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Golisano College of Computing and Information Sciences
Department of Information Sciences and Technology

Final Project
ISTE-121

(These specs may be changed as required by the instructor)

Project:

Specify, analyze, design, write, test, demo and present a network-based client/server program written in Java.

Functionality Requirements:

Server

- Accepts connections from clients (multithreaded)
- Allows for public/private chat among clients (private chat for extra credit)
- Functionality of program as expected
- Maintains state of system.
  - Clients logged into the system
  - If this is a game, the server keeps track of the board

Client

- Must be able to connect to the server and chat with all clients connected
- Maintain its own GUI version of the game on which the state of the game is displayed
- Displays a list of current clients logged on
- The GUI should be implemented as user friendly as possible using the mouse and directional arrows on the keyboard with the exceptions of typing for user name, password if required, Server IP address/port number, and chat.

Documentation

- Design document contains information about the final project, that would be useful to someone who is trying to quickly learn about the project in progress, its history, and its current state
- Documentation will be checked near the beginning of the project, and at the end of the term
- User documentation – information for the user as how to use the system

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Submitting your work:

- All work (source code, documents, diagrams, batch files, etc.) MUST have your team's number/name on them at a minimum. Include the name(s) of the people involved writing that particular artifact.
- Executable Jar files. Each Jar file contains the classes required to run each application
    1. Client jar file
    2. Server jar file
- The JavaDocs for the application and related classes are to be in a separate directory in the overall zip file.

- Source code must include:
    JavaDoc comments, complete for each class and method
    In-Code comments, at least at each logical segment of code

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219-Final Project Grade Sheet

Team # _____   Name: _____

Criteria	Possible	Earned	Comments
Server			
Must be an executable jar file	*10*		
Connections (Multithreaded)			
• Accepts Multiple Connections from clients	10		
Functionality			
• Display a list of current clients logged on	5		
• Allows for public chat among clients.	10		
• Maintains Information about the game such that it can validate all moves.	10		
• Decides and Announces winner (for games)	5		
• Javadocs	5		
GUI : bonus	*bonus*		
• A functional GUI	6		
• Display information about, more useful items more pts			
o Users connected	3		
o Games being played	3		
o Shows messages being sent back and forth from the server	3		
Subtotal	**55 / 70**		
Client (Must be a .jar file)			
Must be an executable jar file	10		
• Can log on to the server	5		
• Can chat on server	10		
• Can play game without awkwardness (such as the board in the wrong direction)	10		
• Javadocs	5		
GUI			
• Must have a user-friendly GUI Interface	10		
• Must maintain a game board that will maintain state of game as provided by server	10		
• Must have a readme file or GUI window pop-up to learn how to play a game	10		
Subtotal	**70**		
Microsoft Project	15		
Commented code, Javadocs	15		
Code Checkout – well written	20		
Project Code Total / bonus	**175 / 190**		
Extra Points			
Allows for Private chat between clients	10		
Unix shell file, in addition to the Windows .bat file	5		
Other extras:			
Total Score / with bonus	**190 / 205**		

Comments: