

C# Chatroom application

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Introduction to the application

This application is a chatroom which has two parts(two solutions): server and client.

For the server part: we can start the chat service, add topics, store and check the user accounts and its password with the sqlite database.

For the client part: we can register account, login, get and update the topic list automatically from the server, and choose the chatroom(topic) to send messages.

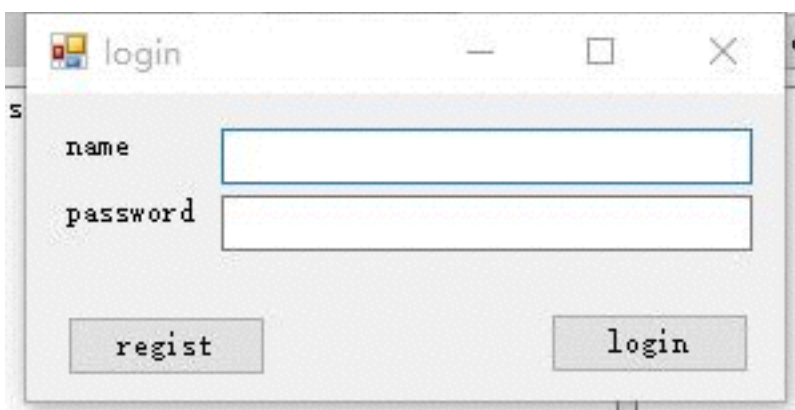
The connection between server and client is based on sockets using TCP protocol.

Main modalities and screen copies

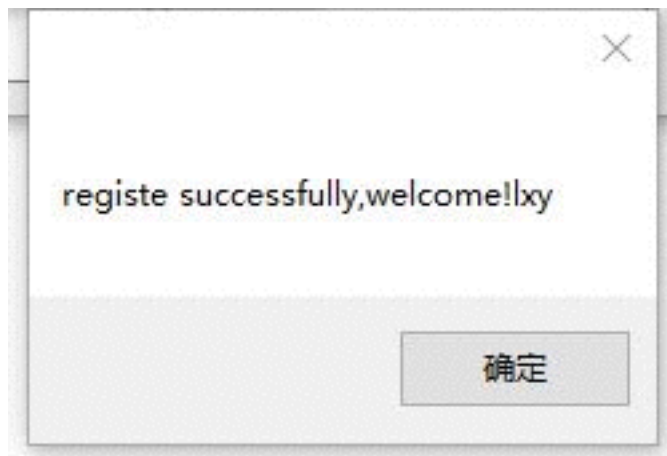
1、 Start the service. Just run the server program and click the start button.(Sever must be started before starting client!)



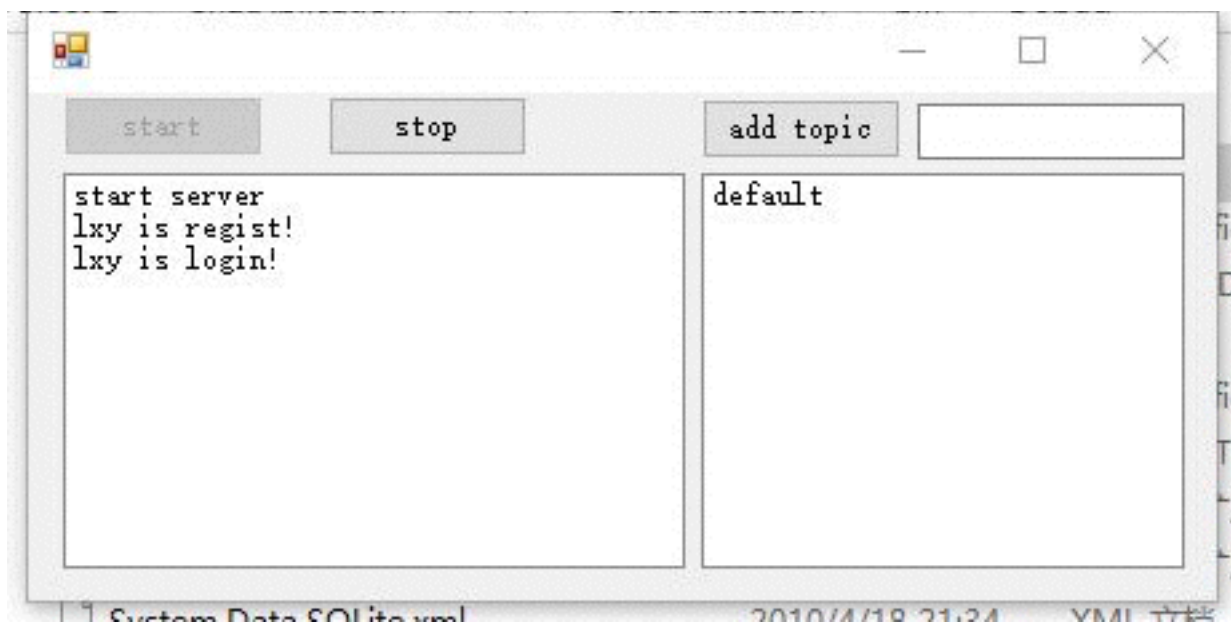
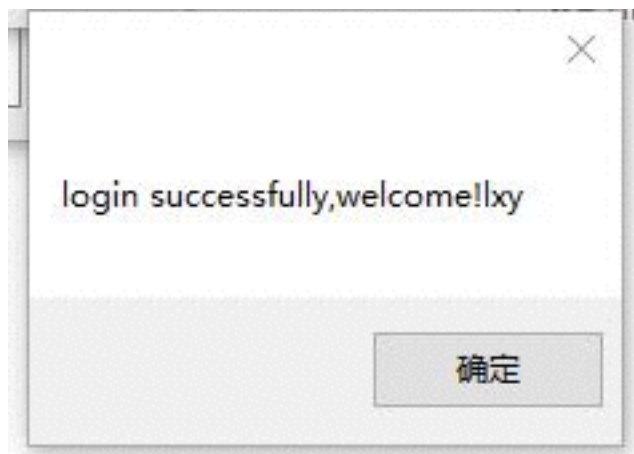
2、 Start the client.



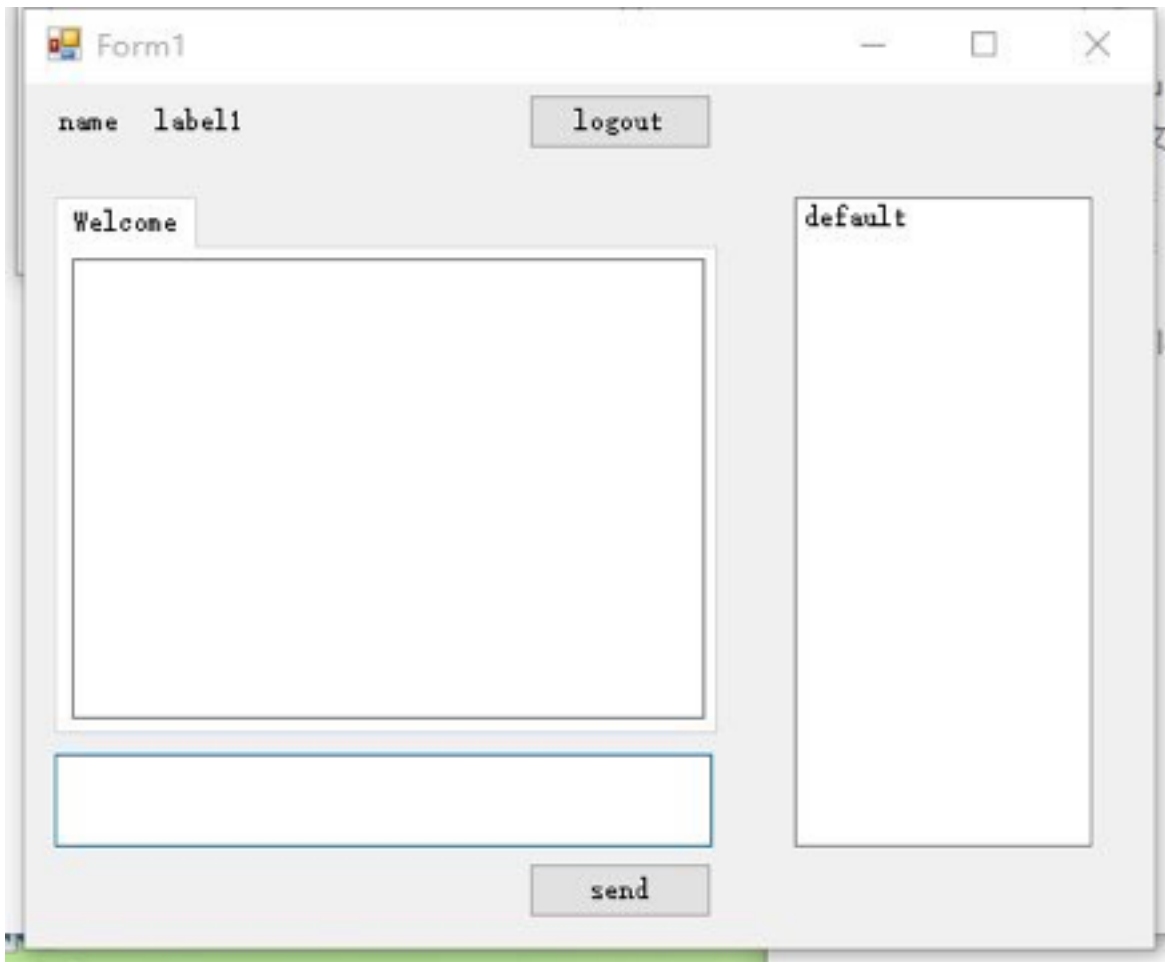
3、register a user named lxy.



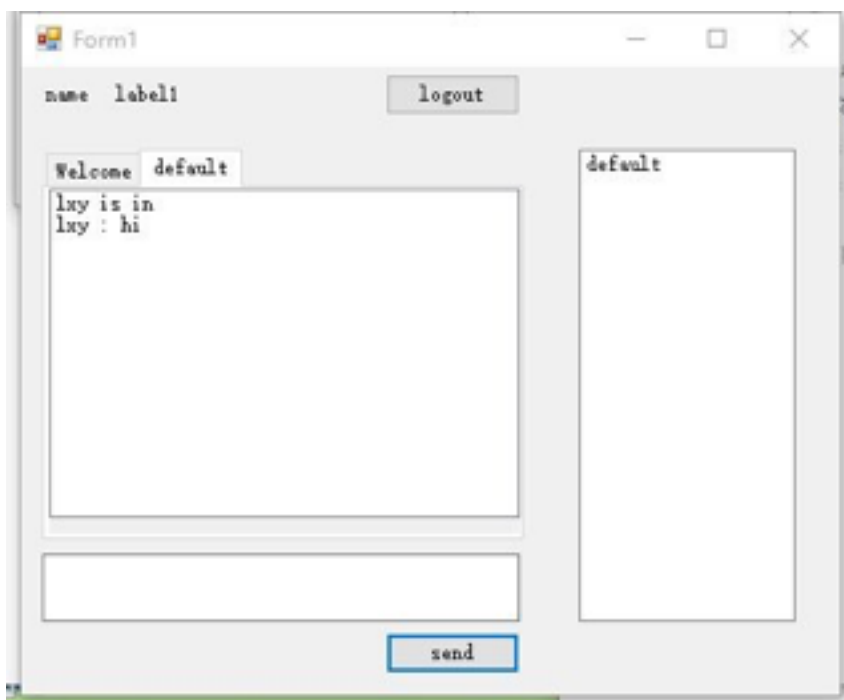
4、Login.



5、The main page of client.



6、 Double click the default topic to enter the chatroom and send a message.



7、 Now register another user named glk.

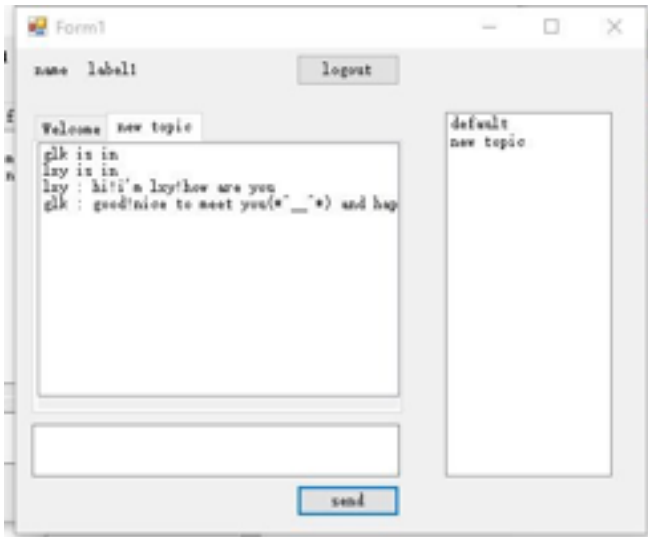


8、 Add a new topic on the server.

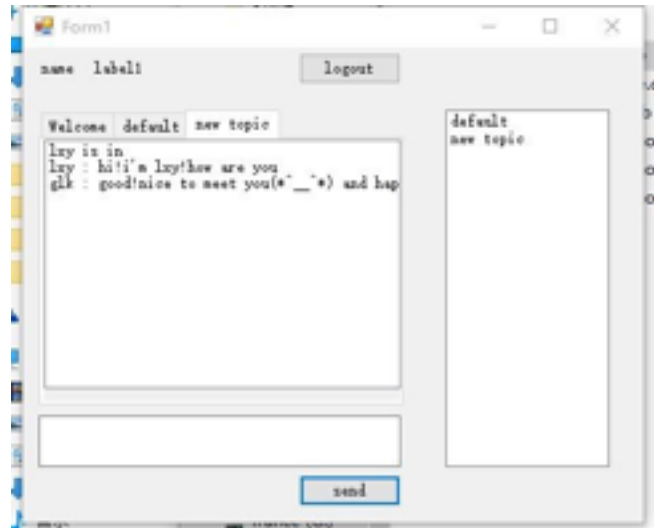


9、 Let the two users enter the new chatroom and chat.

Thursday 31 December 2015



glk's side



lxy's side

10、The database file is under the dictionary of bin/debug, named user.db, which stores the accounts and passwords of users.

