

CHATOS

USER MANUAL

Installation

Two jar are available in the jar folder (at the project root).

If you still want to build your-self the project then go to the ChatOS root and launch :

```
`ant build-jar`
```

This command will create two jar in the ant-jar folder.

Those two jar are the client and the server :

ChatOsServer.jar

ChatOsClient.jar

Launch

To launch a server with the port 7777 (for example), enter the command :

```
`java -jar ChatOsServer.jar 7777`.
```

To launch a local client connected with the server at 7777 and named User1 (for example), enter the command in a new shell :

```
`java -jar ChatOsClient.jar User1 localhost 7777`.
```

To launch the same client named User2 enter the command in a new shell :

```
`java -jar ChatOsClient.jar User2 localhost 7777`.
```

Be careful : if the client name is already use by an other connected client you will be rejected by the server.

Test

Each client can use several type of message when they are connected :

- for a public message just write the message : *`message`*,
- for a private message : *`@TargetPseudonym message`*, you will get an error if the pseudonym is unknown for the server,
- to establish a TCP private connexion : *`/TargetPseudonym filePath`*, you will get an error if the pseudonym is unknown for the server nor if the filePath is wrong nor if the target reject the connexion.

Features

Client can connect to the server	OK
Server can reject client of the same name	OK
Client can send public message	OK
Client can send private message	OK
Client can establish a TCP private connexion	OK
Client can refuse a TCP private connexion	OK
Client can send a file with the TCP connexion	OK

Bugs

No bugs are known by our developers.