Dinner Chat

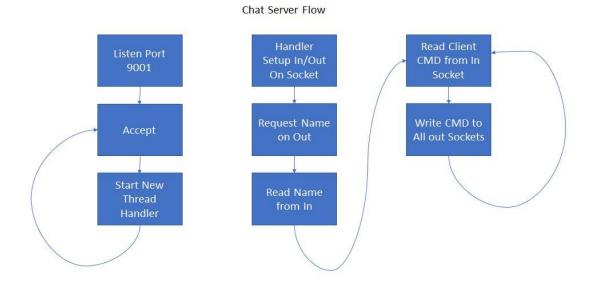
The Dinner Chat System is written as a Java Application program. It consists of 2 major components: Chat Server Application and a Dinner Order Application. The Dinner Order application has a UI which lets the user first select the kind of dinner, Pizza, Hero, or Burrito.

The users then select for example pizza toppings and size, and It also has a chat window so the users can discuss which toppings they like....

Java Chat Server – The Java Chat Server functions as an intermediary.

- 1) It Listens for Dinner Order Clients
- 2) It Requests the name of the client
- 3) If this is the first client it registers the kind of dinner that is being created
- 4) It sends "SYNC: name" to all connected clients
- 5) It registers the incoming socket information and associates that with the name
- 6) It Creates a new Handler Thread for each incoming connection
 - a. Handler Thread
 - i. Reads Client requests/commands
 - ii. Writes Server Commands to all clients
 - 1. Eg. It receives "+Onion", it sends "STUFF: +Onion", to all connected clients
 - 2. It receives "^+Small:, it sends "SIZE: ^+Small", to all connected clients

Server Flow Control

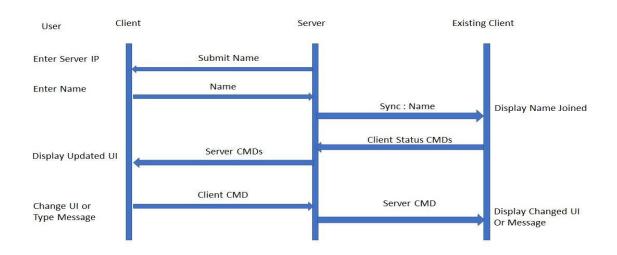


Dinner Order Client

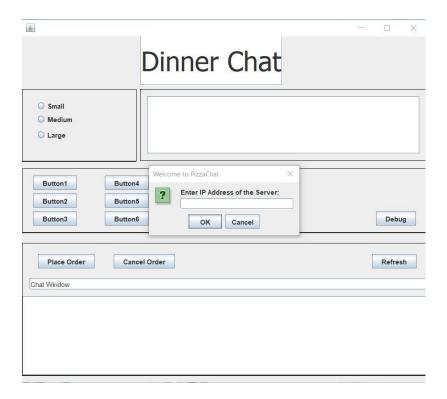
- 1) It requests server IP address from User
- 2) It connects to server
- 3) It requests name from User
- 4) It sends name to Server
- 5) If the client is the first on the chat it will ask the user to choose Pizza, Hero or Burrito
- 6) It stores all the state information as UI components.
 - a. Eg. Toppings, Size
- 7) It responds to User input by sending a command to the Server
 - a. User selects Size small, client sends "^+Small" to server
 - b. User selects "Meatballs", client sends "+Meatballs" to server
 - c. User types in chat windows, client sends text to server
 - d. User presses Refresh, client sends all state commands to server
 - e. User presses Place Order, client writes the current order in the Order Message area
- 8) It also receives commands from the server
 - a. It receives "SIZE: Small", it updates the UI with Small selection
 - b. It receives "STUFF: +Onion", it selects the Onion top in the UI
 - c. It receives "MESSAGE name : chat message", it types "name : chat message" in the UI's message area

d. It receives "SYNC: name", client sends all state commands to server and announces new client name in UI

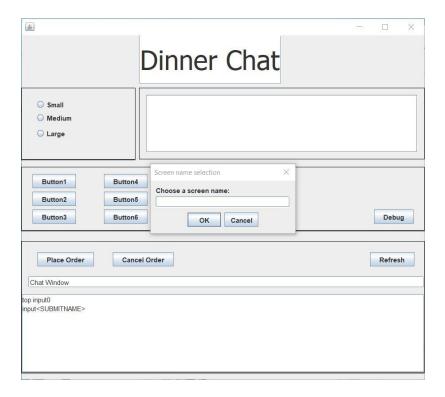
Client/Server Protocol



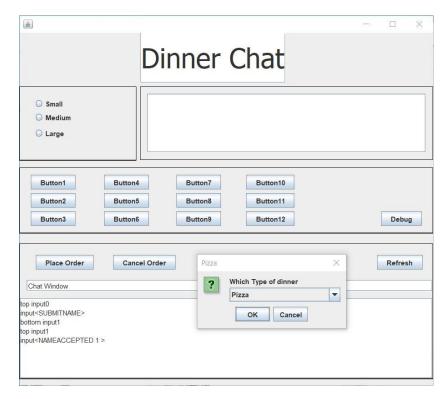
Ask for Server IP address



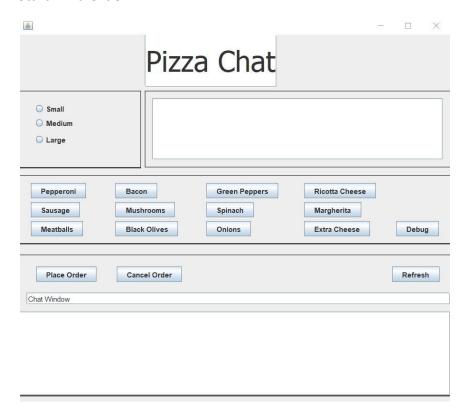
Ask for Name



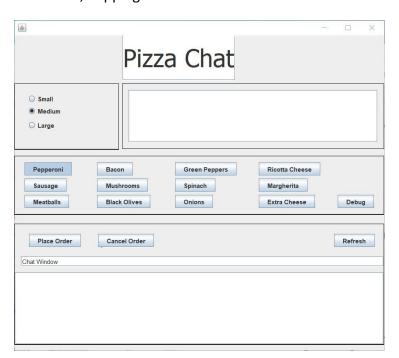
Ask for Type of dinner



Start Pizza Order

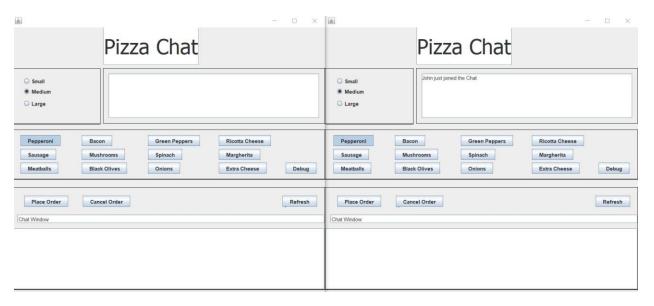


Select Size, Toppings

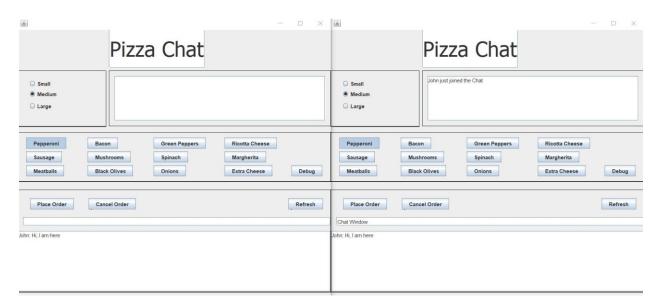


Add a new Client

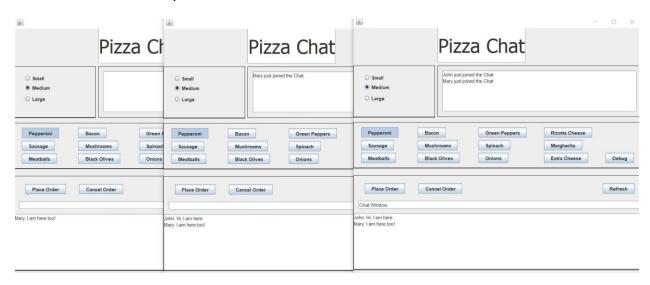
(John Just Joined the Chat)



Chat Windowlets them text back and forth



Add a third Client ... Mary



Place the Order...

