

Project2: Group Chat

Use Java RMI to implement. 10 bonus points if you use GUI.

When a client starts, it needs to input the server's address (ip or host name) and the client's name. Once a client starts chatting, its messages can be seen by all other active clients. A message is formatted as follows:

Client name: message content

A client has a quit option. If a client quit, the server sends a message "*clientname* quits." to all other clients.