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| # NETWORKING PROGRAMMING PROJECT V0.1 |
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| ## INTRODUCTION |
| Project to design and implement a network-based chat application in Java, using the Java Socket API. The program is used to transfer data from Client to Server. Furthermore, it includes additional functionality for implementing multi user chat server using Java TCP Socket programming.  The project contains the client program – ChatClient – that implements the client side functionality and The Server program – ChatServer – that facilitates the server-side functionality |
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| ## REQUIREMENTS |
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| \* As the project comes inside a zip compressed folder, all the files need to be extracted to a secure location in the user's machine.  \*The zip compressed folder contains four Java classes written in Eclipse: ChatClient1 ChatServer1, ChatClient2 & ChatServer2  \*The ChatClient1 class transfers data from Client to Server only. The ChatClient2 class implements a multi-client chat server. |
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| \* This program requires to be opened from a Terminal. |
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| ## INSTALLATION |
| \* Step 1: To compile and execute the Chat and Server programs open up two command prompt windows and compile both programs using the following syntax: javac ChatClient1.java  The same syntax for compiling the Server program: javac ChatServer1.java.  Please see below screenshot.    \* Step 2: Once the programs are compiled, in the ChatServer command prompt window, type java ChatServer1 and press enter. This prepares the ChatServer1 for listening on the port.    \* Step 3: In the ChatClient command prompt window, type java ChatClient1 and press enter.  This starts the conversation.      \* Step 4: If you wish to end the Chat session, you can close the connection by typing quit anytime to get out of it.    \*Follow the same steps for compiling and implementing the multi-client server. See below.      ## REFERENCES:   1. <https://github.com/paulpjoby/java-socket-multi-user-chat-server> 2. <https://gyawaliamit.medium.com/multi-client-chat-server-using-sockets-and-threads-in-java-2d0b64cad4a7> 3. https://www.geeksforgeeks.org/socket-programming-in-java/ |
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