

Potato Chat Protocol

Team 2

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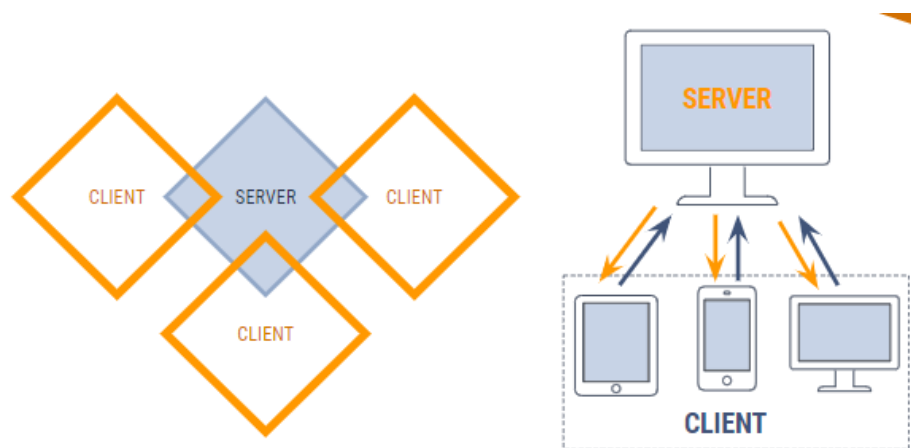
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1 Project Description



One server, multiple clients. All for a common purpose: building a 100% functional chat.

2 Packet Description

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```

public static byte[] createP(byte[] id, String message) {
    byte[] packet = new byte[4 + message.length()];
    int i = 0;
    packet[i++] = 05;           //opcode
    for (byte b : id) {         //id
        packet[i++] = b;
    }
    for (byte b : message.getBytes()) {
        packet[i++] = b;        //message
    }
    packet[i++] = 0;            //1 byte
    return packet;
}

```

3 Client Program

Connection class = connection between client and server

Thread Interpreter = plays packet from server

Thread Listener = recive packet from server

[Connection.java](#)

[Interpreter.java](#)

[Listener.java](#)

□

3 Design

To create the graphic part we usedSwing



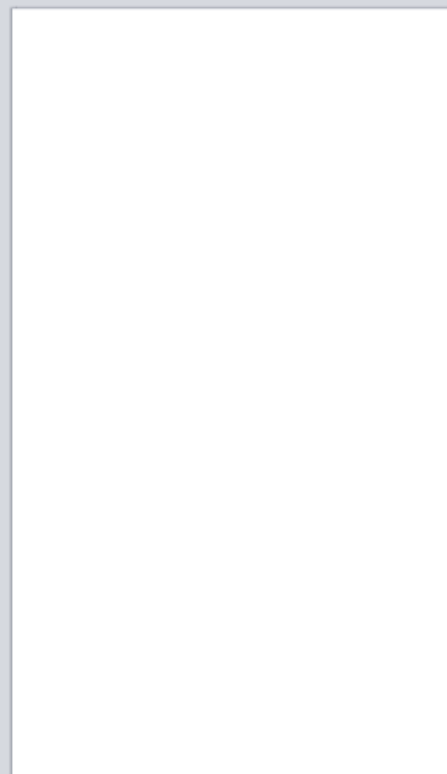
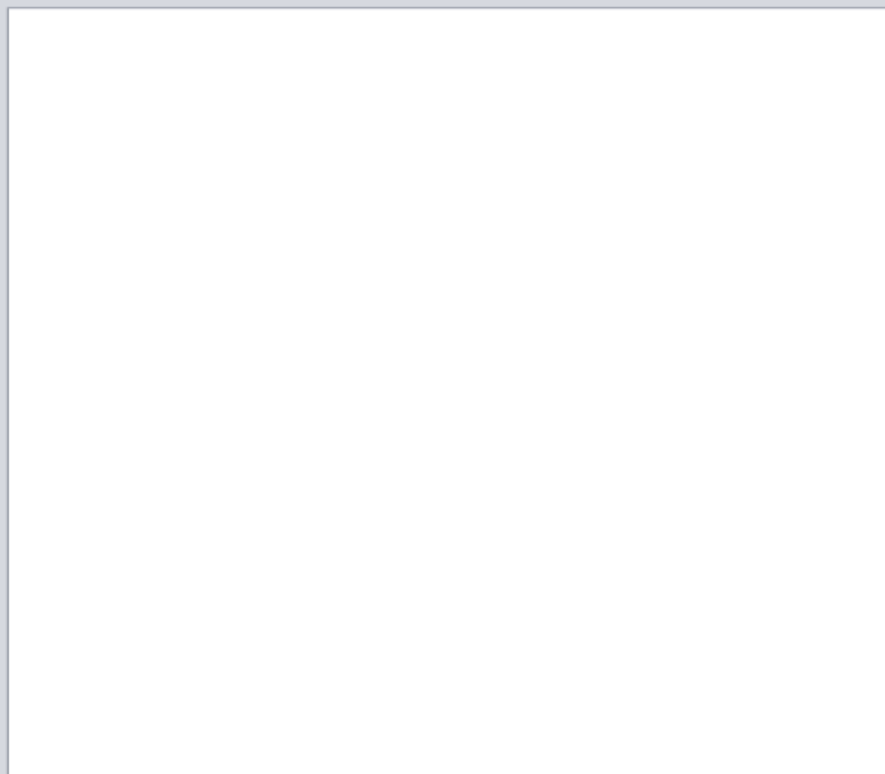
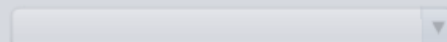


Alias : **gruppo 2**

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Disconetti

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Invia