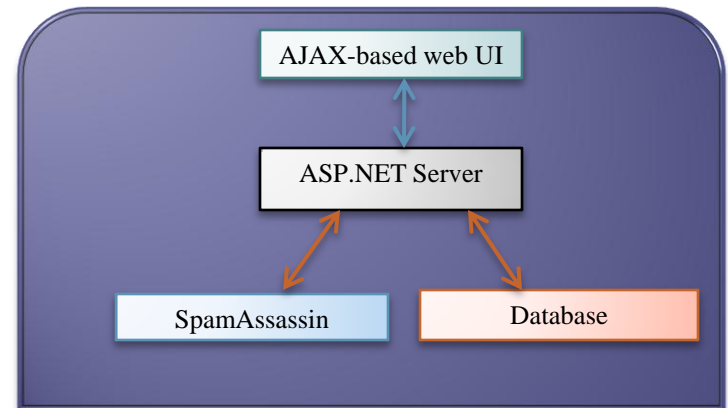


# U-Mail, the on-line e-mail client

- Objective: to create a web e-mail client that allows universal access to all of a user's accounts, as conveniently and securely as a desktop mail client.
- Customers: Users with multiple e-mail accounts
- Scope: Access to POP/IMAP accounts, sending e-mail, address book, security, Spam filtering, AJAX UI, and storing encrypted messages.

# Software Architecture

- Use C# managed code throughout
  - Maintain compatibility with Mono and Linux
- Use managed code wrapper for SpamAssassin
- Use MS SQL Server to store messages, addresses, and account data
- Use SSL and .NET Forms Authentication for security



# Primary Challenge

- Integration factor
  - Mixing the .NET library with third-party libraries.
  - Unknown quality or bugs of third-party libraries.
    - Time spent debugging whether problems are in the library or our code.
- Mitigation:
  - Use open source third-party libraries so we have the code to examine and work around any bugs.