SW409 Advanced Programming in Java Example of Runs for Final Project < Group Chatting Room>

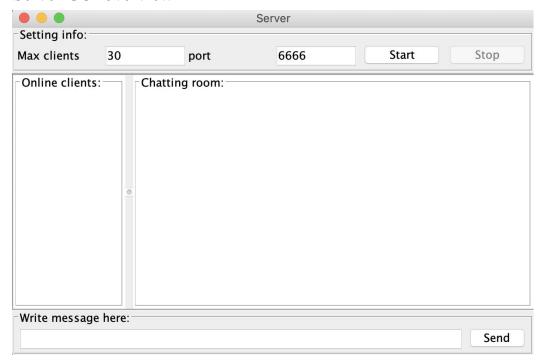
Semester: Fall 2018

Name: Yifei Li

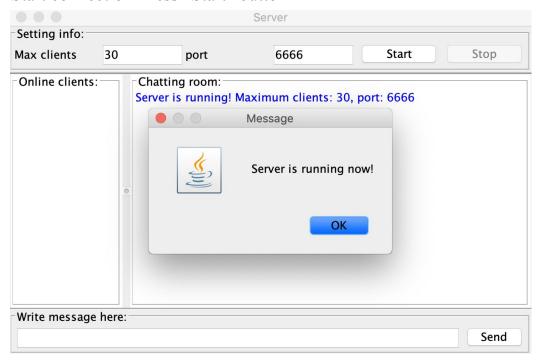
Due date: 12/13/2018 10:00pm

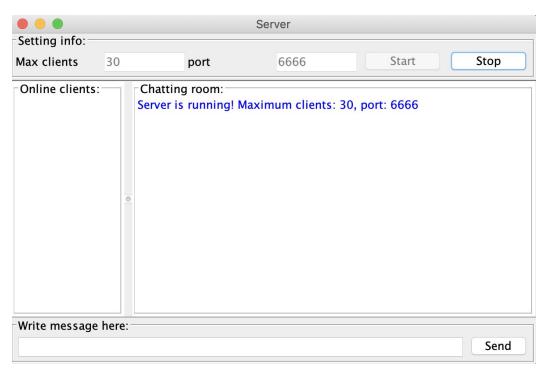
1. Server GUI

1.1 Server GUI overview

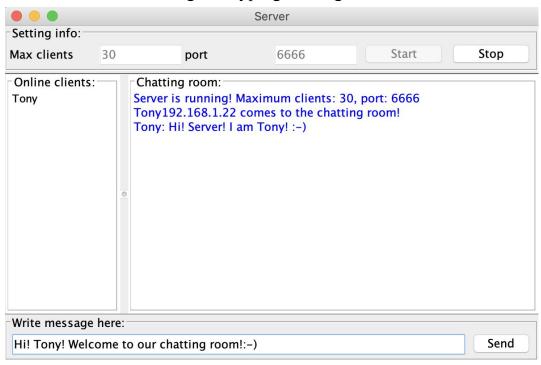


1.2 Start connection-Press "Start" button





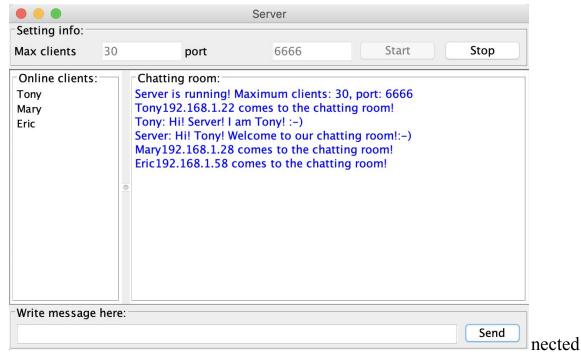
- 1.3 Chat: one client
 - 1.3.1 Receive Message & Typing Message



1.3.2 Send Message-Press "Send" button or Press "Enter/return" button on keyboard



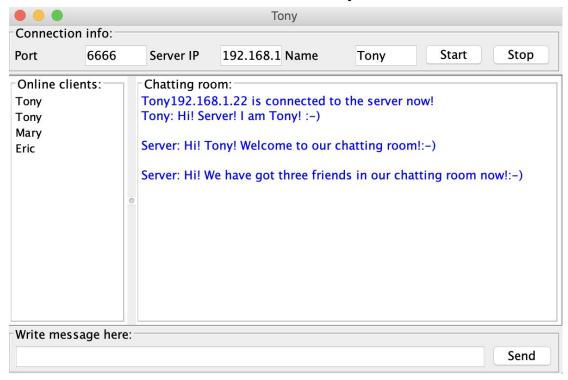
- 1.4 Chat: many clients (Tony, Mary, Eric)
- 1.4.1 Automatically get message from system that the new client comes once the new client connects to server successfully. All the con



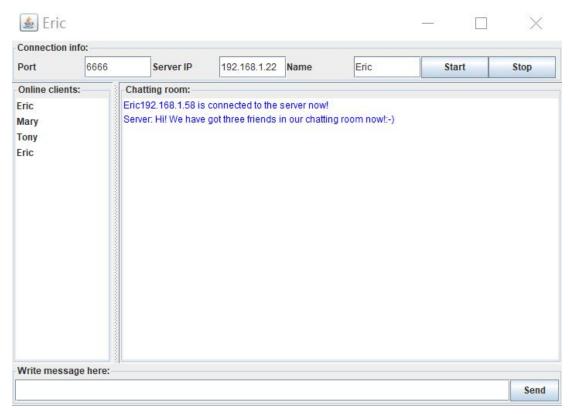
clients are listed on the left in the "Online clients:" panel.

1.4.2 Message always send to all clients. Everyone in the chatting room could see server's message.

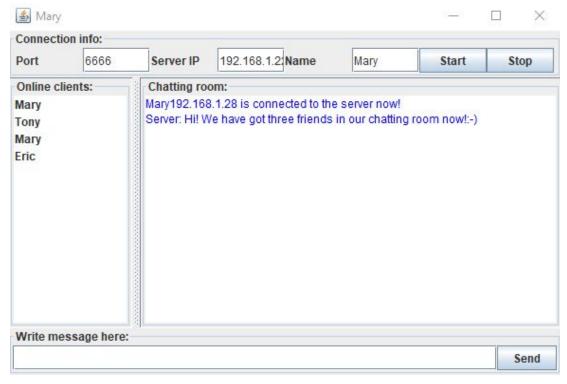
Client: Tony



Client: Eric

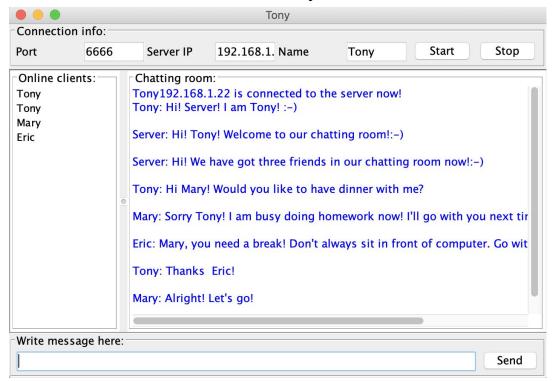


Client: Mary

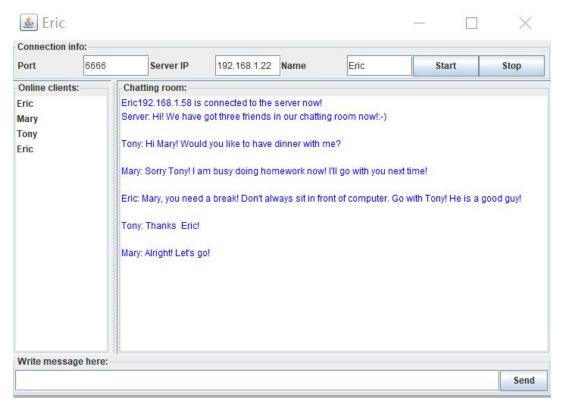


1.4.3 Group Chatting

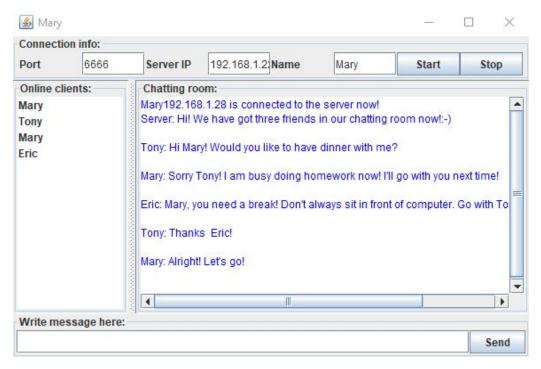
Client: Tony



Client: Eric

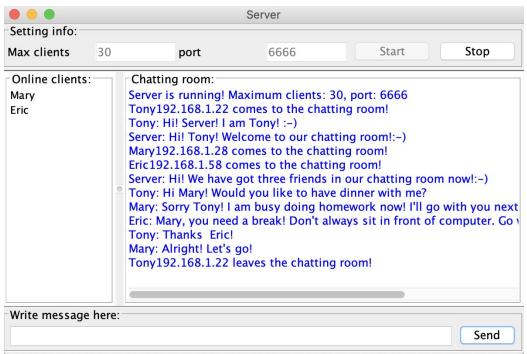


Client: Mary

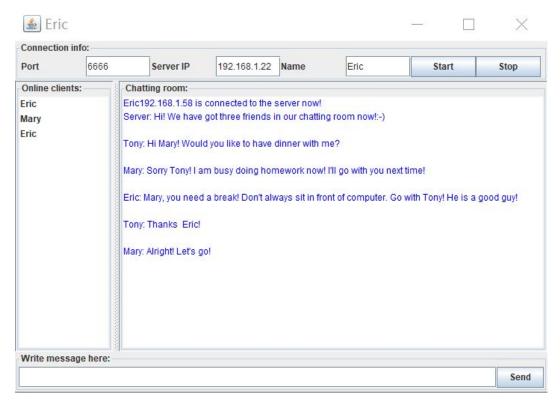


1.4.3 No matter who leaves, the system will automatically get a message about the person's leaving. The "Online lists" of server GUI and the "Online lists" of all the clients GUI will all be updated.

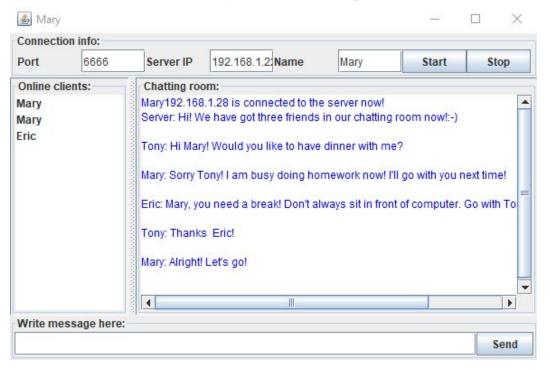
Client Tony leaves



Client: Eric's Online lists updated

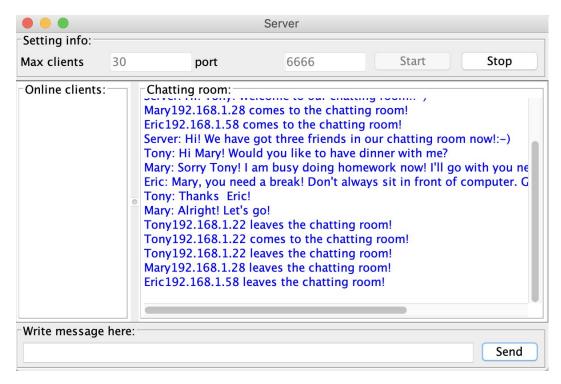


Client: Mary's Online lists updated

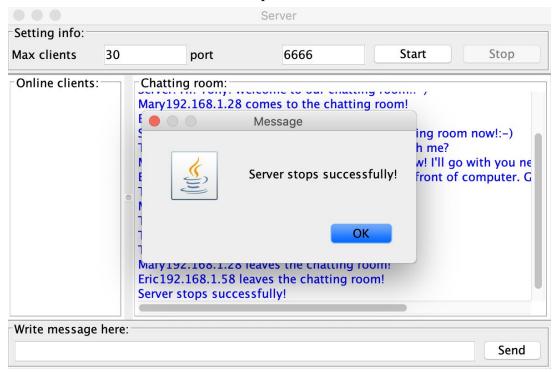


1.5 Stop connection-Press "Stop" button

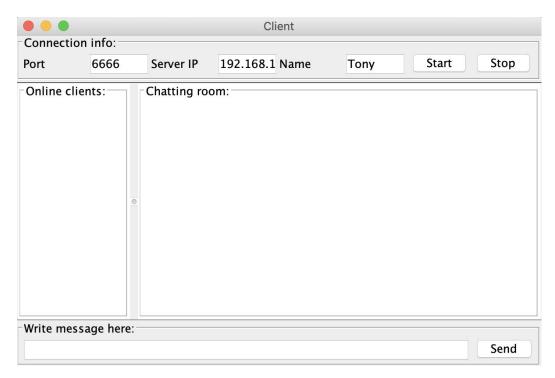
All the clients have left



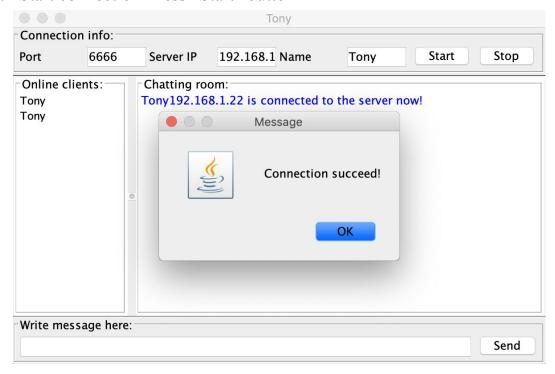
Stop Server



- 2. Client GUI
 - 2.1 Client GUI overview

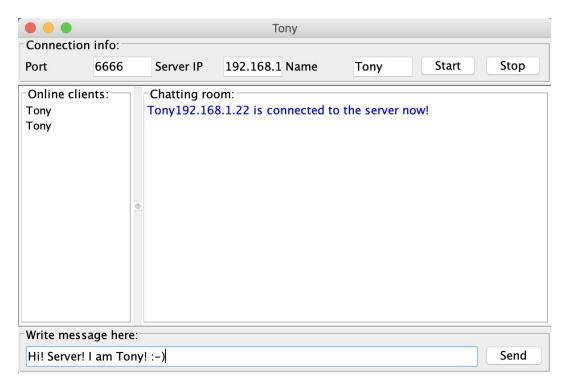


2.2 Start connection-Press "Start" button

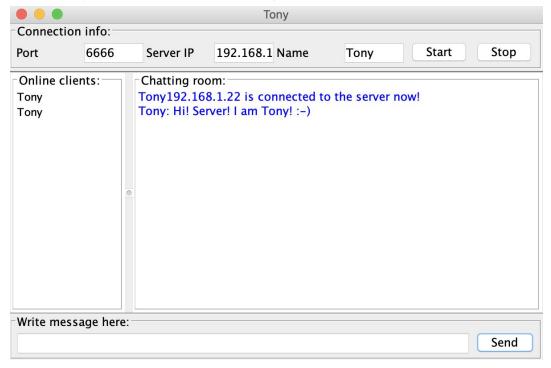


2.3 Chat

2.3.1 Typing Message



2.3.2 Send Message-Press "Send" button or Press "Enter/return" button on keyboard & Receive Message





2.4 Stop connection-Press "Stop" button

