

Read Me

Files and their Functionality:

1. DurararaServre:

This is the welcome screen for our server which takes in the IP address of client, Usre ID and password which is the port no used for connection. When clicked on button fr connecting, it takes us to the starting server window which starts server and waits for client to connect.

2. DurararaClient:

This is the welcome screen for the client side which takes in IP address of server and port no for connection. When these details are entered, it takes you to the connecting window which attempts to connect our client to the server..

3. Connecting:

This window attempts to connect to the server using the IP address and port no provided by the DurararaClient. When connection is accepted by the server, it goes to client window of our program.

4. StartingServer:

This window uses details provided by the DurararaServer and starts a server awaiting connecting from server. When connected to the client, it opens he server window of our program for sending and receiving messages.

5. Client/Server:

This window is responsible for various functionalities such as starting an audio chat, Sending file and text chat.

6. ReaData/SenData:

These files are responsible for sending and receiving text messages from server to client and vice versa.

7. ReadData/SendData:

These files are responsible for sending and receiving audio stream from server to client and vice versa.

8. Recieve/Send:

The windows receive and Send are responsible for sending and receiving files.

9. SendFile/recieveFile:

These files deal with actual code for sending and receiving files from serve to client and vice versa.

Requirements:

1. Operating system with java Installed.
2. IDE (Eclipse/NetBeans)

Server Side:

User ID: Dollars

Password: 5555

IP Address: localhost

Client Side:

IP Address: localhost

Port: 5555

How to run code?

1. Open an IDE, Preferably Eclipse.
2. Create Project and store these files under default package.
3. Right click on DurararaServer.java and run it as a java application.
4. Enter details required for connection such as IP address of client, User ID and password(port no) for starting our server.
5. Right click on DurararaClient.java and run it as a java application.
6. Enter required details for connecting to server such as server IP Address and port through which we wish to establish connection.
- 7 Type message in the text Box provided on the Server/Client window and press send button to send the message.
8. To start the audio chat, press the start audio chat button. This opens a window on sender and Receiver side. Press start button to start sending audio message and Receiver also needs to press start to start listening to audio stream from Sender. We could stop or disconnect from the audio chat by clicking on close/disconnect button.
9. Disconnect button on the Client/Server window stops the server and client and returns to their original startup Welcome windows respectively.