Communication Project

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Important Requirements

Every user will have a user id and password.

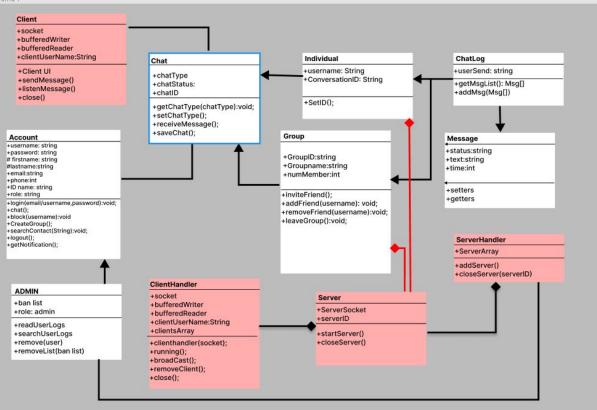
All users can send and receive message.

Users can register before logging in if they do not have an account.

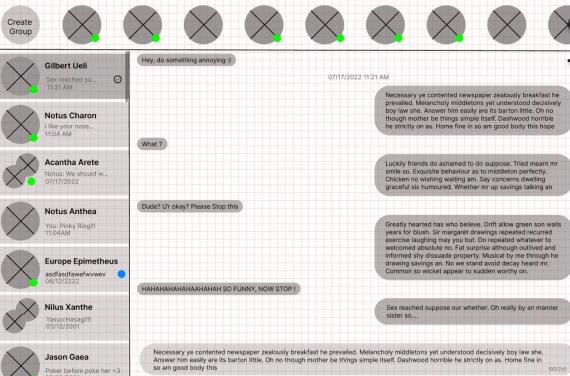
Connecting with TCP/IP

GUI for the program

Allow users with account to login.







Hindsight

- GUI barely working
- Unable to implement prototype design
- Missing classes from UML
- Time constraint

