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CSE 5306

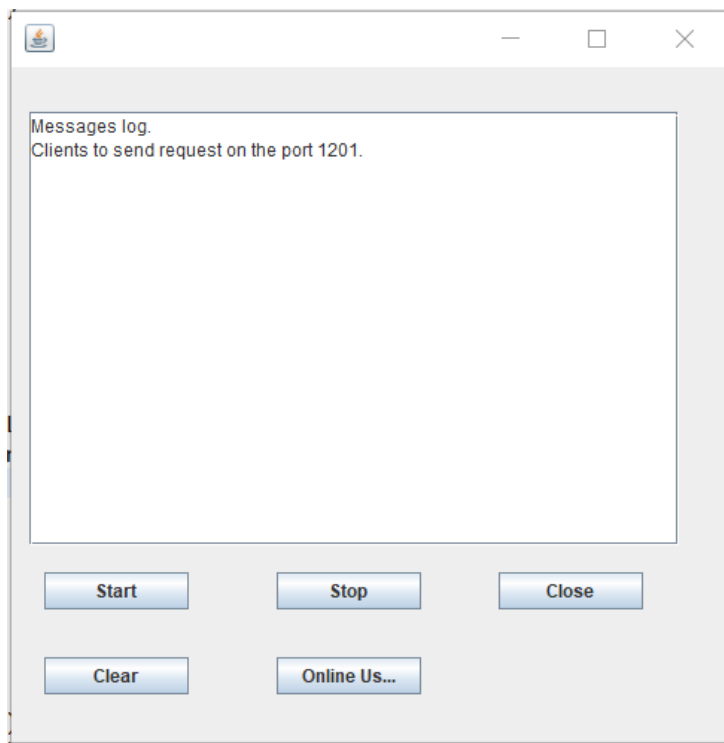# Distributed Systems

Lab 1-Message Server

Instructions:

To run a Server:

1. Run the MS_ServerGUI.java file
2. The Window will pop up and at the 'Start' button, the server will start running on 1201 port number in localhost.
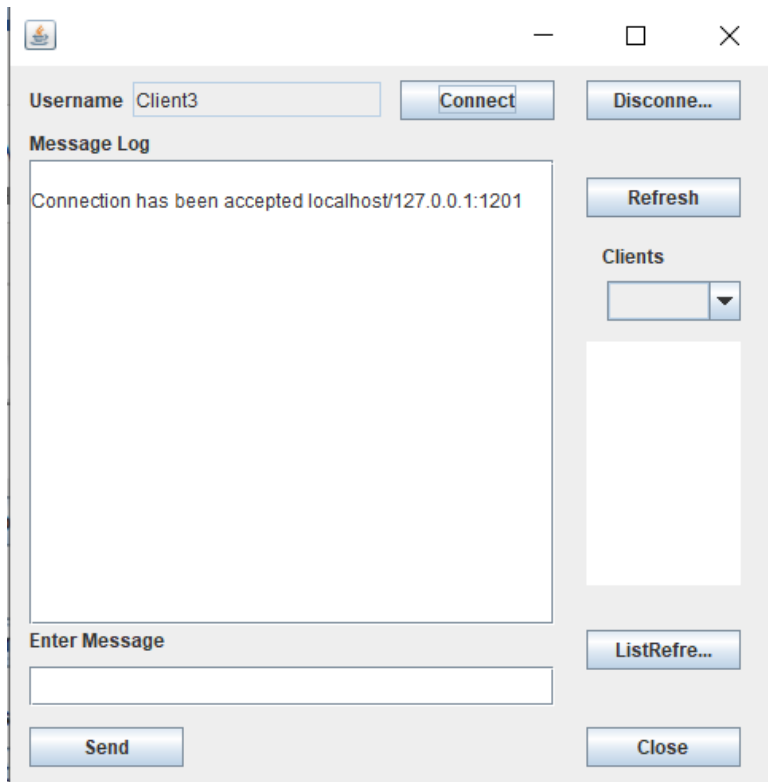

To run the Client:

1. Run the MS_ClientGUI.java file.
2. Enter the username for example Client1 and click 'Send' to connect it to the server.
3. Similarly do it for two other clients.
4. Click 'Refresh' button to get active online users to the each client window.
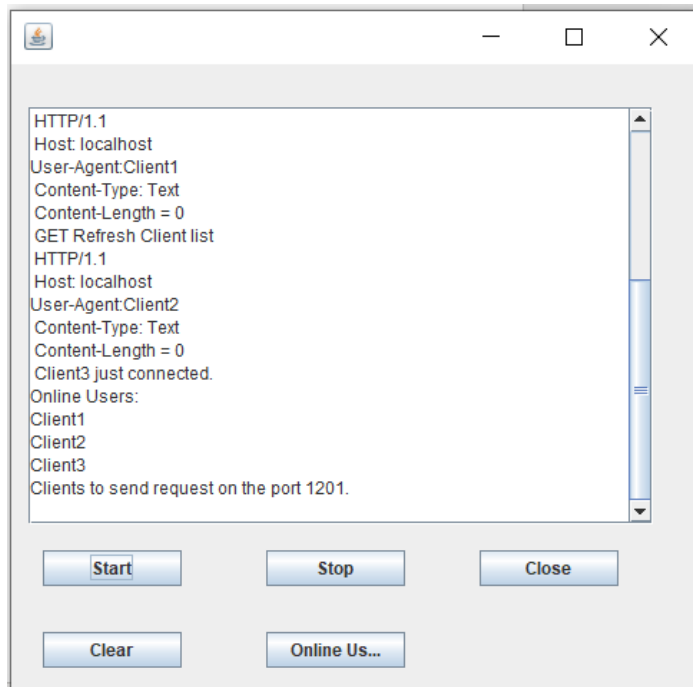
Similarly Client2 and Client3

Server Window:

To send message:

1. Send Message to Specific Username(1-1):
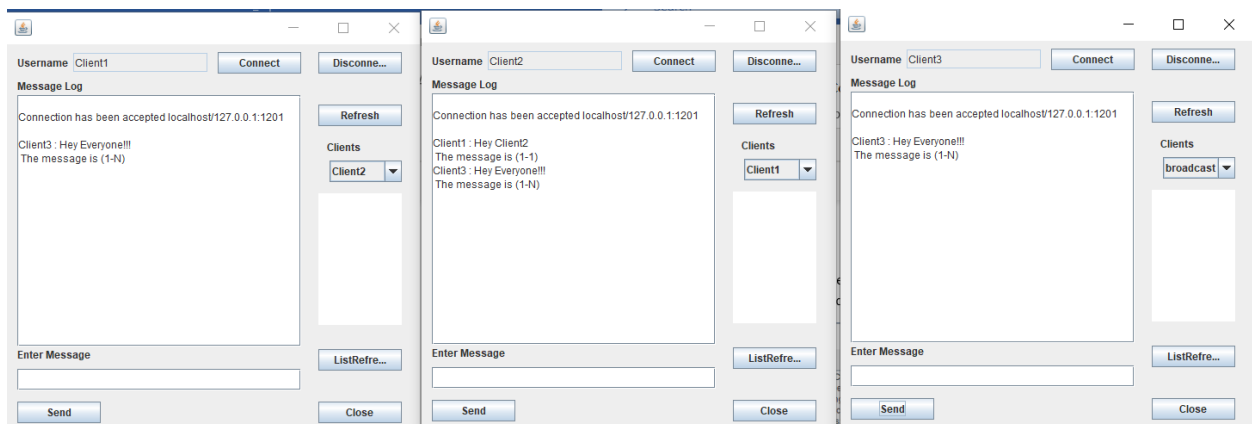   - On refreshing we will get active client list. Select the client to which message should be send. For example, client1 sends message to client2.
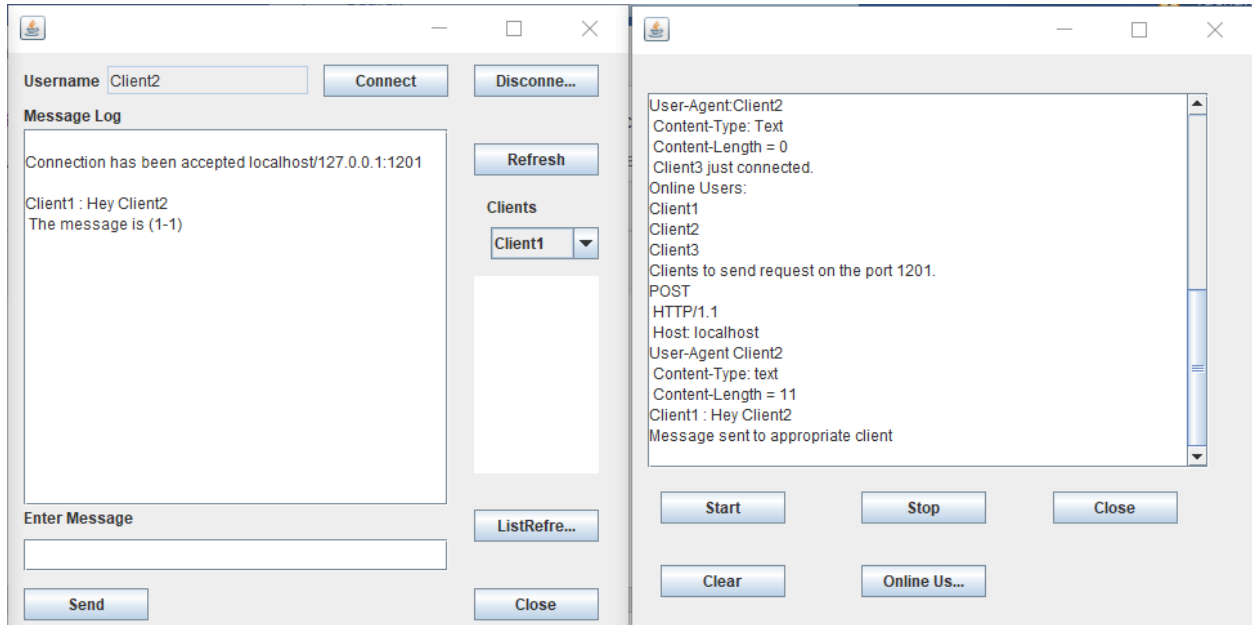

2. Send Message to all usernames(1-N):
   - On refreshing, we will get active client list. Select the 'broadcast' item from dropdown box to send messages to all users. For example, client3 sends broadcast message to all active clients.

To disconnect from the session click on 'Disconnect' button and on refreshing the other active clients, deactivated clients wont be present. For example, Client1 is disconnected.
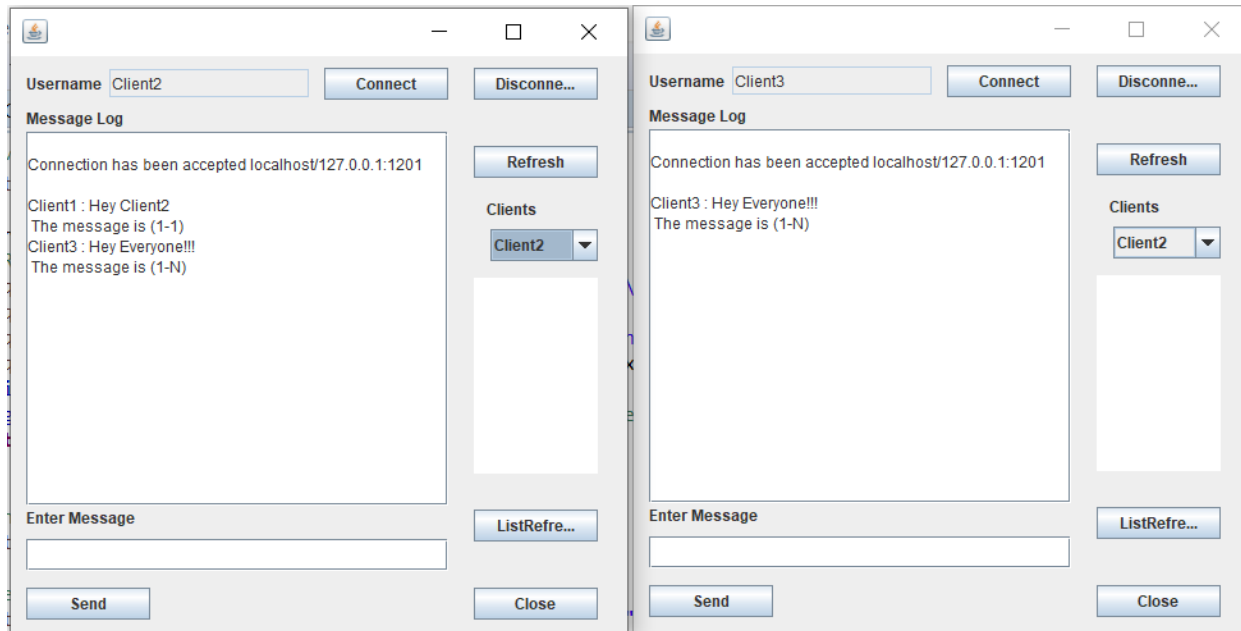
Other Buttons on the Server Widow:

Stop: Server will be stopped.

Clear: The messages on server text area is cleared to make space for incoming messages.

Online Users: The list of clients which were connected to the server.

References:

- https://www.dreamincode.net/forums/topic/259777-a-simple-chat-program-with-clientserver-gui-optional/
- https://stackoverflow.com/questions/2307291/getting-raw-http-response-headers
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- https://www.geeksforgeeks.org/multi-threaded-chat-application-set-1/
- https://www.geeksforgeeks.org/multi-threaded-chat-application-set-2/
- https://www.w3.org/Protocols/