Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-milestone-3-chatroom-2024-m24/grade/mcp62

Course: IT114-003-F2024
Assigment: [IT114] Milestone 3 Chatroom 2024 M24
Student: Michael P. (mcp62)

Submissions:

Submission Selection

1 Submission [submitted] 12/9/2024 7:14:33 PM

Instructions

COLLAPSE

Implement the Milestone 3 features from the project's proposal document: https://docs.google.com/document/d/1ONmvEvel97GTFPGfVwwQC96xSsobbSbk56145XizQG4/view Make sure you add your ucid/date as code comments where code changes are done All code changes should reach the Milestone3 branch Create a pull request from Milestone3 to main and keep it open until you get the output PDF from this assignment. Gather the evidence of feature completion based on the below tasks. Once finished, get the output PDF and copy/move it to your repository folder on your local machine. Run the necessary git add, commit, and push steps to move it to GitHub Complete the pull request that was opened earlier Upload the same output PDF to Canvas

Branch name: Milestone3

Group

Group: Basic UI
Tasks: 1
Points: 2

COLLAPSE

Task

Group: Basic UI
Task #1: UI Panels
Weight: ~100%
Points: ~2.00

COLLAPSE

Details:

All code screenshots must include ucid/date.

App screenshots must have the UCID in the title bar like the lesson gave.

Columns: 1

Sub-Task

100%

Group: Basic UI

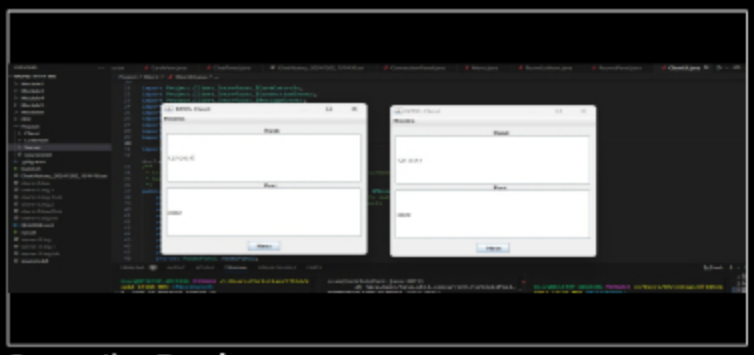
Task #1: UI Panels

Sub Task #1: Show the ConnectionPanel by running the app (should have host/port)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Connection Panel

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Basic UI

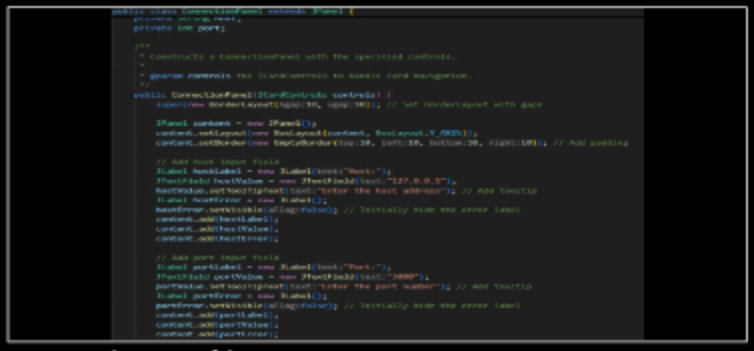
Task #1: UI Panels

Sub Task #2: Show the code related to the ConnectionPanel

Task Screenshots

Gallery Style: 2 Columns

4 2 1



ConnectionPanel.java

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Briefly explain how it works and how it's used

Response:

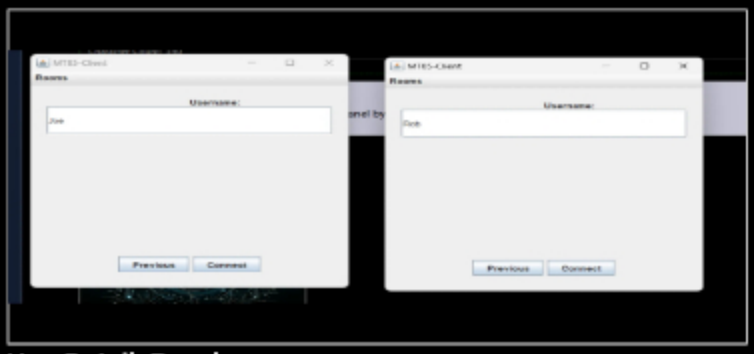
- Uses BorderLayout for the main panel
- Contains text fields for host (default: "127.0.0.1") and port (default: "3000")
- Has a "Next" button to proceed
- Includes error labels for validation feedback
- User enters host and port values
- When "Next" is clicked, it validates the port number
- If valid, stores the values and moves to the next panel
- If invalid, displays an error message

Sub-Task 100%
Group: Basic UI
Task #1: UI Panels
Sub Task #3: show the UserDetailsPanel by running the app (should have username)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



UserDetailsPanel

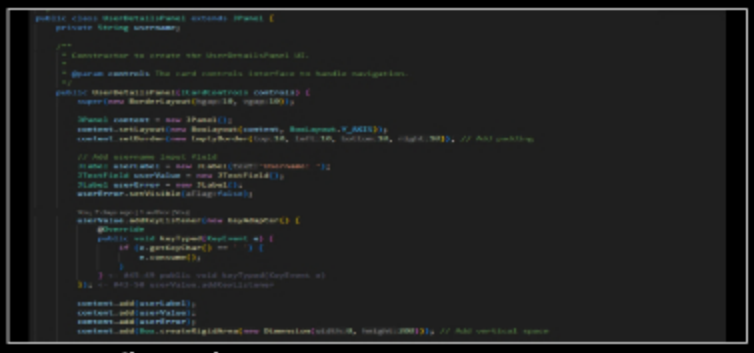
Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Sub-Task 100%
Group: Basic UI
Task #1: UI Panels
Sub Task #4: Show the code related to the UserDetailsPanel

Task Screenshots

Gallery Style: 2 Columns

4 2 1



UserDetailsPanel

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Briefly explain how it works and how it's used

Response:

Users enter their desired username in a text field. The panel prevents spaces in usernames through a KeyListener. Error messages appear if the user tries to connect with an empty username. Navigation Control will allow the "Previous" button to return to the connection details screen. The "Connect" button initiates the connection process when. clicked with a valid username. Navigation is managed through the ICardControls interface

Validation and other features added aswell as the panel set up and dimesions.

Sub-Task

100%

Group: Basic UI

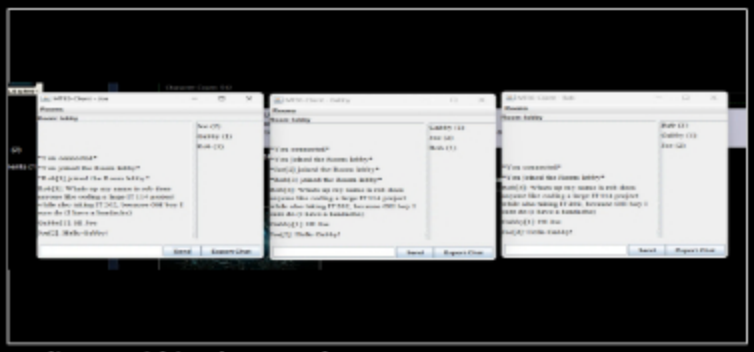
Task #1: UI Panels

Sub Task #5: Show the ChatPanel (there should be at least 3 users present and some example messages)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



3 Clients within chatPanel

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

Group: Basic UI

Task #1: UI Panels

100%

Sub Task #6: Show the code related to the ChatPanel

Task Screenshots

Gallery Style: 2 Columns

4 2 1

ChatPanel.java code

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Briefly explain how it works and how it's used (note the important parts of the ChatPanel)

Response:

ChatPanel.java serves as the main interface for the chat application, implementing a split-screen design where 70% of the window displays the chat messages and 30% shows the user list. The panel uses BorderLayout and contains three key components, a scrollable chat area for messages, a user list panel on the right, and an input area at the bottom. Users can send messages through a text field using either the "Send" button or the Enter key, and messages are displayed in the chat area with HTML formatting support. The panel includes features like automatic scrolling to new messages, user list management (adding/removing users), and a chat export function that saves the conversation history to a timestamped text file. All UI updates are handled through SwingUtilities.invokeLater to maintain thread safety, and the panel uses GridBagLayout to properly arrange and display messages while maintaining proper spacing and formatting.

End of Task 1

End of Group: Basic UI
Task Status: 1/1

Group

100%

Group: Build-up
Tasks: 2
Points: 3

COLLAPSE

Task

Group: Build-up

100%

Task #1: Results of /flip and /roll appear in a different format than regular chat text
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:
All code screenshots must include ucid/date.

App screenshots must have the UCID in the title bar like the lesson gave.

Columns: 1

Sub-Task

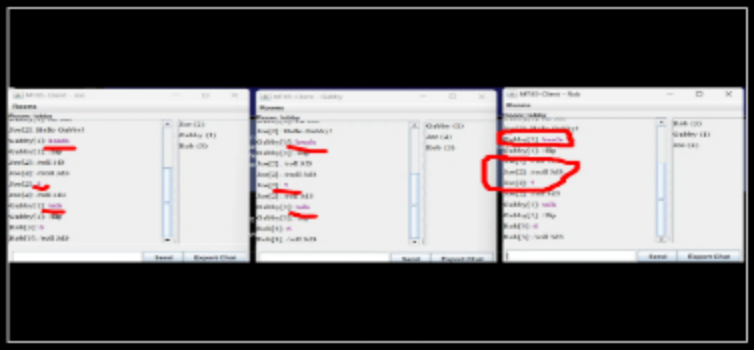
100%

Group: Build-up
Task #1: Results of /flip and /roll appear in a different format than regular chat text
Sub Task #1: Show examples of it printing on screen

Task Screenshots

Gallery Style: 2 Columns

4 2 1



you can see results are a different color

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

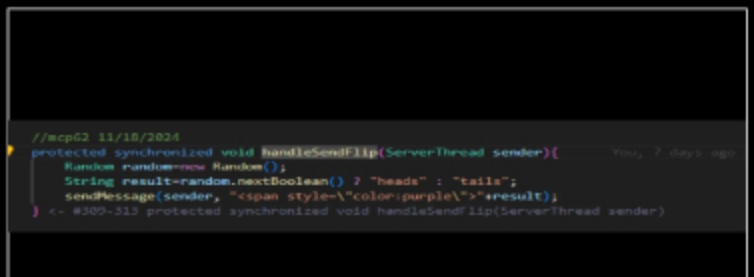
100%

Group: Build-up
Task #1: Results of /flip and /roll appear in a different format than regular chat text
Sub Task #2: Show the code on the Room side that changes this format

Task Screenshots

Gallery Style: 2 Columns

4 2 1



server thread handles flip, while the output is adjusted

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain what you did and how it works

Response:

Targeted by altering the style of the message using html. The results variable what is being modified.

End of Task 1

Task

100%

Group: Build-up
Task #2: Text Formatting appears correctly on the UI
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:

All code screenshots must include ucid/date.

App screenshots must have the UCID in the title bar like the lesson gave.

Columns: 1

Sub-Task

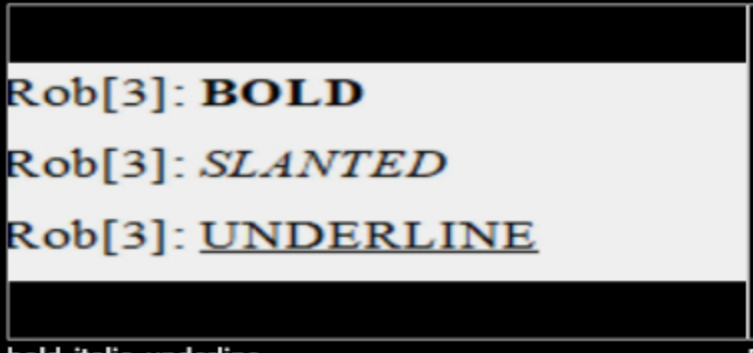
100%

Group: Build-up
Task #2: Text Formatting appears correctly on the UI
Sub Task #1: Show examples of bold, italic, underline, each color implemented and a combination of bold, italic, underline, and one color in the same message

Task Screenshots

Gallery Style: 2 Columns

4 2 1



bold, italic, underline

RGB

Mixed Message

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Build-up

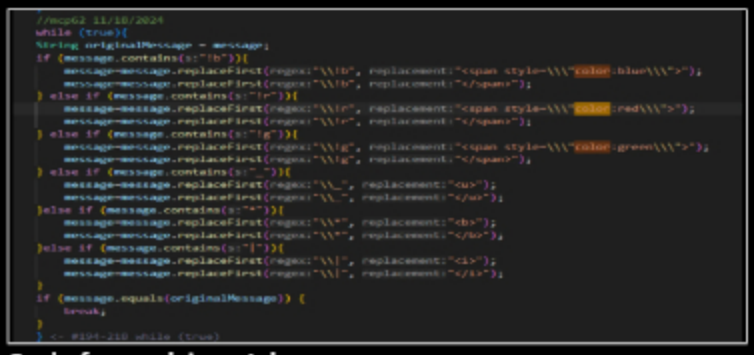
Task #2: Text Formatting appears correctly on the UI

Sub Task #2: Show the code changes necessary to get this to work

Task Screenshots

Gallery Style: 2 Columns

4 2 1



```
//mcp62 11/10/2024
while (true){
String originalMessage = message;
if (message.contains(s:"!b")){
    message=message.replaceFirst(regex:"\\!b", replacement:"<span style=\\\"color:blue\\\">");
    message=message.replaceFirst(regex:"\\!b", replacement:"</span>");
} else if (message.contains(s:"!r")){
    message=message.replaceFirst(regex:"\\!r", replacement:"<span style=\\\"color:red\\\">");
    message=message.replaceFirst(regex:"\\!r", replacement:"</span>");
} else if (message.contains(s:"!g")){
    message=message.replaceFirst(regex:"\\!g", replacement:"<span style=\\\"color:green\\\">");
    message=message.replaceFirst(regex:"\\!g", replacement:"</span>");
} else if (message.contains(s:"_")){
    message=message.replaceFirst(regex:"\\_", replacement:"<u>");
    message=message.replaceFirst(regex:"\\_", replacement:"</u>");
}else if (message.contains(s:"*")){
    message=message.replaceFirst(regex:"\\*", replacement:"<b>");
    message=message.replaceFirst(regex:"\\*", replacement:"</b>");
}else if (message.contains(s:"|")){
    message=message.replaceFirst(regex:"\\|", replacement:"<i>");
    message=message.replaceFirst(regex:"\\|", replacement:"</i>");
}
if (message.equals(originalMessage)) {
    break;
}
} <- #194-210 while (true)
```

Code for applying styles

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Briefly explain what was necessary and how it works

Response:

Checks the message contents if the message contains certain string, if nothing is found then is breaks out of the loop, this is done for every message (while true). essentially we are assuming every message will contain some regex that indicates the message should be modified by the regex identifyer, but if it doesnt the loop exsits untill the condition is met again.

End of Task 2

End of Group: Build-up

Task Status: 2/2

Group

Group: New Features

100%

Tasks: 2
Points: 4

COLLAPSE

Task

100%

Group: New Features
Task #1: Private messages via @username
Weight: ~50%
Points: ~2.00

COLLAPSE

Details:
All code screenshots must include ucid/date.

App screenshots must have the UCID in the title bar like the lesson gave.

Columns: 1

Sub-Task

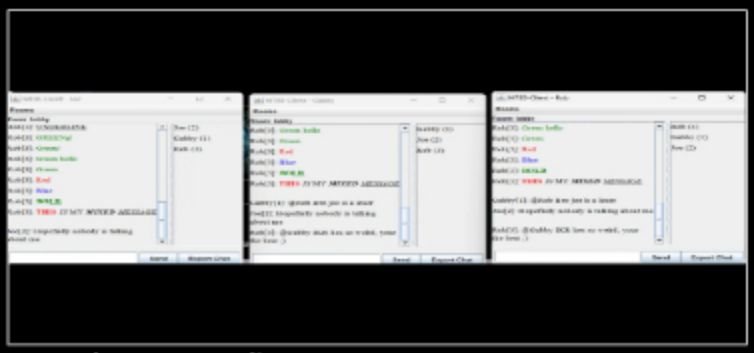
100%

Group: New Features
Task #1: Private messages via @username
Sub Task #1: Show a few examples across different clients (there should be at least 3 clients in the Room)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Example across 3 clients

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: New Features
Task #1: Private messages via @username
Sub Task #2: Show the client-side code that processes the text per the requirement

Task Screenshots

Gallery Style: 2 Columns

4 2 1

method for sendPrivateMessage

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

message.split(" ") creates array: ["@Bob", "hello", "there"] [0] gets first element: "@Bob" substring(1) removes the '@': "Bob"

Checks if room is running

Applies any formatting

Sends the original message to

- The recipient matching the extracted username
- The sender of the message
- Only sends if the recipient hasn't muted the sender

Sub-Task

100%

Group: New Features

Task #1: Private messages via @username

Sub Task #3: Show the ServerThread code receiving the payload and passing it to Room

Task Screenshots

Gallery Style: 2 Columns

4 2 1

handling the payload

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

message payload is checkeed by "@" if found, sets payload type to type PRIVATE to be hanled by room.java

Sub-Task

100%

Group: New Features
Task #1: Private messages via @username
Sub Task #4: Show the Room code that verifies the id and sends the message to both the sender and receiver

Task Screenshots

Gallery Style: 2 Columns

4 2 1

code for checking client ID and modified messages

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Stores the content within originalmessage,checks for regex, in other method if @ is found then sent to the sender and reciver

End of Task 1

Task

100%

Group: New Features
Task #2: Mute and Unmute
Weight: ~50%
Points: ~2.00

COLLAPSE

Details:

All code screenshots must include ucid/date.
App screenshots must have the UCID in the title bar like the lesson gave.

- Client-side will implement a /mute and /unmute command (i.e., /mute Bob or /unmute Bob)

Columns: 1

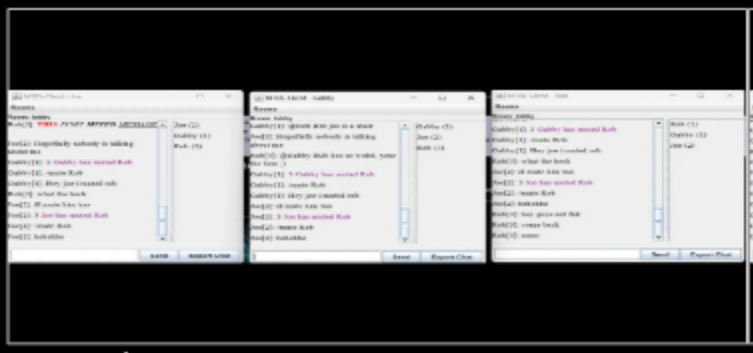
Sub-Task 100%

Group: New Features
Task #2: Mute and Unmute
Sub Task #1: Show a few examples across different clients (there should be at least 3 clients in the Room)

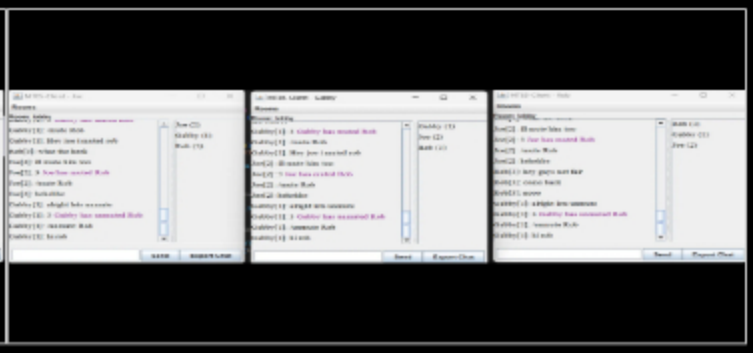
Task Screenshots

Gallery Style: 2 Columns

4 2 1



/mute Rob



/unmute

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

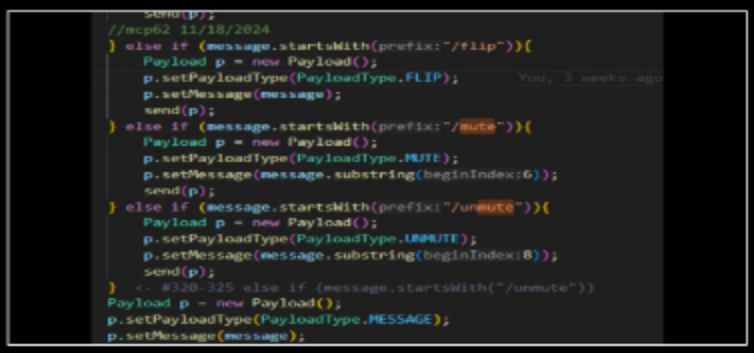
Sub-Task 100%

Group: New Features
Task #2: Mute and Unmute
Sub Task #2: Show the client-side code that processes the text per the requirement

Task Screenshots

Gallery Style: 2 Columns

4 2 1



/mute and /unmute client side

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Explain in concise steps how this logically works

Response:

checks message if the message contains item /mute or /unmute by a regex patter then a new payload is created the handles the mute within room.

Sub-Task

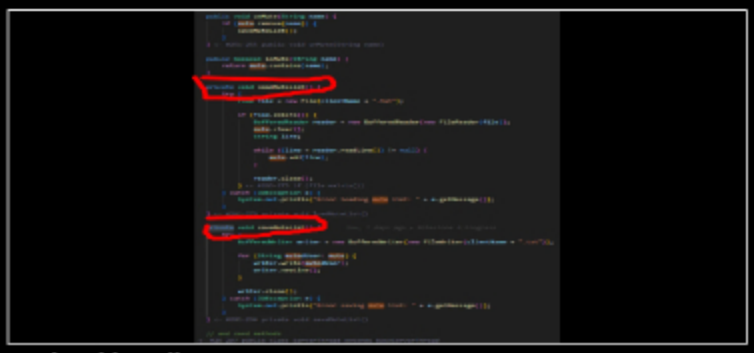
100%

Group: New Features
Task #2: Mute and Unmute
Sub Task #3: Show the ServerThread code receiving the payload and passing it to Room

Task Screenshots

Gallery Style: 2 Columns

4 2 1



payload handler

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Each client (user) has their own list of people they've muted, stored in the mute ArrayList. When a user mutes someone: The muted person's name is added to the list The list is saved to a file named [username].txt When a user unmutes someone: The person's name is removed from the list The list is saved to the file again When a user connects: The system looks for a file with their username (like "john.txt") If it exists, it loads all the muted names from the file These names are added to their mute list

Sub-Task

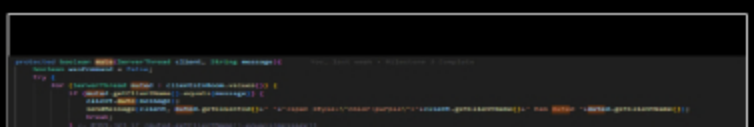
100%

Group: New Features
Task #2: Mute and Unmute
Sub Task #4: Show the Room code that verifies the id and add/removes the muted name to/from the ServerThread's list

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Mute and unmute room

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The code shows two main functions that handle muting and unmuting users in a chat room system. The mute function starts by searching through all the clients currently in the room. When it finds the person that matches the name the user wants to mute, it tells the client's system to add that person to their mute list. It then sends a message to the room in purple text to let everyone know that someone was muted. The unmute function works in a similar way, but does the opposite. It looks through the room for someone who is currently muted by the requesting user. When it finds that person, it removes them from the user's mute list. Just like with muting, it sends a purple message to everyone in the room announcing that someone was unmuted.

Sub-Task

100%

Group: New Features

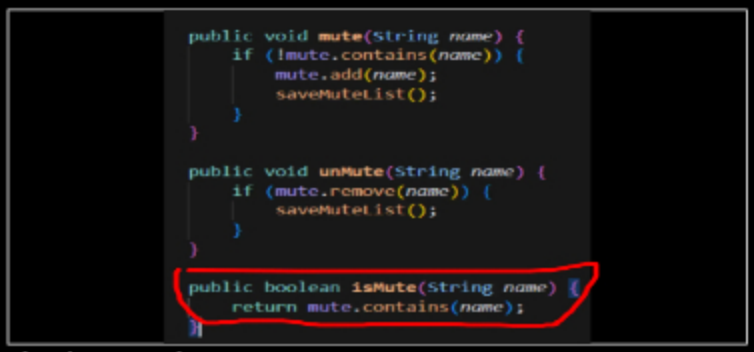
Task #2: Mute and Unmute

Sub Task #5: Show the Room code that checks the mute list during send message. private message, and any other relevant location

Task Screenshots

Gallery Style: 2 Columns

4 2 1



```
public void mute(String name) {
    if (!mute.contains(name)) {
        mute.add(name);
        saveMuteList();
    }
}

public void unMute(String name) {
    if (mute.remove(name)) {
        saveMuteList();
    }
}

public boolean isMute(String name) {
    return mute.contains(name);
}
```

checks muted

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

This code is part of the ServerThread class which handles individual client connections on the server side. The isMute(String name) checks whether a specific user (identified by their name) is in the mute list of the current client. It works by using the contains() method on the mute ArrayList, which stores all the names of users that the current

client has chosen to mute. The method returns true if the specified name exists in the mute list, and false otherwise. It allows the server to quickly determine whether messages from certain users should be filtered out before being sent to the client who has muted them. The method is called whenever a message is being processed to determine if it should be delivered to a particular client based on their mute preferences.

Sub-Task

100%

Group: New Features
Task #2: Mute and Unmute
Sub Task #6: Show terminal supplemental evidence per the requirements (refer to the details of this task)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

terminal evidence

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

End of Task 2

End of Group: New Features
Task Status: 2/2

Group

100%

Group: Misc
Tasks: 3
Points: 1

COLLAPSE

Task

100%

Group: Misc
Task #1: Add the pull request link for the branch
Weight: ~33%
Points: ~0.33

COLLAPSE

Details:

Note: the link should end with /pull/#

Task URLs

URL #1

https://github.com/Onervv/mcp62-IT114-003/pull/17

URL

https://github.com/Onervv/mcp62-IT114-003/pul

End of Task 1

Task

100%

Group: Misc

Task #2: Talk about any issues or learnings during this assignment

Weight: ~33%

Points: ~0.33

COLLAPSE

Task Response Prompt

Response:

The main issue was unable to access the clients name through the rooms name so i asked the proffessor and was able to come up with a solution/work-around

End of Task 2

Task

100%

Group: Misc

Task #3: WakaTime Screenshot

Weight: ~33%

Points: ~0.33

COLLAPSE

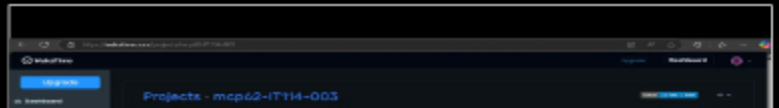
Details:

Grab a snippet showing the approximate time involved that clearly shows your repository. The duration isn't considered for grading, but there should be some time involved

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Waka, no way this is accurate

End of Task 3

End of Group: Misc
Task Status: 3/3

End of Assignment