COM S/SE 319: Construction of User Interfaces Fall 2019

HW 1

[Total Points: 50]

Assignment Due: Sunday, September 22, 2019, 11:59 PM

[N.B.:5% penalty per day up to a maximum of 7 days after **September 22**, 2019]

1. APPLICATION SECTION: Server Client/Thread

Create a chat application. You will need to create both the server and the client codes. The server and clients should run on localhost. Below are some features that you should incorporate. Note, we may have under-specified what you need to do. If so, make up your own rules on what to do for those situations. In other cases, follow the requirements carefully.

Create a Server

1.1 Connect to Server (15 points)

- a) When you start a client, it should come up with a prompt like below, you should make it entirely text-based(NO GUI required). (5 points)
 - > Enter your name: (After giving input "name", then press Enter)
 - > Enter access code: (After giving input "access code", then press Enter)

(note: there is only one access code for all the clients and it can be hard-coded)

b) After entering the username and correct access code, the client should be connected to the server and get notified that "you are connected" or "incorrect access code".

In the case of "incorrect access code", the client is prompted again to enter the access code.

(10 points)

1.2 Send text message to the server (25 points)

a) Send user name and chat message to the server. (5 points)

- **b)** Then the server broadcast client's text message to every other currently connected clients (i.e. not to the sending client). **(10 points)**
- c) Messages should be printed in each client's console and the server's console.(10 points)

2. What to Submit:

Submit via Canvas a **compressed file (.zip)** (rename it with your LAST NAME) containing the following:

- 1. Please zip your Eclipse project and submit on Canvas along with README file and the report. Make sure to include all the files that are needed in order to run your program(s). [All APPLICATION SECTION points = 5+10+5+10+10 =40 points]
- 2. A README file explaining how to compile and run the program. [5 points]
- **3.** A **report** (.docx or .pdf) describing your solution approach and screenshots of every required output. [**5 points**].