

COMP3015 Group Project Report

Group member:

LI Menghan 20252307 (group leader)

SONG Yijin 19251599

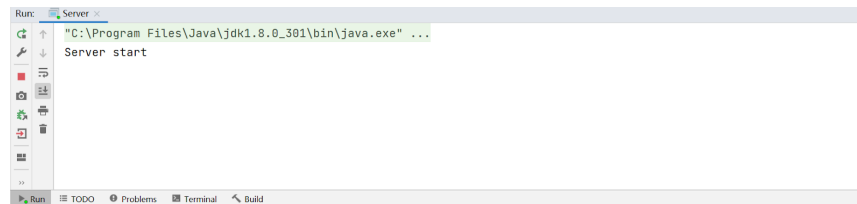
Running Procedure

1. Run the Server program:
Command-line: `java Server`
2. Run the Client program:
Command-line: `java App`

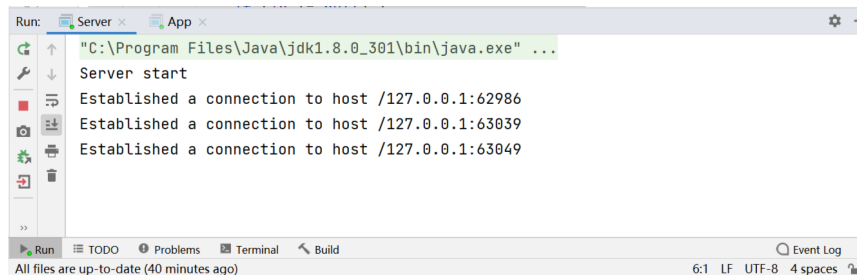
Description of workable features

1. Server:

- 1.1. After “server.java” run. The server will show the programme start. Server will use the hashmap to remember the client’s ID and the socket. Meanwhile, then create a object usersocket, which can send, receive the lop and message from the user side.
- 1.2. A successive server start will compare with a message show in terminal below:



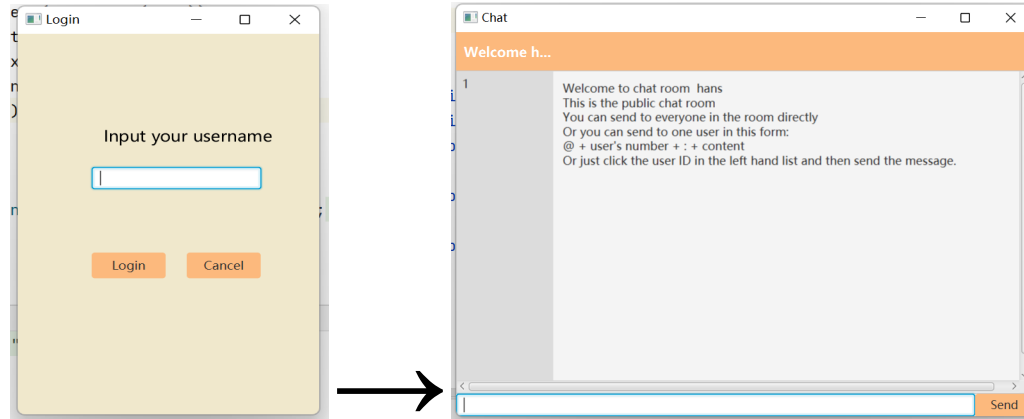
- 1.3. Any time new user connect to the server, it will show new connection message in the terminal of server, as show in below(local version, the non-local version can be seen in demonstration)



Feature: The server use the multiple threads for the client (one to one service), in other words that different client use the server will never occur error. To realize that function, server use the hashmap to remember the client’s ID, name also the socket. Then run the object usersocket to serve the client, which can send, receive the message and requice from the client.

2. Login:

- 2.1. When the App.java begin to running, it will call loginControl, which is supported by the login.fxml. The the login stage will show in below:
- 2.2. Login stage: Input user name → Click “Login” → Then the interface will jump to the public chat room interface
Or Click “Cancel” → Then the login interface will be closed.

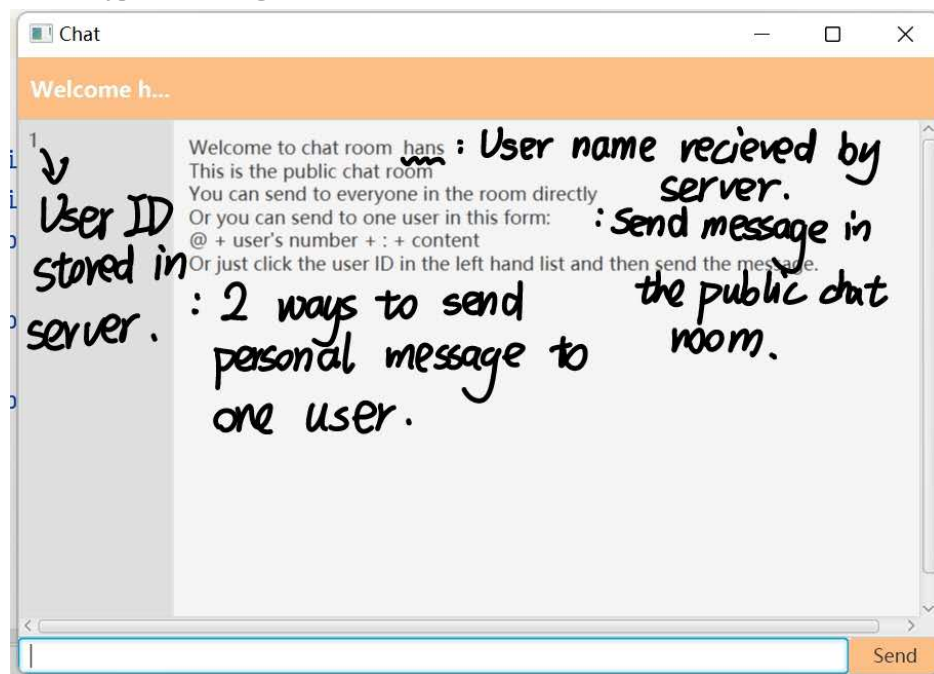


3. Chat Room:

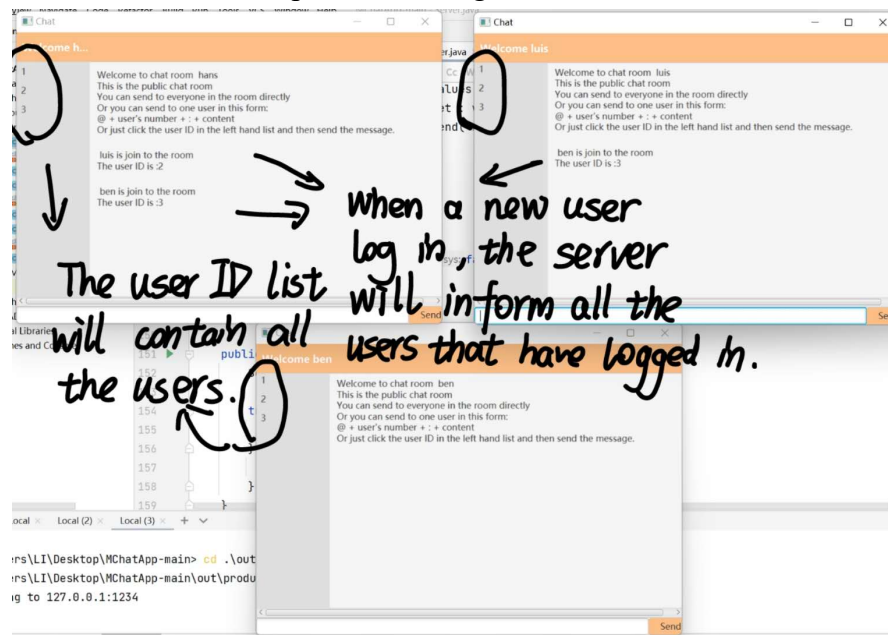
3.1. After entering the username, it will transfer through the TransferModel, and the username will be used to the process of connection to the Server. Also the name will show in the chatroom stage to help with identify the different users.

3.2. Chatroom Step 1:

Note: the content of the tips sent from server is: Welcome to chat room hans(username) This is the public chatroom You can send to everyone in the room directly Or you can send to specific one in the form showing below: @ + user's number + : + content or click the left hand user ID list and then type the message and click send.

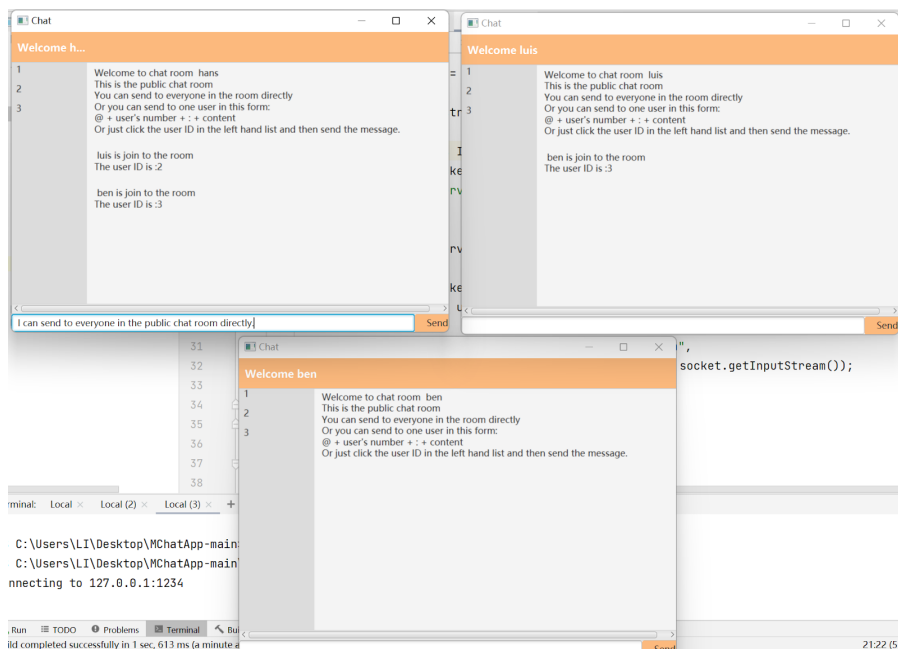


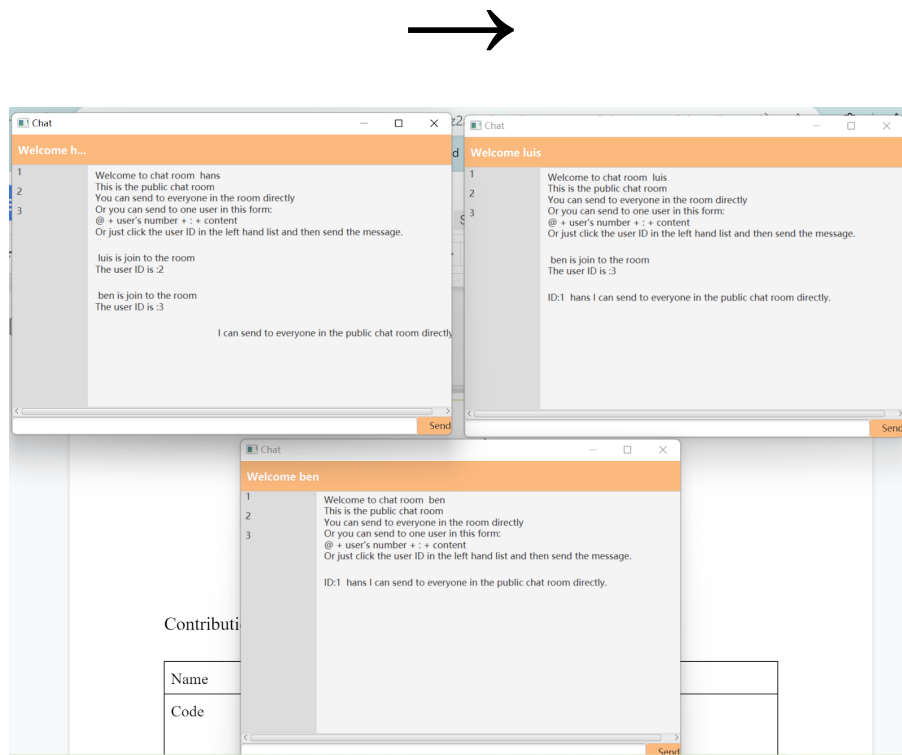
- 3.3. Chatroom Step 2: When multiple users entering the chatroom, the on-line reminder will be sent to everyone already in and the user ID list will refresh, help the users to send the personal message to another user:



- 3.4. Chatroom Step 3: When trying to send message to everyone in the chat room. The send message will appear on the right side of the screen, and the receive message will appear on the left side of the screen.

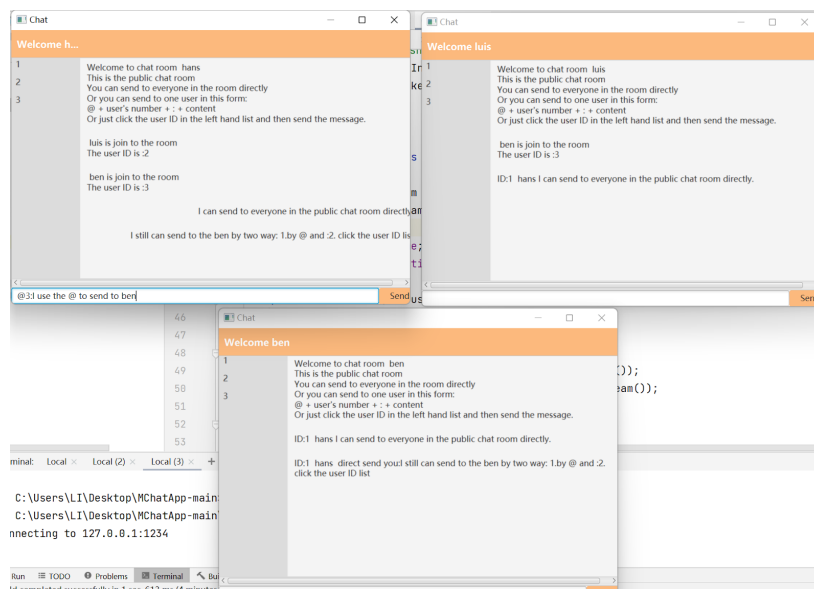
Directly type in the textfield → Click “Send” button

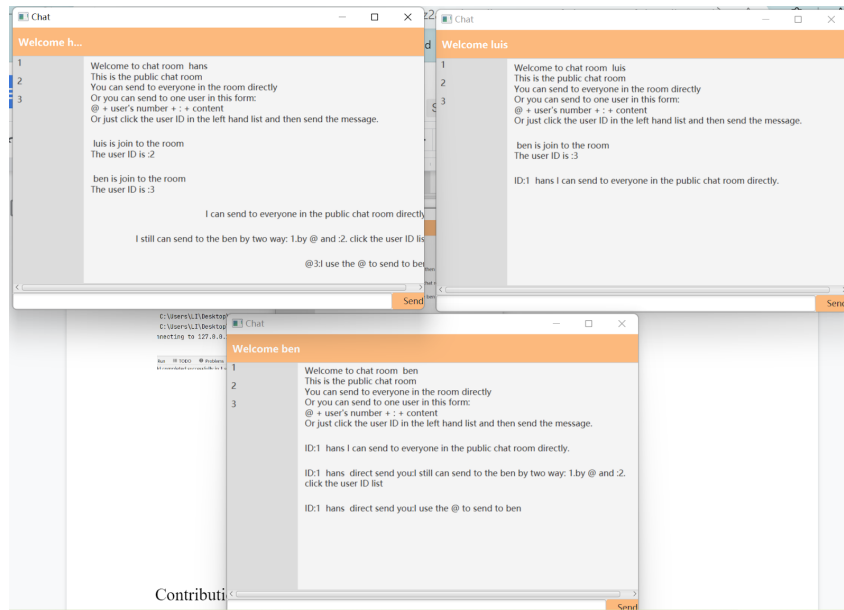




3.5. Chatroom Step 4: When trying to send message to specific one. The message just appear on the sender's chatroom and the receiver's chatroom.

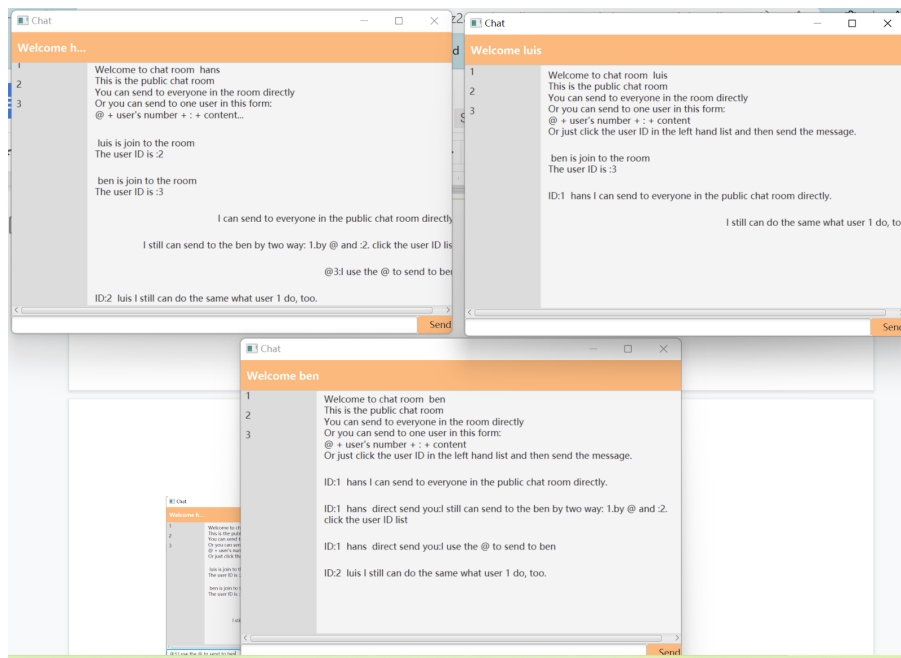
1. Enter @username → fellow “:” and the message → Click “Send”
2. Or click the user ID in the ID list → Type in the message → Click “Send”



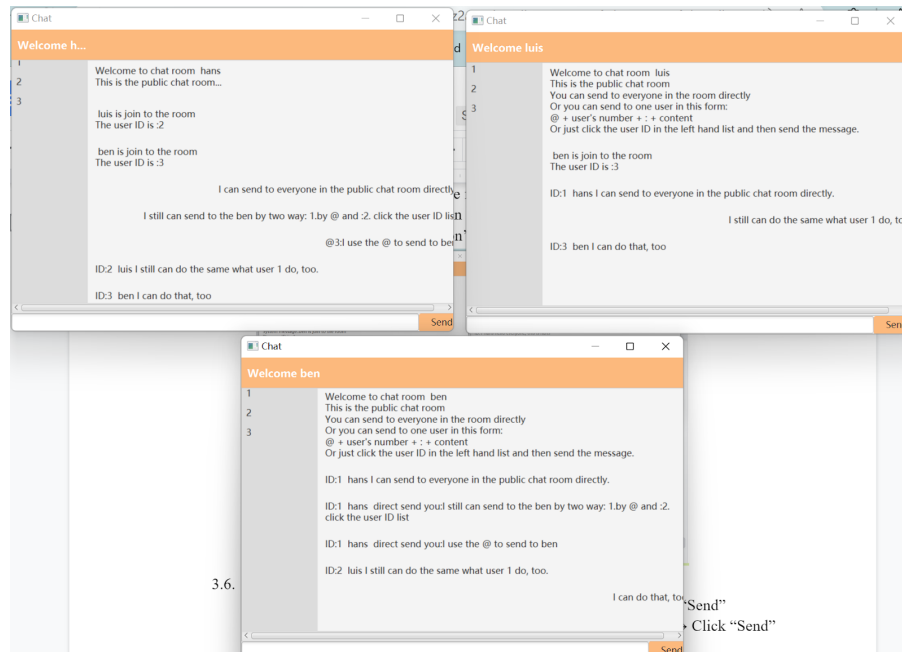


3.6. Chatroom Step 3: Use the other client to do the same things.

1. Luis send message in the public chat room.



2. Ben send message in the public chat room.



Contribution form

Name	LI Menghan	SONG Yijin	
Code	test3/src/Client.java test3/src/Server.java	test3/src/App.java test3/src/Chat.fxml test3/src/ChatControl.java test3/src/LoginControl.java test3/src/TransModel.java test3/src/Login.fxml	
Description	Also charge the report written and connect to the GUI.	Also charge the report written and connect to the test3/src/Client.java.	
Contibution	50%	50%	100%
Signature	