



MEIC - Alameda Campus
MEIC - Taguspark Campus
METI

3rd Lab Session - Asynchronous Programming and Introduction to C# G-RPC

Support information:

- Slides ([pdf](#))

A - Introduction to C# G-RPC

A.2 - Chat

Implement a G-RPC based chat application with the following components:

- Server console application, *ChatServer* ,which registers clients and sends messages;
- WindowForms cliente application, *ChatClient*, which sends messages to the server and displays the ongoing conversation.

The suggested client interface has:

- a text box to write the server port, and a button to connect to the server,
- a text box with the next message to be sent and a button to send it,
- a text box with the conversation so far.

Notes:

- See the [sample G-RPC code](#).
- The new line change in Windows requires "\r\n" and not only "\n"!.
- For information on calling the Chat client GUI from the G-RPC server, see: <https://docs.microsoft.com/en-us/dotnet/desktop/winforms/controls/how-to-make-thread-safe-calls-to-windows-forms-controls?view=netframeworkdesktop-4.8>