

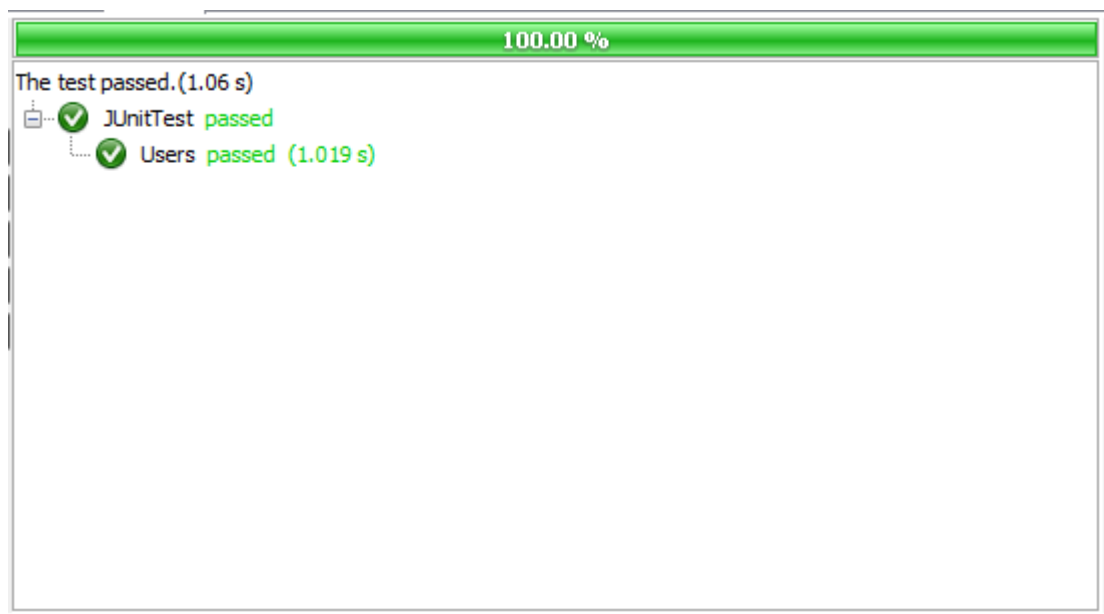
Design

We chose the design for the client as it was simple and easy and contained all the information we believed a user would need. A list of people on the server, the IP and port of the server, a location to give yourself a username, a place to write chat messages, and a field to view all chat messages sent to you or by you, a send button and a connect button as well to connect to the server. We believed there was no need to make the design more complicated for a simple chat system.

Who Did What

Everyone participated in all parts of the project.

Junit



State Behaviour