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| **Name** | **Komal Fawad**  **Maham Iftikhar** |
| **Subject** | **OOPS** |
| **Assignment#3** | **Messaging App** |
| **Roll no.** | **SP24-BSE-053(B)**  **SP24-BSE-056(B)** |

**SUBMITTED TO:**

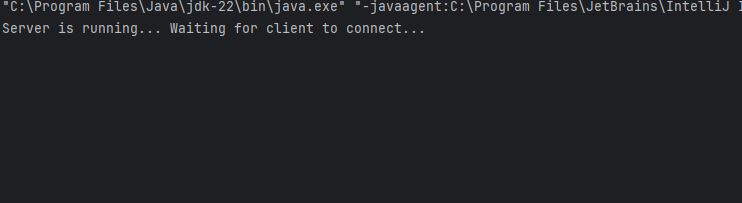
**Sir Muhammad Shahid Bhatti**

**Messaging App**

Introduction:

This messaging app is a console-based application which implements socket programming concepts. It involves server and client communication which connect with each other through IP address. Following images show its working:

Server:



Client:

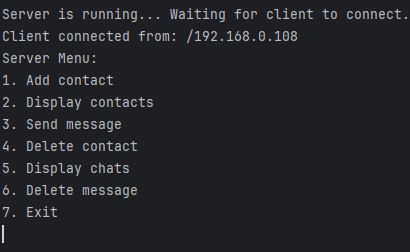
A screen shot of a computer

Description automatically generated

After entering the IP address both server and client will connect with each other and be ready to communicate.

A screenshot of a computer

Description automatically generated

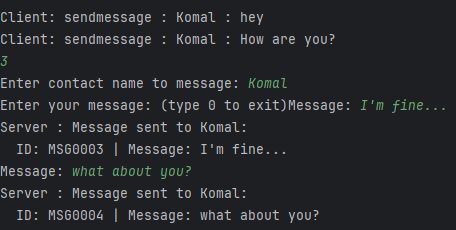


* **Classes:**
* Contact class
* Sms class
* MessageApp class
* Server class
* Client class
* **Methods:**
* Add contact (to add contact in contact array)
* Display contacts (to display all the contacts)
* Display Messages (to display all chats)
* Send message (to send messages to receiver)
* Delete message (to delete messages by ID)

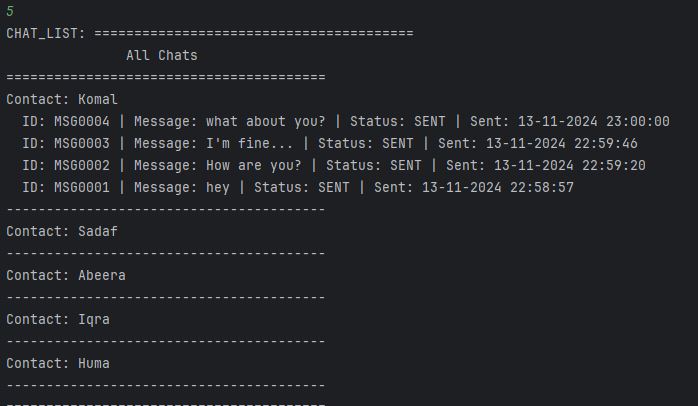
Screenshots of outputs:

1. **Send message:**

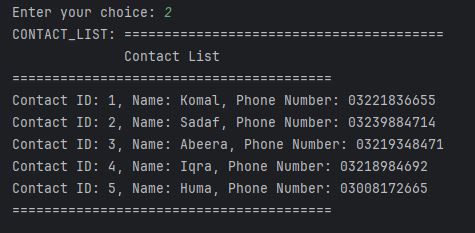




1. **Display Chats:**



1. **Display Contact:**



1. **Add Contact:**

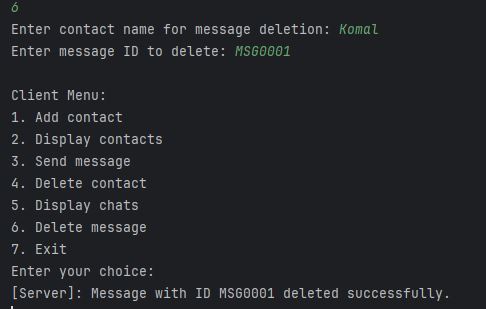
A screen shot of a computer

Description automatically generated

A screen shot of a computer

Description automatically generated

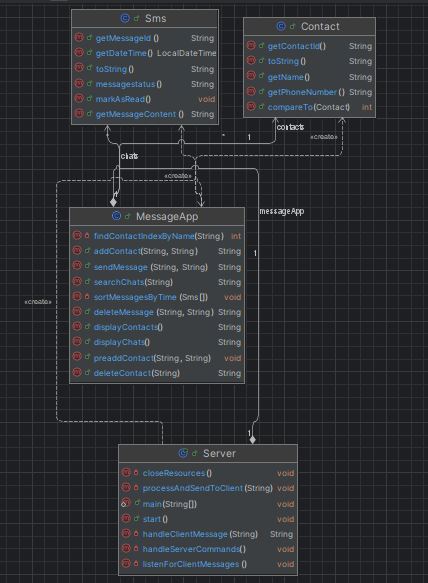
1. **Delete Message:**



A screenshot of a computer screen

Description automatically generated

**UML Diagrams:**



A screenshot of a computer screen

Description automatically generated