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Design Document

Network Based Chat Application



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Design & Implementation

A Client and a Server program called 'Natter' that use a reliable connection-oriented approach to communicate with each other using TCP Client and Server API via the java.net package.

Both Client and Server programs use a Configuration file called *config.txt*. The configuration file has three fields separated by spaces: host, port and thread poolsize. Current values are:

1. host name: localhost

- 2. port number: (65000 in the Dynamic\Private range). The server uses to listen on.
- 3. poolsize: 50 (number of threads allowed be used concurrently) .

ChatServer: On start-up, creates a server socket and run indefinitely accepting client socket requests. The server creates a thread for client tasks (no. of threads limited to specified poolsize). The *ClientHandler* thread ensures only users with unique usernames are tracked along with their socket in a ConcurrentHashMap. Then it listens for incoming messages from the client which it broadcasts to other connected clients. Housekeeping is performed on ConcurrentHashMap to remove users who are no longer connected.

ChatClient: Enables a user to be created with a username. It establishes a socket connection with the server. It contains two threads; one for performing a listening task (for incoming messages from other connected user) and a chat task (to send chat messages to the server). It allows the user to exit using $^{\prime}\q^{\prime}$.

Both programs use Console Colours. Broadcast messages from the server are shown in purple. Instructions to enable Console colours: https://superuser.com/questions/413073/windows-console-with-ansi-colors-handling

Instructions to Run

Unzip folder. **Note**: config.txt must be saved at same folder as *.jar file.

Option 1 Run Jar:

In ChatServer directory:

```
java -cp ./ChatServer.jar ie.gmit.dip.ServerRunner
```

In ChatClient directory:

```
java -cp ./ChatClient.jar ie.gmit.dip.ClientRunner
```

Option 2 Run Compiled Code:

To run code: In the src directory of each application, compile using: javac ie/dip/gmit *.java

```
ChatServer java ie.gmit.dip.ServerRunner
```

ChatClient: java ie.gmit.dip.ClientRunner

References Consulted:

- Java Docs: https://docs.oracle.com/en/java/javase/11/docs/api/java.base/java/net/package-summary.html
- Oracle Java Tutorials: https://docs.oracle.com/javase/tutorial/networking/sockets/index.html
- Baeldung Tutorial: https://www.baeldung.com/a-guide-to-java-sockets
- Threading Examples from John Healy Java material and the course material provided in class.