

Chat App API Design

Team - Sleepy Day

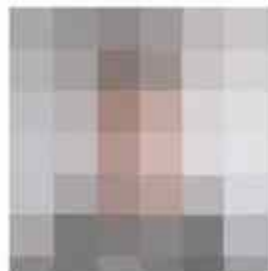
Overview

- Team & Project Quick Intro.
- User Case Analysis
- Message Flow based on WebSocket
- API design & Highlights

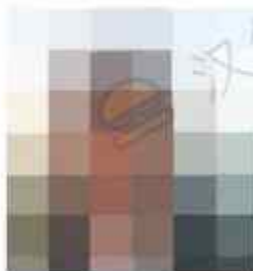
Team Introduction



Team Leader



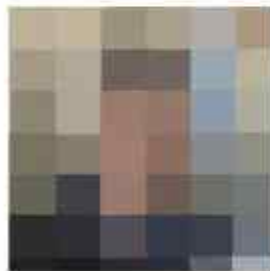
Tech Leader



Doc Leader



Backend Dev



Frontend Dev



Frontend Dev

Actions & options

Dark

Light

Invite friend

Add friend

Change Room

Edit name

Demo

<https://chatapp-team-sleepyday.herokuapp.com/>



 write some thing...



Requirement Specification

Basic Requirement

- Clients connect to the server
- Create an account
- Create a chat room
- Join a chat room
- Send a chat room message
-

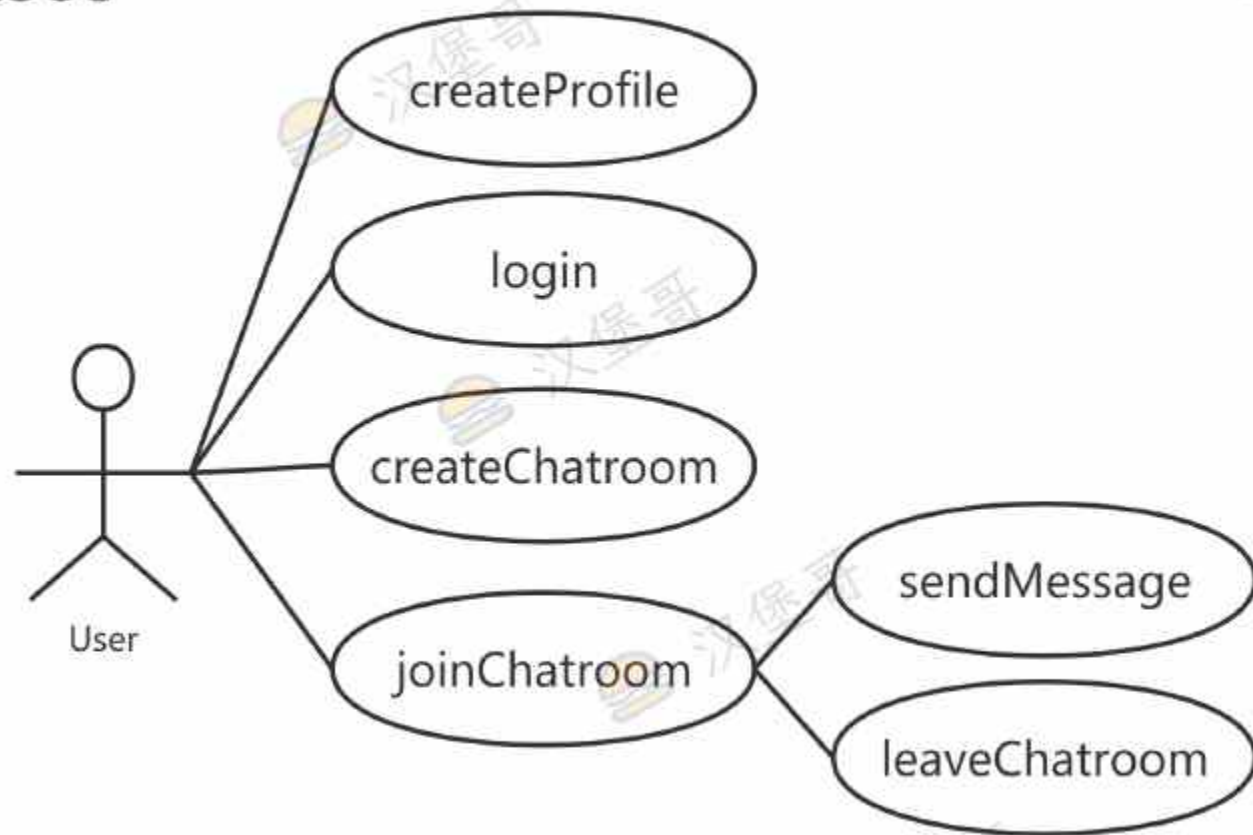
Our Chat app

- browsers show the area for user input
- pack the information and send it to the server via WebSocket
- Server initializes the room, setting all the information
- Use can choose chat room to join in
- Owner can send message to all people, others can send message between two users
-

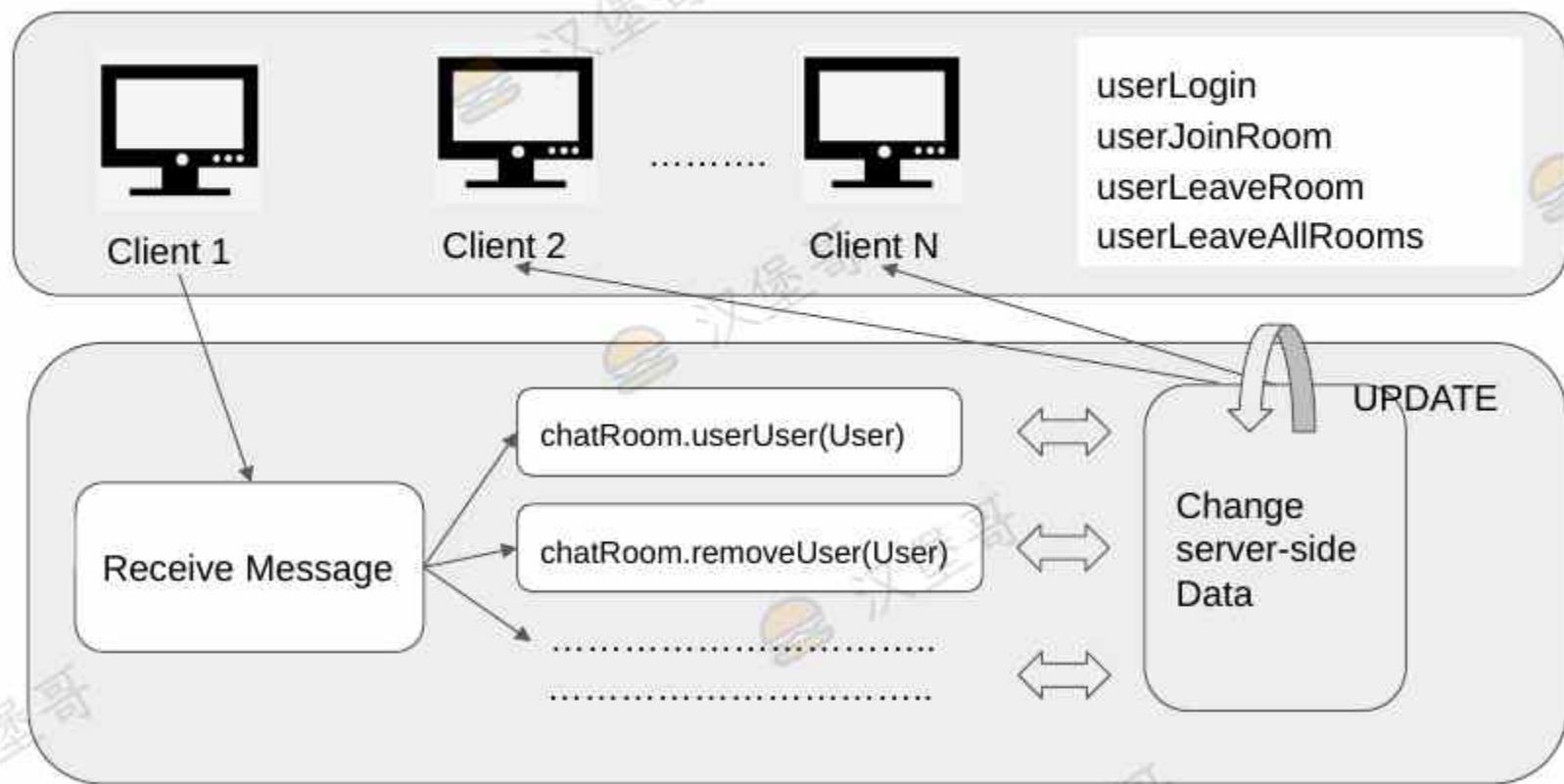
Use Cases

- Client connect to the server
- Creating account profile / Login
- Creating a chat room
- Joining a chat room
- Sending a chat room message
- A user leaves a chat room

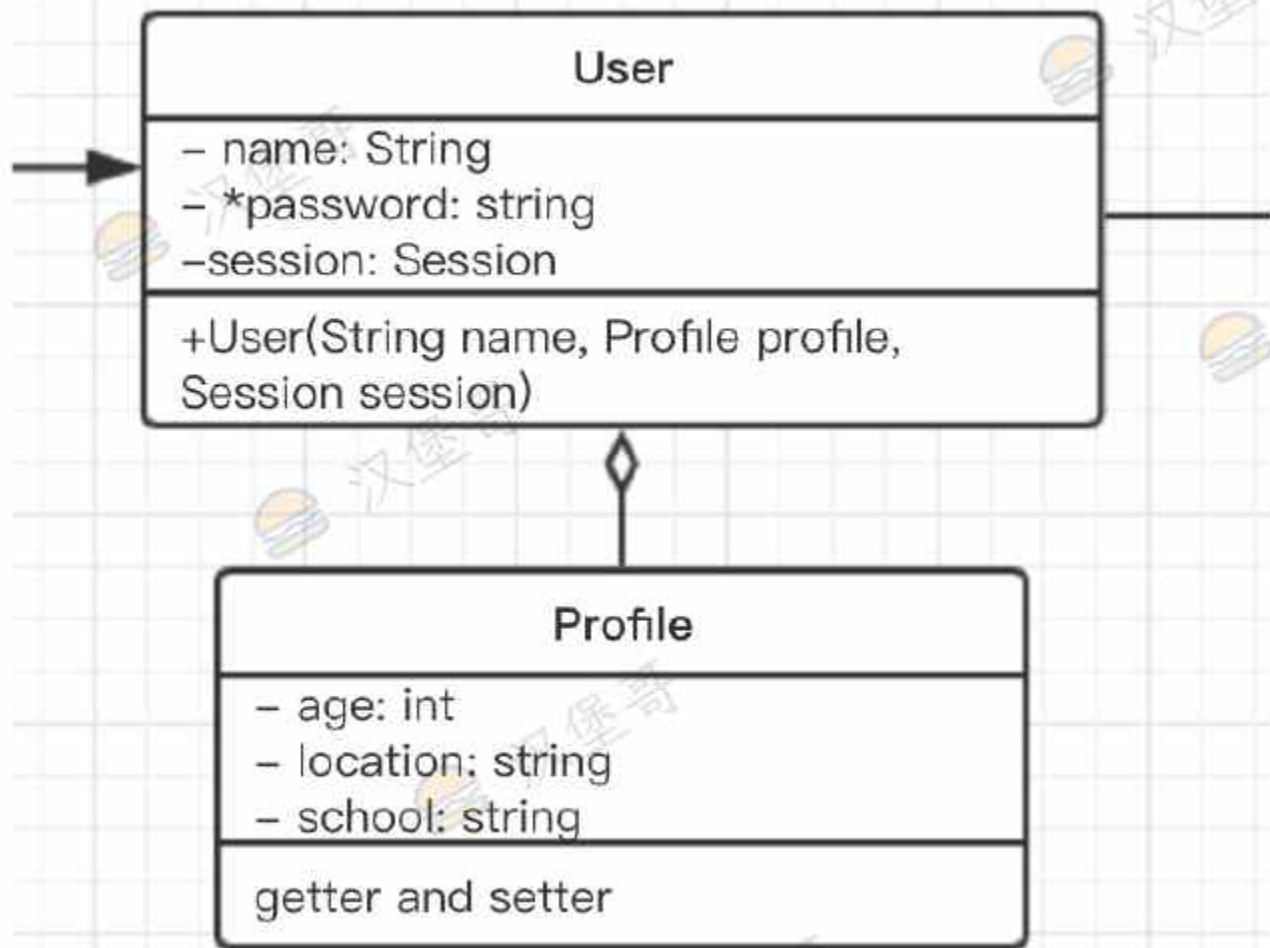
Use Cases



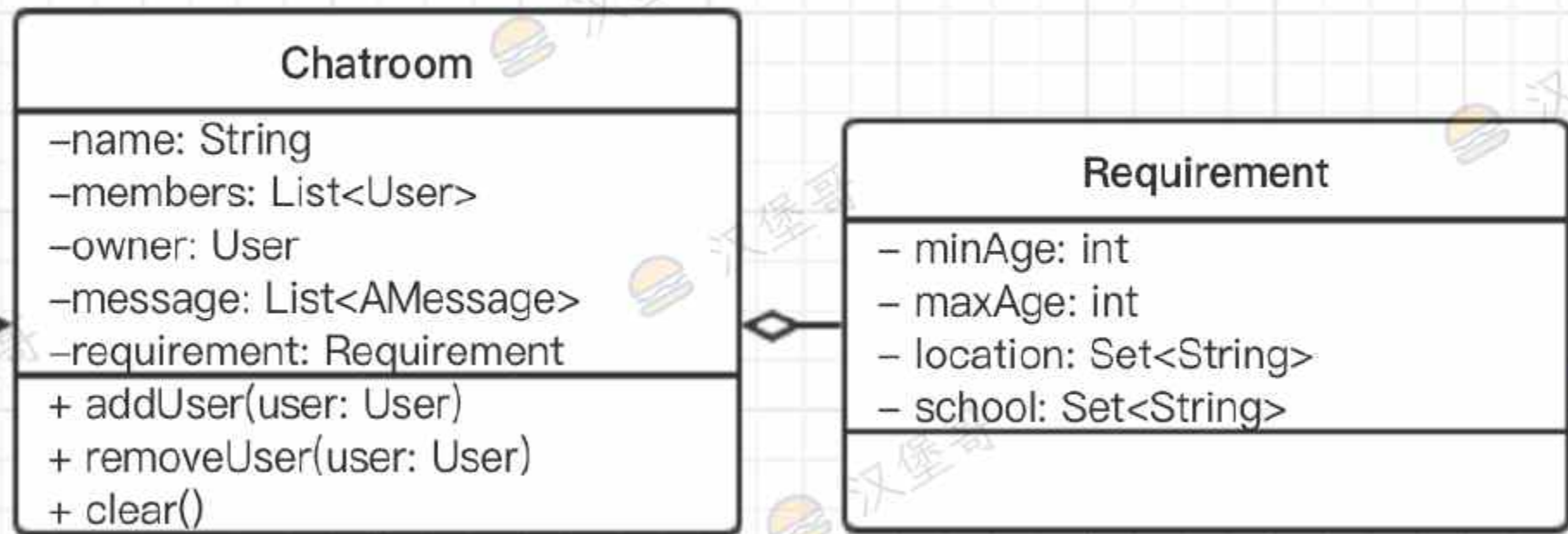
Message Flow



API design

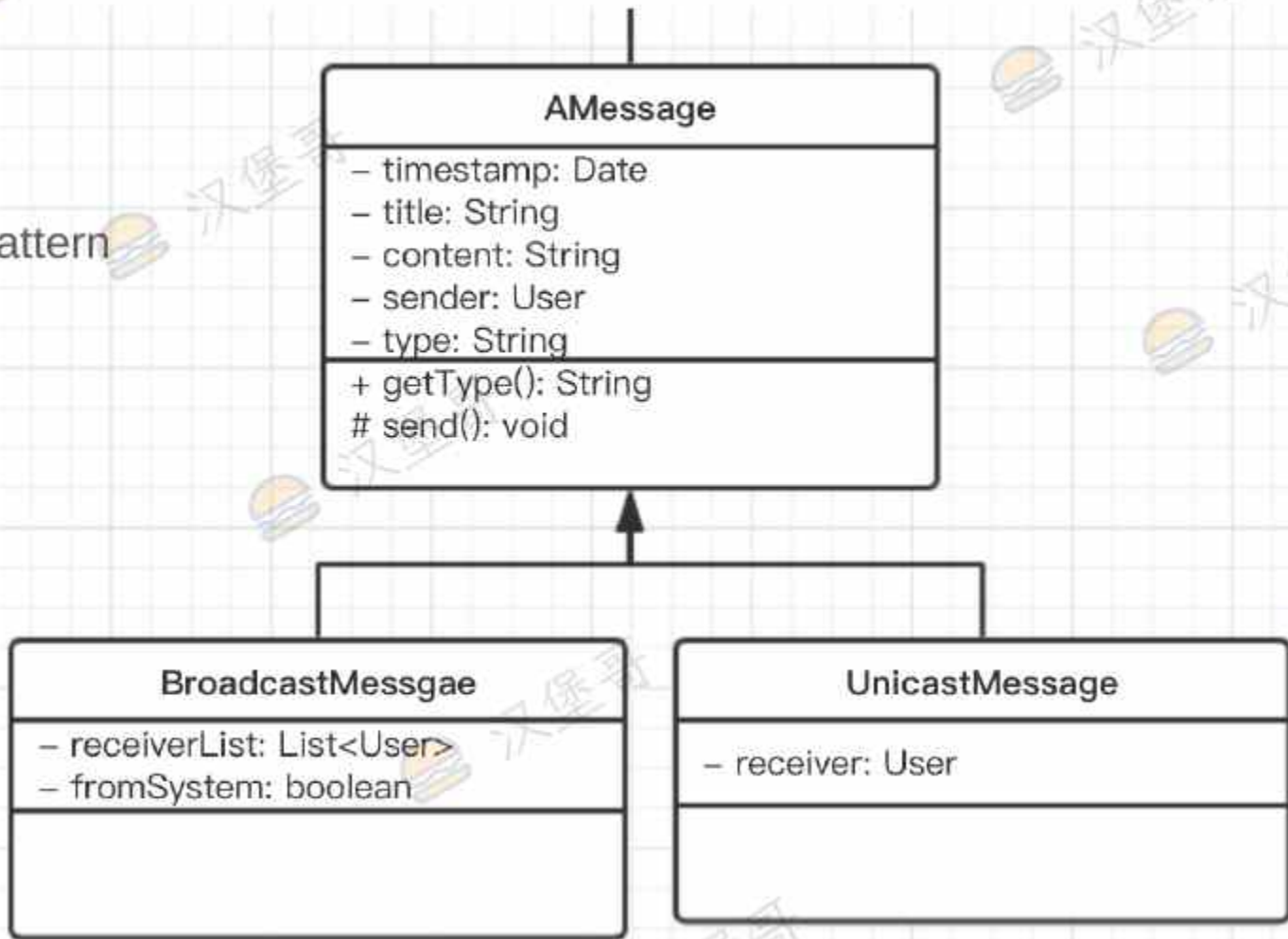


API design



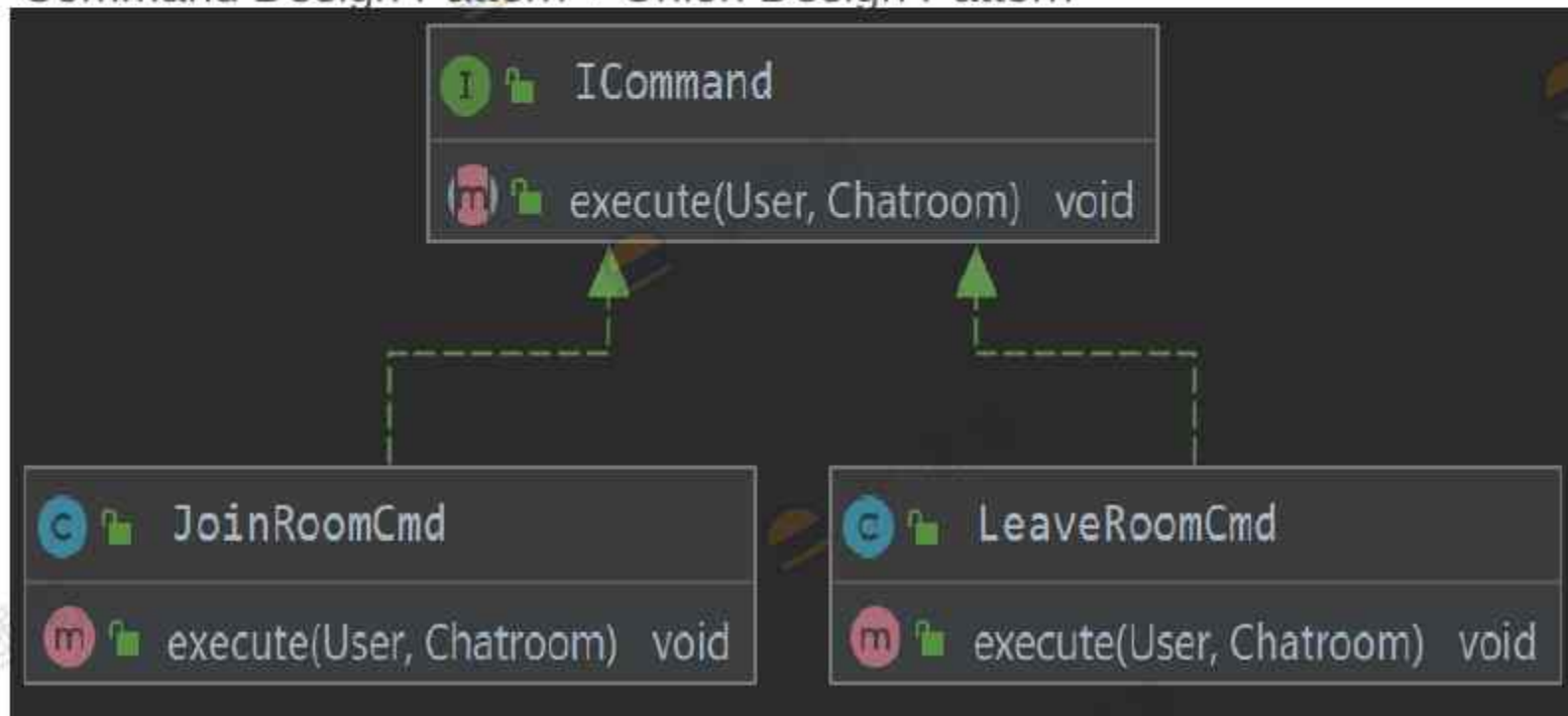
API design

- Union design pattern



API design

- Command Design Pattern + Union Design Pattern



API design

- Singleton

  ChatAppAdapter

  adapter

ChatAppAdapter

  getInstance()

ChatAppAdapter

 nameUserMap

Map<String, User>

 userChatroomMap

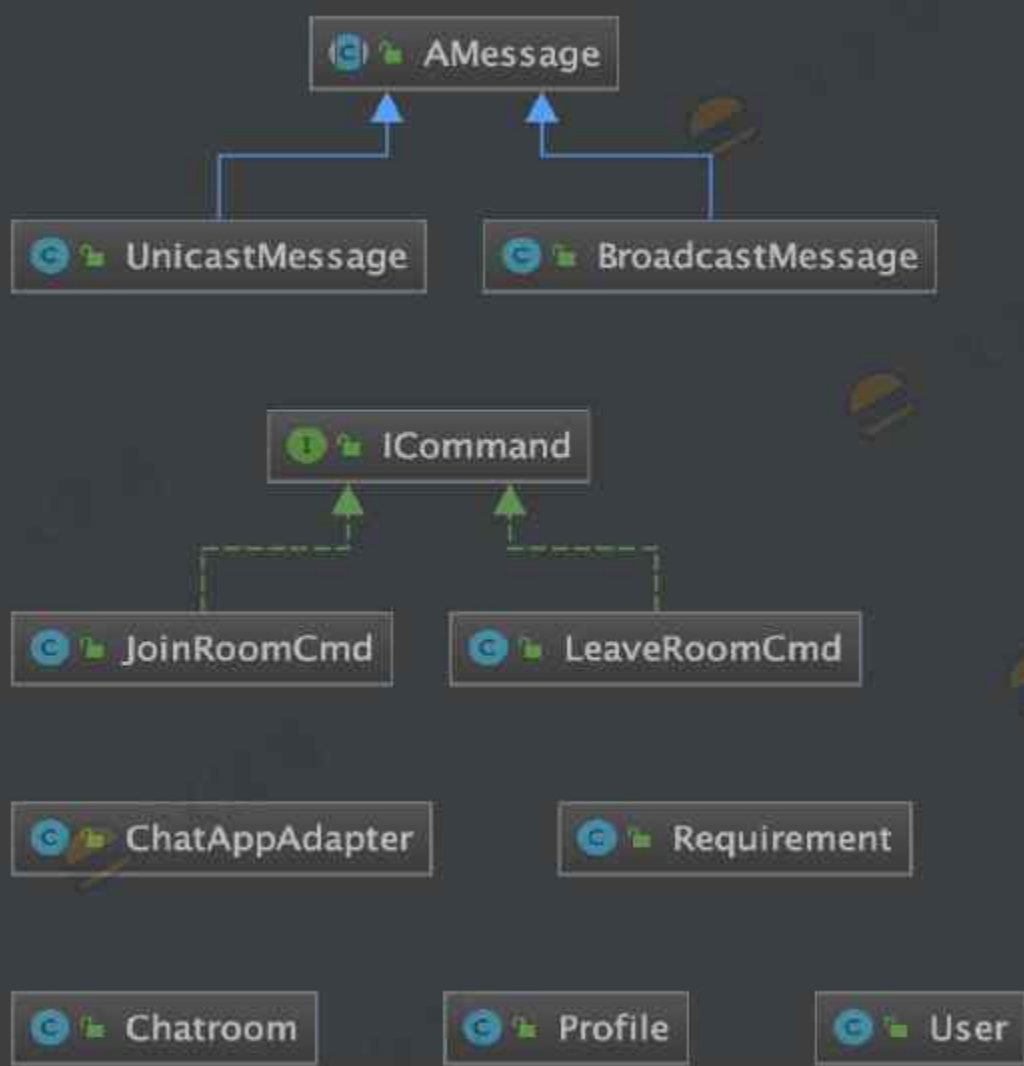
Map<User, List<Chatroom>>

 sessionUserMap

Map<Session, User>

API design highlights

- Union design pattern
- Singleton
- Command design pattern



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Questions?