signed in, the user settings window opened,
conditions:*   and the chat settings tab open.

Summary: The user clicks the settings menu and changes their font style for both
                     the project and global chat through a drop down box of available fonts.

Related use   Modify chat color.
cases:

Steps:

    1. User clicks the settings menu.

    2. User clicks chat settings tab.

    3. User clicks chat font drop down box.

    4. User clicks desired font.

    5. User clicks save.

    6. The user's selection is saved in the database.

    7. All further chat messages will use the selected font.

Alternatives: None.

*Post-   None.
conditions:*

Modify chat color (jank6275)

Actors:	User
Goals:	To change a users font color inside the global and project chat.
Pre-conditions:	User must be registered, signed in, the user settings window opened, and the chat settings tab open.
Summary:	The user clicks the settings menu and changes their font color for both the project and global chat through a drop down box of available colors.
Related use cases:	Modify chat font.

Steps:

1. User clicks the settings menu.

2. User clicks chat settings tab.

3. User clicks chat color drop down box.

4. User clicks desired color.

5. User clicks save.

6. The user's selection is saved in the database.

7. All further chat messages from the user will use the selected color.

Alternatives:	None.
Post-conditions:	None.