Final Project – MIS 507A

Chat Program

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The documents contained in this Zip file are:

1. Main.java
   1. Everything is located in one package. So just run Main.main() to run the code. No user input is necessary.
2. User.java
   1. Users are able to write Messages to a Channel and the subscribers of that Channel will then receive their message.
   2. Users can subscribe and unsubscribe from specific channels.
3. Admin.java
   1. Admin extends the User class and is able to add and remove any User from a Channel.
4. Channel.java
   1. Publish-Subscribe design pattern: the Users can publish Messages, which then gets broadcasted to all the subscribed Users for this Channel.
5. Message.java
   1. The Message object has a timestamp, author, and the Message content.
   2. The timestamp is obtained from the system at the time of Message creation.
6. ChatManager.java
   1. Singleton design pattern: manages a “global” list of Channels.
7. Network.java
   1. Singleton design pattern: simulates routing chat Messages through a Network.
8. PollardColissa\_FinalProjectReport\_Dec16th\_2018.pdf
   1. This is a summary of the Chat Program along with the updated UML diagram.