VIETNAM NATIONAL UNIVERSITY, HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY FACULTY OF COMPUTER SCIENCE AND ENGINEERING



COMPUTER NETWORKS LAB (CO3094)

Lab 2c

Socket Programming in Java Chat Application

Advisor: Nguyễn Mạnh Thìn

Class: CC06

Students: Nguyễn Minh Tâm - 1952968

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University of Technology, Ho Chi Minh City Faculty of Computer Science and Engineering

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1 Exercise 1

Code:

```
import java.io.*;
import java.net.URL;
import java.net.MalformedURLException;
public class download {
   public static void DownloadWebPage(String webpage) {
            URL url = new URL(webpage);
            BufferedReader reader = new BufferedReader(new InputStreamReader(
   url.openStream()));
            BufferedWriter writer = new BufferedWriter(new FileWriter("Download
    .html"));
            String line;
            while ((line = reader.readLine()) != null) {
                writer.write(line);
            }
            reader.close();
            writer.close();
            System.out.println("Successfully Downloaded.");
        catch (MalformedURLException mue) {
            System.out.println("Malformed URL Exception raised");
        } catch (IOException ie) {
            System.out.println("IOException raised");
        }
   }
   public static void main(String args[]) throws IOException {
        String url = "https://www.google.com/";
        DownloadWebPage(url);
   }
}
```

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Result:



Figure 1: Google webpage after downloading



2 Exercise 2

UI interface:

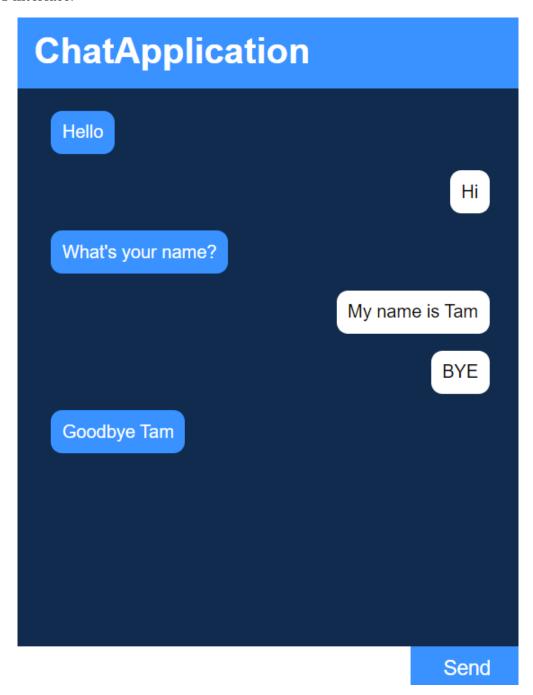


Figure 2: Chat application UI interface



HTML file for Chat Application:

```
<!DOCTYPE html>
<html>
<head>
  <title>Chat</title>
  <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
  <div class="container">
     <div class="header">
        <h1>ChatApplication</h1>
     </div>
     <div class="body">
        Hello
        Hi
        What's your name?
        My name is Tam
        BYE
        Goodbye Tam
     </div>
     <div class="footer">
        <form>
           <input type="text" name="">
           <button>Send</putton>
        </form>
     </div>
  </div>
</body>
```



CSS file for Chat Application HTML:

```
* {
 margin: 0;
 padding: 0;
  font-family: sans-serif;
  box-sizing: border-box;
body {
 height: 100vh;
 background-color: #f8f8f8;
 display: flex;
  justify-content: center;
  align-items: center;
.container {
 width: 450px;
 height: 80vh;
 display: flex;
 flex-direction: column;
  box-shadow: 2px 2px 20pcx rgba(0, 0, 0, 0.4);
  background-color: dodgerblue;
.header h1 {
  color: white;
  padding: 15px;
.body {
 flex: 1;
  color: white;
  background-color: rgba(0, 0, 0, 0.7);
 padding: 20px 30px;
}
.message {
 background-color: dodgerblue;
 padding: 10px;
  color: white;
  width: fit-content;
 border-radius: 10px;
 margin-bottom: 15px;
}
.user_message {
 margin-left: auto;
  background-color: white;
  color: black;
.footer form {
  display: flex;
form input {
```



```
flex: 1;
 height: 40px;
 border: none;
 outline: none;
 padding-left: 5px;
 font-size: 16px;
form button {
 width: 100px;
 font-size: 18px;
 border: none;
 outline: none;
 background-color: dodgerblue;
 color: white;
 cursor: pointer;
form button:hover {
 background-color: blue;
 transition: 0.2s ease;
}
```



Server side:

```
import java.io.*;
import java.net.ServerSocket;
import java.net.Socket;
public class Server {
    public static void main(String[] args) throws IOException {
        Socket socket = null;
        ServerSocket serverSocket = null;
        InputStreamReader inputStreamReader = null;
        OutputStreamWriter outputStreamWriter = null;
        BufferedReader bufferedReader = null;
        BufferedWriter bufferedWriter = null;
        serverSocket = new ServerSocket(1234);
        while (true) {
            try {
                socket = serverSocket.accept();
                inputStreamReader = new InputStreamReader(socket.getInputStream
    ());
                outputStreamWriter = new OutputStreamWriter(socket.
    getOutputStream());
                bufferedReader = new BufferedReader(inputStreamReader);
                bufferedWriter = new BufferedWriter(outputStreamWriter);
                while (true) {
                    String clientMsg = bufferedReader.readLine();
                    System.out.println("Client: " + clientMsg);
                    bufferedWriter.write("MSG received");
                    bufferedWriter.newLine();
                    bufferedWriter.flush();
                    if (clientMsg.equalsIgnoreCase("BYE"))
                        break;
                }
                socket.close();
                inputStreamReader.close();
                outputStreamWriter.close();
                bufferedReader.close();
                bufferedWriter.close();
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
    }
}
```



Client side:

```
import java.io.*;
import java.net.Socket;
import java.util.Scanner;
public class Client {
   public static void main(String[] args) {
        Socket socket = null;
        InputStreamReader inputStreamReader = null;
        OutputStreamWriter outputStreamWriter = null;
        BufferedReader bufferedReader = null;
        BufferedWriter bufferedWriter = null;
        try {
            socket = new Socket("localhost", 1234);
            inputStreamReader = new InputStreamReader(socket.getInputStream());
            outputStreamWriter = new OutputStreamWriter(socket.getOutputStream
   ());
            bufferedReader = new BufferedReader(inputStreamReader);
            bufferedWriter = new BufferedWriter(outputStreamWriter);
            Scanner scanner = new Scanner(System.in);
            while (true) {
                String sendingMsg = scanner.nextLine();
                bufferedWriter.write(sendingMsg);
                bufferedWriter.newLine();
                bufferedWriter.flush();
                System.out.println("Server: " + bufferedReader.readLine());
                if (sendingMsg.equalsIgnoreCase("BYE"))
                    break;
            }
        } catch (IOException e) {
            e.printStackTrace();
        } finally {
            try {
                if (socket != null)
                    socket.close();
                if (inputStreamReader != null)
                    inputStreamReader.close();
                if (outputStreamWriter != null)
                    outputStreamWriter.close();
                if (bufferedReader != null)
                    bufferedReader.close();
                if (bufferedWriter != null)
                    bufferedWriter.close();
            } catch (IOException e) {
                e.printStackTrace();
            }
```



```
}
}
```

Demonstration:

```
| Users\tilde{\textsize} \textsize \
```

Figure 3: Demonstration between Client & Server



3 Exercise 3

Server side:

```
import java.io.*;
import java.net.ServerSocket;
import java.net.Socket;
public class Server {
    private ServerSocket serverSocket;
    public Server(ServerSocket serverSocket) {
        this.serverSocket = serverSocket;
    public void startServer() {
        try {
            while (!serverSocket.isClosed()) {
                Socket socket = serverSocket.accept();
                System.out.println("A new client has connected");
                ClientHandler clientHandler = new ClientHandler(socket);
                Thread thread = new Thread(clientHandler);
                thread.start();
        } catch (IOException e) {
        }
    }
    public void closeServerSocket() {
            if (serverSocket != null)
                serverSocket.close();
        } catch (IOException e) {
            e.printStackTrace();
    public static void main(String[] args) throws IOException {
        ServerSocket serverSocket = new ServerSocket(1234);
        Server server = new Server(serverSocket);
        server.startServer();
    }
}
```



Client Handler:

```
import java.io.*;
import java.io.BufferedReader;
import java.io.BufferedWriter;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.net.Socket;
import java.util.ArrayList;
public class ClientHandler implements Runnable {
   public static ArrayList<ClientHandler> clientHandlers = new ArrayList<>();
   private Socket socket;
   private BufferedReader bufferedReader;
   private BufferedWriter bufferedWriter;
   private String clientUsername;
   public ClientHandler(Socket socket) {
       try {
            this.socket = socket;
           this.bufferedWriter = new BufferedWriter(new OutputStreamWriter(
   socket.getOutputStream()));
            this.bufferedReader = new BufferedReader(new InputStreamReader(
   socket.getInputStream()));
            this.clientUsername = bufferedReader.readLine();
            clientHandlers.add(this);
            broadcastMessage("SERVER: " + clientUsername + " has entered the
   chat!");
        } catch (IOException e) {
            closeEverything(socket, bufferedReader, bufferedWriter);
   }
   @Override
   public void run() {
        String messageFromClient;
        while (socket.isConnected()) {
           try {
                messageFromClient = bufferedReader.readLine();
                broadcastMessage(messageFromClient);
           } catch (IOException e) {
                closeEverything(socket, bufferedReader, bufferedWriter);
                break;
           }
       }
   }
   public void broadcastMessage(String sendingMsg) {
        for (ClientHandler clientHandler: clientHandlers) {
            try {
```



```
if (!clientHandler.clientUsername.equals(clientUsername)) {
                    clientHandler.bufferedWriter.write(sendingMsg);
                    clientHandler.bufferedWriter.newLine();
                    clientHandler.bufferedWriter.flush();
                }
            } catch (IOException e) {
                closeEverything(socket, bufferedReader, bufferedWriter);
        }
   }
   public void removeClientHandler() {
        clientHandlers.remove(this);
        broadcastMessage("SERVER: " + clientUsername + " has left the chat!");
   public void closeEverything(Socket socket, BufferedReader bufferedReader,
   BufferedWriter bufferedWriter) {
        removeClientHandler();
        try {
            if (bufferedReader != null)
                bufferedReader.close();
            if (bufferedWriter != null)
                bufferedWriter.close();
            if (socket != null)
                socket.close();
        } catch (IOException e) {
            e.printStackTrace();
   }
}
```



Client side:

```
import java.io.*;
import java.io.BufferedReader;
import java.io.BufferedWriter;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.net.Socket;
import java.util.Scanner;
public class Client {
   private Socket socket;
   private BufferedReader bufferedReader;
   private BufferedWriter bufferedWriter;
   private String username;
   public Client(Socket socket, String username) {
        try {
            this.socket = socket;
            this.bufferedWriter = new BufferedWriter(new OutputStreamWriter(
   socket.getOutputStream()));
            this.bufferedReader = new BufferedReader(new InputStreamReader(
   socket.getInputStream()));
            this.username = username;
       } catch (IOException e) {
            closeEverything(socket, bufferedReader, bufferedWriter);
   }
   public void sendMessage() {
        try {
            bufferedWriter.write(username);
            bufferedWriter.newLine();
            bufferedWriter.flush();
            Scanner scanner = new Scanner(System.in);
            while (socket.isConnected()) {
                String sendingMsg = scanner.nextLine();
                bufferedWriter.write(username + ": " + sendingMsg);
                bufferedWriter.newLine();
                bufferedWriter.flush();
            }
        } catch (IOException e) {
            closeEverything(socket, bufferedReader, bufferedWriter);
        }
   }
   public void listenForMessage() {
       new Thread(new Runnable() {
            @Override
            public void run() {
```



```
String msgFromGroupChat;
                while (socket.isConnected()) {
                    try {
                        msgFromGroupChat = bufferedReader.readLine();
                        System.out.println(msgFromGroupChat);
                    } catch (IOException e) {
                        closeEverything(socket, bufferedReader, bufferedWriter)
                    }
                }
            }
        }).start();
   }
   public void closeEverything(Socket socket, BufferedReader bufferedReader,
   BufferedWriter bufferedWriter) {
        try {
            if (bufferedReader != null)
                bufferedReader.close();
            if (bufferedWriter != null)
                bufferedWriter.close();
            if (socket != null)
                socket.close();
        } catch (IOException e) {
            e.printStackTrace();
   }
   public static void main(String[] args) throws IOException {
        Scanner scanner = new Scanner(System.in);
        System.out.println("Enter your username for the group chat: ");
        String username = scanner.nextLine();
        Socket socket = new Socket("localhost", 1234);
        Client client = new Client(socket, username);
        client.listenForMessage();
        client.sendMessage();
}
```



Demonstration:

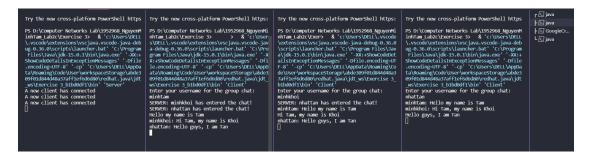


Figure 4: Chat Application allows multiple users talking to each other concurrently