

Seneca College

July 24, 2019

Applied Arts & Technology

SCHOOL OF COMPUTER STUDIES

JAC444

Final Code & Demo Due date: Aug 02, 2019

Workshop 10

Notes:

- i. Each task should be presented during the lab, demo worth 70% of the workshop marks and code uploading worth the other 30%.
- ii. Make sure you have all security and check measures in place (with proper use of Exceptional Handling where ever needed), like wrong data types etc.
- iii. Make your project in proper hierarchy; introduce proper class coherence in your project. Proper packages and **your project should be handled by only one main method which should be in a TesterClass.**
- iv. Given output structure is just for student to have a glimpse what the output can look, students are free to make the output better in any way.

Other inputs can be given during demo, so make sure you test your program properly.

Task 1 (JavaFx):

Write/ Rewrite the program given in the “Java Networking Slides” (Or get from the sample code on the blackboard) where single client and server are presenting a scenario of chatting. Your program should introduce minimum two clients to chat. Implement one server that serves both the clients. Your program should run minimum 3 windows, one **Server** and at least **two Clients**, Sample output below,



