

Projektrapport
Chattapplikation
för Objektorienterad programutveckling, trådar och datakommunikation

Rasmus Andersson
Emil Sandgren
Erik Sandgren
Jimmy Maksymiw
Lorenz Puskas
Kalle Bornemark

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1 Arbetsbeskrivning

1.1 Rasmus Andersson

Arbetade med kommunikation mellan servern och klienten med Kalle Bornemark, och Jimmy Maksymiw. Formgav projektrapporten samt skrev ImageScaleHandler.java samt Chatlog.java. Jobbade inte med UI-klasserna.

1.2 Emil Sandgren

Arbetade med UI klasserna ClientUI, StartClient och StartServer och ChatWindow. Huvudansvarig för UI. Jobbat med att koppla ihop UI:t med vad som kommer in från servern.

1.3 Erik Sandgren

Arbetade först med generell grundläggande kommunikation mellan server och klient. Jobbade sedan med UI och har även hoppat in där det behövdes på andra delar av systemet. Har ritat upp mycket av strukturen och fixat buggar.

1.4 Jimmy Maksymiw

Arbetade med planering av och struktur på hur chatten ska fungera. Vid programmeringen har han arbetat med logiken som används i både klient och server. Hur kommunikationen skall ske och vad som ska göras på de olika sidorna. Har också varit med och gjort diagrammen.

1.5 Lorenz Puskas

Arbetade främst med att designa ClientUI tillsammans med Emil.

1.6 Kalle Bornemark

Arbetade med server/klient-kommunikation, projektplanering och klasstrukturen. Skapade även diagrammen och har fungerat som projektledare till och från.

2 Instruktioner för programstart

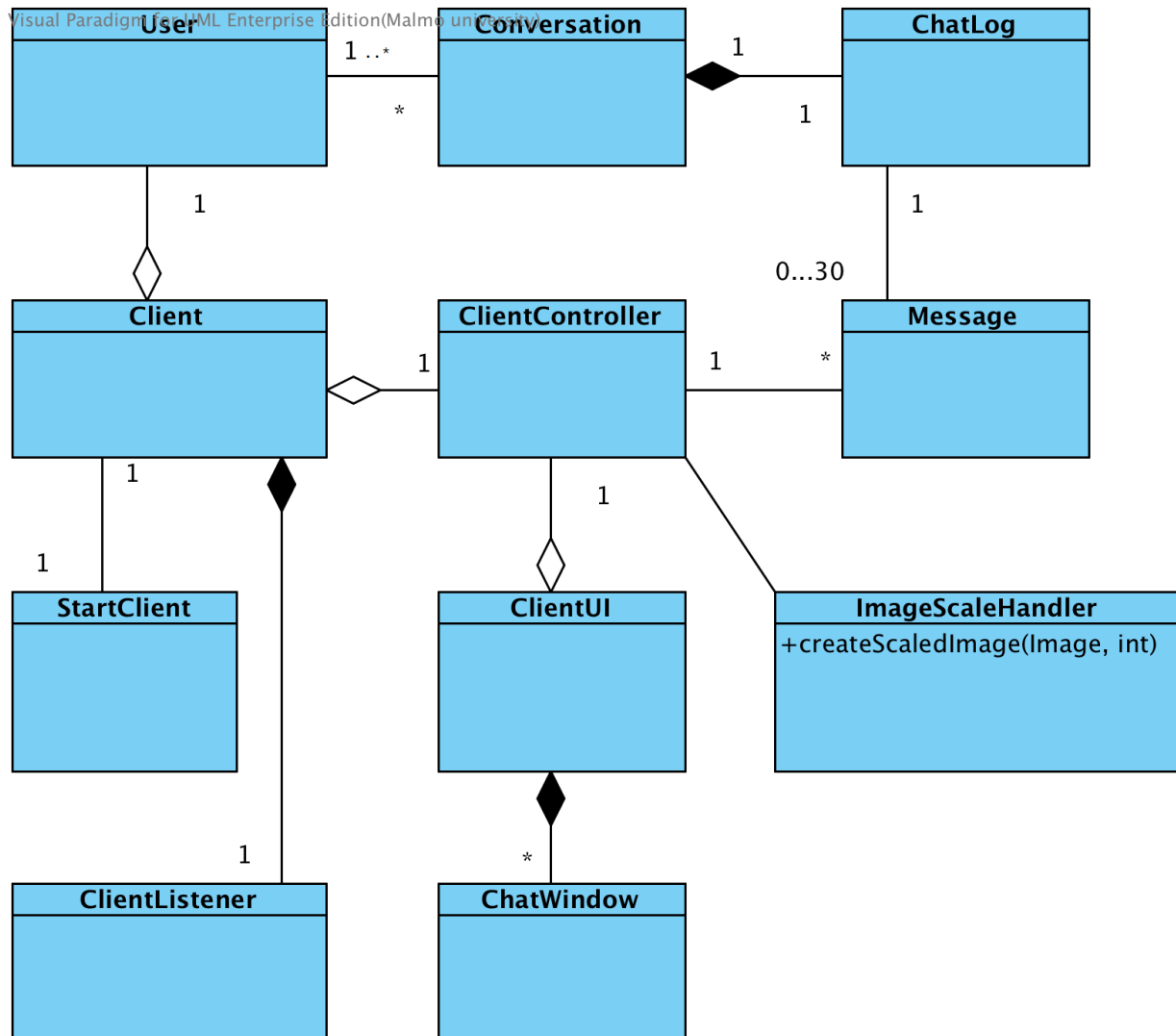
För att köra programmet krävs att man startar en server och minst en klient. Main-metoden för att starta servern finns i StartServer.java och main-metoden för att starta klienter finns i StartClient.java. Alla filvägar som används är relativa projektets workspace och behöver inte ändras.

3 Systembeskrivning

Systemet förser en Chatt-tjänst. I systemet finns det flera klienter och en server. Klienterna har ett grafiskt användargränssnitt för att skicka meddelanden till alla andra anslutna klienter, enskilda klienter, eller till en grupp av klienter. Meddelanden består av text eller av bilder. Alla dessa meddelanden går via en server som ser till att meddelanden kommer fram till rätt gruppchat eller till lobbyn. Servern lagrar alla textmeddelande som användarna skickar och loggar även namn på de bilder som skickas via bildmeddelanden. Servern loggar även användarnamn för de klienter som ansluter och när dessa stänger ner anslutningen mot servern.

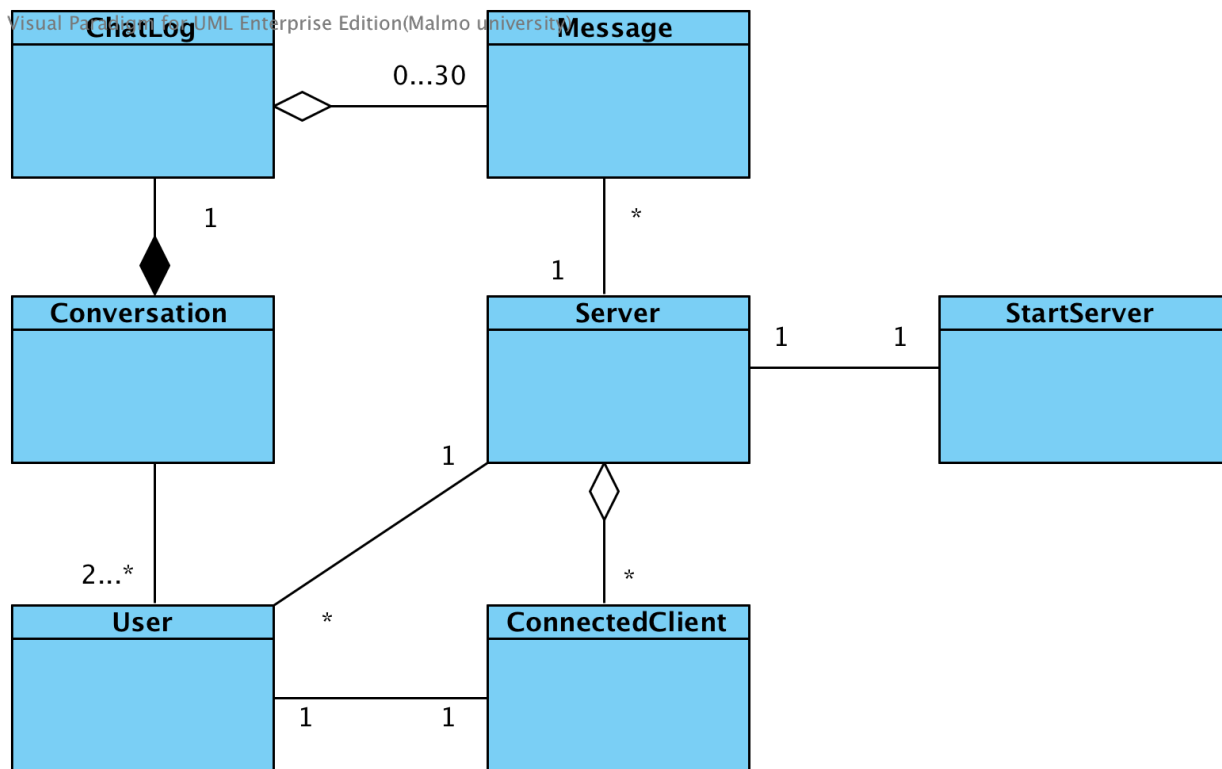
4 Klassdiagram

4.1 Klient



Figur 1: Klient

4.2 Server

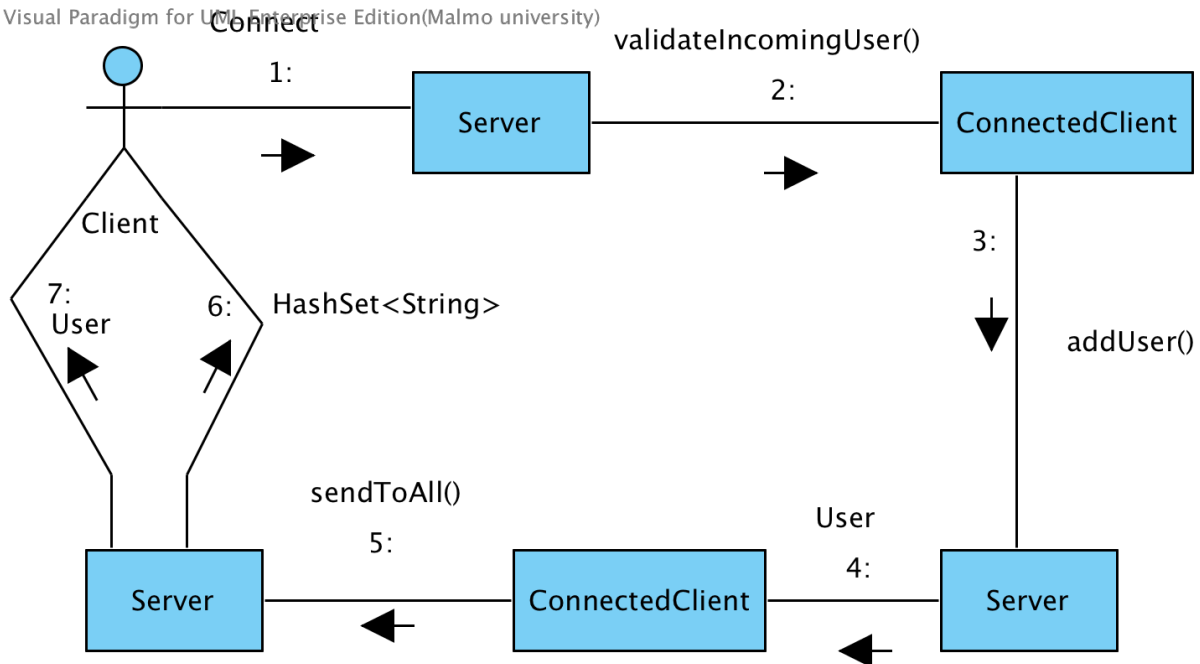


Figur 2: Server

5 Kommunikationsdiagram

5.1 Connect and login

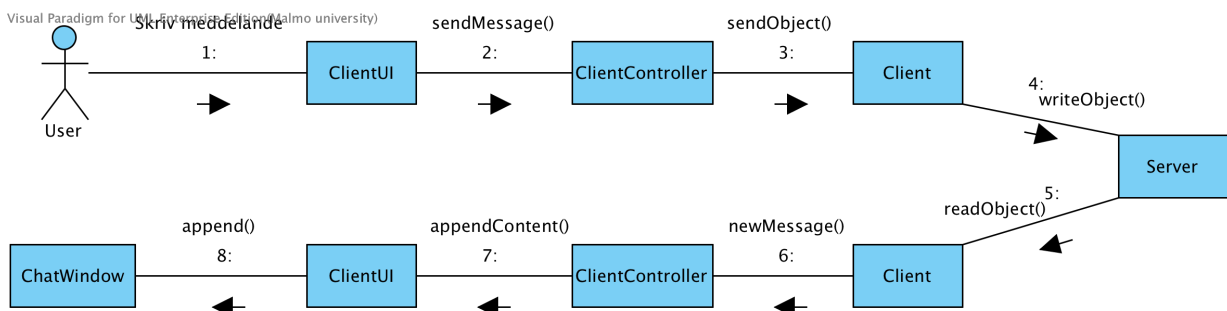
Visual Paradigm for UML Enterprise Edition (Malmö university)



Figur 3: Client connecting and logging in

5.2 Client send Message

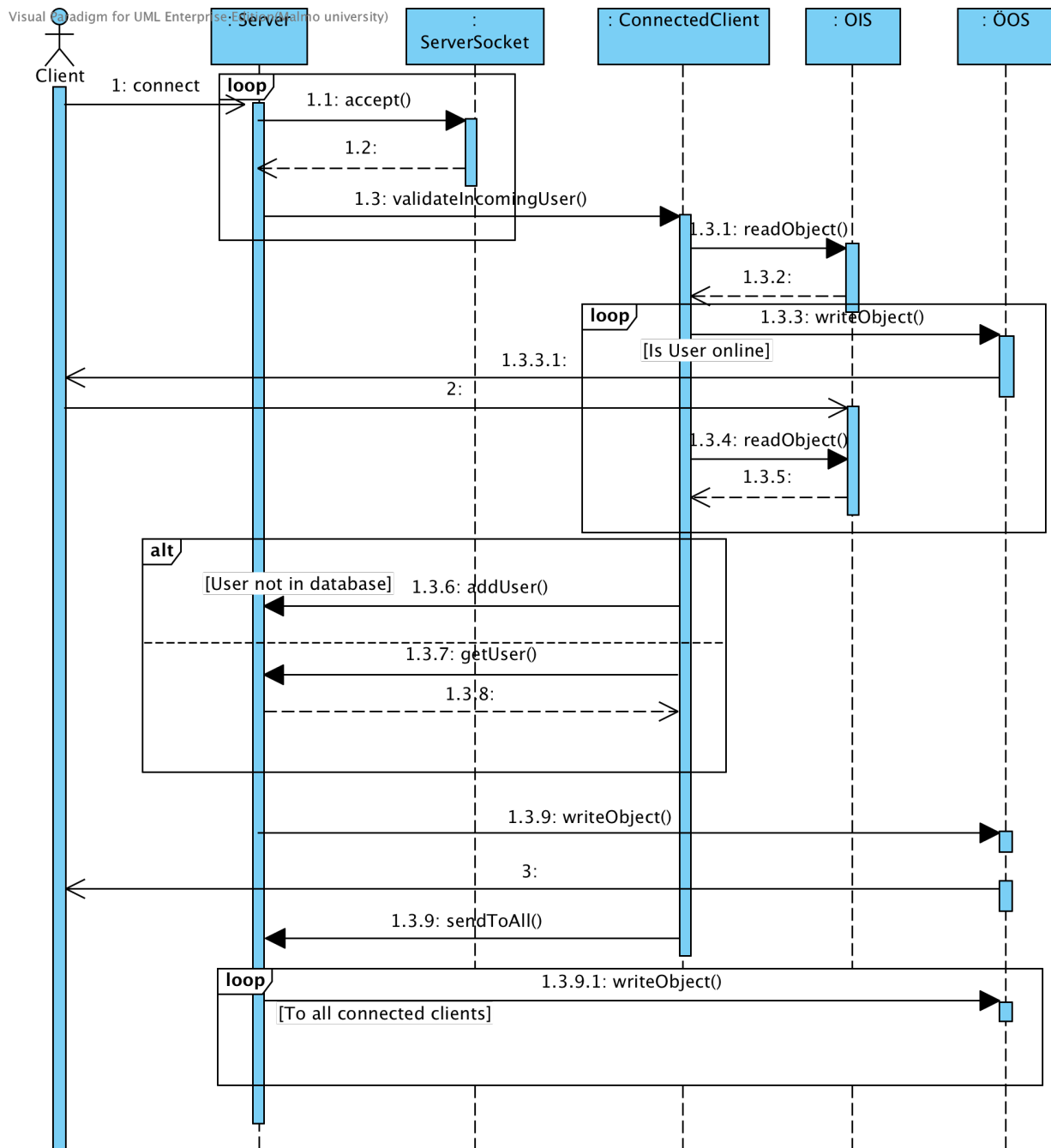
Visual Paradigm for UML Enterprise Edition (Malmö university)



Figur 4: Client sending a message

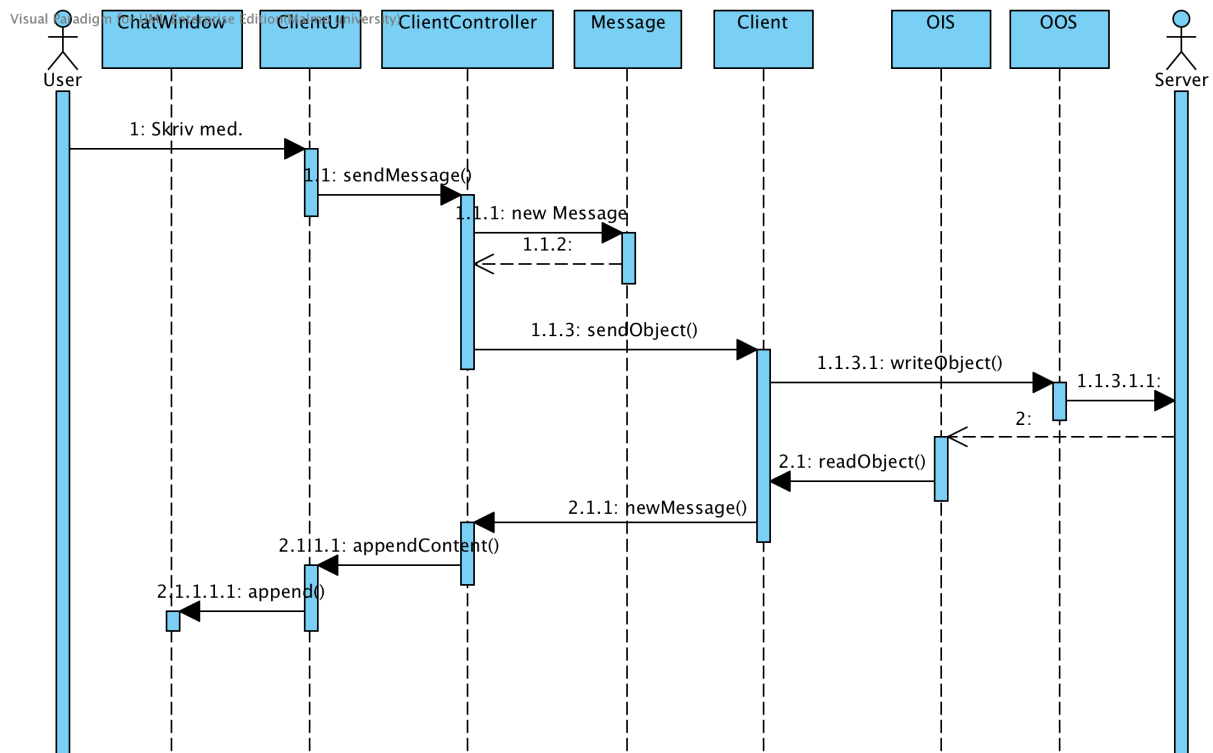
6 Sekvensdiagram

6.1 Connect and login



Figur 5: Client connecting and logging in

6.2 Send message



Figur 6: Client sending a message

7 Källkod

7.1 Server

7.1.1 Server.java, Server.ConnectedClient.java

```

1 package chat;
2
3 import java.io.IOException;
4 import java.io.ObjectInputStream;
5 import java.io.ObjectOutputStream;
6 import java.net.ServerSocket;
7 import java.net.Socket;
8 import java.util.ArrayList;
9 import java.util.HashSet;
10 import java.util.logging.*;
11
12 /**
13  * Model class for the server.
14  *
15  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
16  * Jimmy Maksymiwi, Lorenz Puskas & Rasmus Andersson
17  */
18 public class Server implements Runnable {
19     private ServerSocket serverSocket;
20     private ArrayList<ConnectedClient> connectedClients;
  
```



```
21 private ArrayList<User> registeredUsers;
22 private static final Logger LOGGER = Logger.getLogger(Server.class.getName());
23
24 public Server(int port) {
25     initLogger();
26     registeredUsers = new ArrayList<>();
27     connectedClients = new ArrayList<>();
28     try {
29         serverSocket = new ServerSocket(port);
30         new Thread(this).start();
31     } catch (IOException e) {
32         e.printStackTrace();
33     }
34 }
35
36 /**
37  * Initiates the Logger
38  */
39 private void initLogger() {
40     Handler fh;
41     try {
42         fh = new FileHandler("./src/log/Server.log");
43         LOGGER.addHandler(fh);
44         SimpleFormatter formatter = new SimpleFormatter();
45         fh.setFormatter(formatter);
46         LOGGER.setLevel(Level.FINE);
47     } catch (IOException e) {}
48 }
49
50 /**
51  * Returns the User which ID matches the given ID.
52  * Returns null if it doesn't exist.
53  *
54  * @param id The ID of the User that is to be found.
55  * @return The matching User object, or null.
56  */
57 public User getUser(String id) {
58     for (User user : registeredUsers) {
59         if (user.getId().equals(id)) {
60             return user;
61         }
62     }
63     return null;
64 }
65
66 /**
67  * Sends an object to all currently connected clients.
68  *
69  * @param object The object to be sent.
70  */
71 public synchronized void sendObjectToAll(Object object) {
72     for (ConnectedClient client : connectedClients) {
73         client.sendObject(object);
74     }
75 }
76
77 /**
78  * Checks who the message shall be sent to, then sends it.
79  */
```

```

80     * @param message The message to be sent.
81     */
82     public void sendMessage(Message message) {
83         Conversation conversation = null;
84         String to = "";
85
86         // Lobby message
87         if (message.getConversationID() == -1) {
88             sendObjectToAll(message);
89             to += "lobby";
90         } else {
91             User senderUser = null;
92
93             // Finds the sender user
94             for (ConnectedClient cClient : connectedClients) {
95                 if (cClient.getUser().getId().equals(message.getFromUserID())) {
96                     senderUser = cClient.getUser();
97
98                     // Finds the conversation the message shall be sent to
99                     for (Conversation con : senderUser.getConversations()) {
100                         if (con.getId() == message.getConversationID()) {
101                             conversation = con;
102                             to += conversation.getInvolvedUsers().toString();
103
104                             // Finds the message's recipient users, then sends the
105                             // message
106                             for (String s : con.getInvolvedUsers()) {
107                                 for (ConnectedClient conClient : connectedClients) {
108                                     if (conClient.getUser().getId().equals(s)) {
109                                         conClient.sendObject(message);
110                                     }
111                                 }
112                             }
113                             conversation.addMessage(message);
114                         }
115                     }
116                 }
117             }
118             LOGGER.info("-- NEW MESSAGE SENT --\n" +
119                 "From: " + message.getFromUserID() + "\n" +
120                 "To: " + to + "\n" +
121                 "Message: " + message.getContent().toString());
122         }
123
124         /**
125          * Sends a Conversation object to its involved users
126          *
127          * @param conversation The Conversation object to be sent.
128          */
129         public void sendConversation(Conversation conversation) {
130             HashSet<String> users = conversation.getInvolvedUsers();
131             for (String s : users) {
132                 for (ConnectedClient c : connectedClients) {
133                     if (c.getUser().getId().equals(s)) {
134                         c.sendObject(conversation);
135                     }
136                 }
137             }
138         }
139     }
140 }

```

```
137     }
138 }
139
140 /**
141  * Sends an ArrayList with all connected user's IDs.
142  */
143 public void sendConnectedClients() {
144     ArrayList<String> connectedUsers = new ArrayList<>();
145     for (ConnectedClient client : connectedClients) {
146         connectedUsers.add(client.getUser().getId());
147     }
148     sendObjectToAll(connectedUsers);
149 }
150
151 /**
152  * Waits for client to connect.
153  * Creates a new instance of ConnectedClient upon client connection.
154  * Adds client to list of connected clients.
155  */
156 public void run() {
157     LOGGER.info("Server started.");
158     while (true) {
159         try {
160             Socket socket = serverSocket.accept();
161             ConnectedClient client = new ConnectedClient(socket, this);
162             connectedClients.add(client);
163         } catch (IOException e) {
164             e.printStackTrace();
165         }
166     }
167 }
168
169 /**
170  * Class to handle the communication between server and connected clients.
171  */
172 private class ConnectedClient implements Runnable {
173     private Thread client = new Thread(this);
174     private ObjectOutputStream oos;
175     private ObjectInputStream ois;
176     private Server server;
177     private User user;
178     private Socket socket;
179
180     public ConnectedClient(Socket socket, Server server) {
181         LOGGER.info("Client connected: " + socket.getInetAddress());
182         this.socket = socket;
183         this.server = server;
184         try {
185             oos = new ObjectOutputStream(socket.getOutputStream());
186             ois = new ObjectInputStream(socket.getInputStream());
187         } catch (IOException e) {
188             e.printStackTrace();
189         }
190         client.start();
191     }
192
193     /**
194     * Returns the connected clients current User.
195     */
196 }
```

```
196     * @return The connected clients current User
197     */
198     public User getUser() {
199         return user;
200     }
201
202     /**
203     * Sends an object to the client.
204     *
205     * @param object The object to be sent.
206     */
207     public synchronized void sendObject(Object object) {
208         try {
209             oos.writeObject(object);
210         } catch (IOException e) {
211             e.printStackTrace();
212         }
213     }
214
215     /**
216     * Removes the user from the list of connected clients.
217     */
218     public void removeConnectedClient() {
219         for (int i = 0; i < connectedClients.size(); i++) {
220             if (connectedClients.get(i).getUser().getId().equals(this.getUser().getId())) {
221                 connectedClients.remove(i);
222                 System.out.println("Client removed from connectedClients");
223             }
224         }
225     }
226
227     /**
228     * Removes the connected client,
229     * sends an updated list of connected clients to other connected clients,
230     * sends a server message with information of who disconnected
231     * and closes the client's socket.
232     */
233     public void disconnectClient() {
234         removeConnectedClient();
235         sendConnectedClients();
236         sendObjectToAll("Client disconnected: " + user.getId());
237         LOGGER.info("Client disconnected: " + user.getId());
238         try {
239             socket.close();
240         } catch (Exception e) {
241             e.printStackTrace();
242         }
243     }
244
245     /**
246     * Checks if given user exists among already registered users.
247     *
248     * @return Whether given user already exists or not.
249     */
250     public boolean isUserInDatabase(User user) {
251         for (User u : registeredUsers) {
252             if (u.getId().equals(user.getId())) {
253                 return true;
254             }
255         }
256     }
257 }
```

```
254         }
255     }
256     return false;
257 }
258
259 public User getUser(String ID) {
260     for (User user : registeredUsers) {
261         if (user.getId().equals(ID)) {
262             return user;
263         }
264     }
265     return null;
266 }
267
268 /**
269  * Compare given user ID with connected client's IDs and check if the user
270  * is online.
271  *
272  * @param id User ID to check online status.
273  * @return Whether given user is online or not.
274  */
275 public boolean isUserOnline(String id) {
276     for (ConnectedClient client : connectedClients) {
277         if (client.getUser().getId().equals(id) && client != this) {
278             return true;
279         }
280     }
281     return false;
282 }
283
284 /**
285  * Checks if given set of User IDs already has an open conversation.
286  * If it does, it sends the conversation to its participants.
287  * If it doesn't, it creates a new conversation, adds it to the current
288  * users
289  * conversation list, and sends the conversation to its participants.
290  *
291  * @param participants A HashSet of user-IDs.
292  */
293 public void updateConversation(HashSet<String> participants) {
294     boolean exists = false;
295     Conversation conversation = null;
296     for (Conversation con : user.getConversations()) {
297         if (con.getInvolvedUsers().equals(participants)) {
298             conversation = con;
299             exists = true;
300         }
301     }
302     if (!exists) {
303         conversation = new Conversation(participants);
304         addConversation(conversation);
305     }
306     sendConversation(conversation);
307 }
308
309 /**
310  * Adds given conversation to all its participants' User objects.
```

```
311     *
312     * @param con The conversation to be added.
313     */
314     public void addConversation(Conversation con) {
315         for (User user : registeredUsers) {
316             for (String ID : con.getInvolvedUsers()) {
317                 if (ID.equals(user.getId())) {
318                     user.addConversation(con);
319                 }
320             }
321         }
322     }
323
324     /**
325     * Check if given message is part of an already existing conversation.
326     *
327     * @param message The message to be checked.
328     * @return Whether given message is part of a conversation or not.
329     */
330     public Conversation isPartOfConversation(Message message) {
331         for (Conversation con : user.getConversations()) {
332             if (con.getId() == message.getConversationID()) {
333                 return con;
334             }
335         }
336         return null;
337     }
338
339     /**
340     * Forces connecting users to pick a user that's not already logged in,
341     * and updates user database if needed.
342     * Announces connected to other connected users.
343     */
344     public void validateIncomingUser() {
345         Object object;
346         try {
347             object = ois.readObject();
348             user = (User) object;
349             LOGGER.info("Checking online status for user: " + user.getId());
350             while (isUserOnline(user.getId())) {
351                 LOGGER.info("User " + user.getId() + " already connected.
352                     Asking for new name.");
353                 sendObject("Client named " + user.getId() + " already connected,
354                     try again!");
355                 // Wait for new user
356                 object = ois.readObject();
357                 user = (User) object;
358                 LOGGER.info("Checking online status for user: " + user.getId());
359             }
360             if (!isUserInDatabase(user)) {
361                 registeredUsers.add(user);
362             } else {
363                 user = getUser(user.getId());
364             }
365             oos.writeObject(user);
366             server.sendObjectToAll("Client connected: " + user.getId());
367             LOGGER.info("Client connected: " + user.getId());
368             sendConnectedClients();
369         } catch (IOException e) {
370             LOGGER.error("Error validating incoming user: " + e.getMessage());
371         }
372     }
```

```
367         } catch (Exception e) {
368             e.printStackTrace();
369         }
370     }
371
372     /**
373      * Listens to incoming Messages, Conversations, HashSets of User IDs or
374      * server messages.
375      */
376     public void startCommunication() {
377         Object object;
378         Message message;
379         try {
380             while (!Thread.interrupted()) {
381                 object = ois.readObject();
382                 if (object instanceof Message) {
383                     message = (Message) object;
384                     server.sendMessage(message);
385                 } else if (object instanceof Conversation) {
386                     Conversation con = (Conversation) object;
387                     oos.writeObject(con);
388                 } else if (object instanceof HashSet) {
389                     @SuppressWarnings("unchecked")
390                     HashSet<String> participants = (HashSet<String>) object;
391                     updateConversation(participants);
392                 } else {
393                     server.sendObjectToAll(object);
394                 }
395             }
396         } catch (IOException e) {
397             disconnectClient();
398             e.printStackTrace();
399         } catch (ClassNotFoundException e2) {
400             e2.printStackTrace();
401         }
402     }
403
404     public void run() {
405         validateIncomingUser();
406         startCommunication();
407     }
408 }
```

Listing 1: Server

7.1.2 Startserver.java

```
1 package chat;
2
3 import java.awt.BorderLayout;
4 import java.awt.Color;
5 import java.awt.Dimension;
6 import java.awt.FlowLayout;
7 import java.awt.Font;
8 import java.awt.GridLayout;
9 import java.awt.event.ActionEvent;
10 import java.awt.event.ActionListener;
```



```
11 import java.awt.event.KeyEvent;
12 import java.awt.event.KeyListener;
13 import java.net.InetAddress;
14 import java.net.UnknownHostException;
15
16 import javax.swing.JButton;
17 import javax.swing.JFrame;
18 import javax.swing.JLabel;
19 import javax.swing.JOptionPane;
20 import javax.swing.JPanel;
21 import javax.swing.JTextField;
22 import javax.swing.UIManager;
23 import javax.swing.UnsupportedLookAndFeelException;
24
25 /**
26  * Create an server-panel class.
27  */
28 public class StartServer extends JPanel{
29     private JPanel pnlServerCenterFlow = new JPanel(new FlowLayout());
30     private JPanel pnlServerCenterGrid = new JPanel(new GridLayout(1,2,5,5));
31     private JPanel pnlServerGrid = new JPanel(new GridLayout(2,1,5,5));
32     private JPanel pnlServerRunning = new JPanel(new BorderLayout());
33
34     private JTextField txtServerPort = new JTextField("3450");
35     private JLabel lblServerPort = new JLabel("Port:");
36     private JLabel lblServerShowServerIp = new JLabel();
37     private JLabel lblWelcome = new JLabel("Create a bIRC server");
38     private JLabel lblServerRunning = new JLabel("Server is running...");
39     private JButton btnServerCreateServer = new JButton("Create Server");
40
41     private Font fontIpPort = new Font("Sans-Serif",Font.PLAIN,17);
42     private Font fontInfo = new Font("Sans-Serif",Font.BOLD|Font.ITALIC,20);
43     private Font fontWelcome = new Font("Sans-Serif", Font.BOLD,25);
44     private Font fontButton = new Font("Sans-Serif", Font.BOLD,18);
45     private Server server;
46
47     private BorderLayout br = new BorderLayout();
48
49     public StartServer() {
50         lookAndFeel();
51         initPanels();
52         initLabels();
53         setlblServerShowServerIp();
54         initListeners();
55     }
56
57     /**
58      * Initiate Server-Panels.
59      */
60     public void initPanels() {
61         setPreferredSize(new Dimension(350,150));
62         setOpaque(true);
63         setLayout(br);
64         setBackground(Color.WHITE);
65         add(pnlServerGrid, BorderLayout.CENTER);
66         pnlServerGrid.add(pnlServerCenterGrid);
67         add(lblServerShowServerIp, BorderLayout.SOUTH);
68
69         pnlServerCenterFlow.setOpaque(true);
```



```
70     pnlServerCenterFlow.setBackground(Color.WHITE);
71     pnlServerCenterGrid.setOpaque(true);
72     pnlServerCenterGrid.setBackground(Color.WHITE);
73     pnlServerGrid.setOpaque(true);
74     pnlServerGrid.setBackground(Color.WHITE);
75
76     pnlServerCenterGrid.add(lblServerPort);
77     pnlServerCenterGrid.add(txtServerPort);
78     btnServerCreateServer.setFont(fontButton);
79     pnlServerGrid.add(btnServerCreateServer);
80     pnlServerRunning.add(lblServerRunning, BorderLayout.CENTER);
81 }
82
83 /**
84  * Initiate Server-Labels.
85  */
86 public void initLabels() {
87     lblServerPort.setHorizontalAlignment(JLabel.CENTER);
88     lblWelcome.setHorizontalAlignment(JLabel.CENTER);
89     lblServerShowServerIp.setFont(fontInfo);
90     lblServerShowServerIp.setForeground(new Color(146,1,1));
91     lblServerShowServerIp.setHorizontalAlignment(JLabel.CENTER);
92     lblServerPort.setFont(fontIpPort);
93     lblServerPort.setOpaque(true);
94     lblServerPort.setBackground(Color.WHITE);
95     lblWelcome.setFont(fontWelcome);
96     add(lblWelcome, BorderLayout.NORTH);
97     txtServerPort.setFont(fontIpPort);
98     lblServerRunning.setFont(fontInfo);
99 }
100
101 /**
102  * Method that shows the user that the server is running.
103  */
104 public void setServerRunning() {
105     remove(br.getLayoutComponent(BorderLayout.CENTER));
106     add(lblServerRunning, BorderLayout.CENTER);
107     lblServerRunning.setHorizontalAlignment(JLabel.CENTER);
108     validate();
109     repaint();
110 }
111
112 /**
113  * Initiate Listeners.
114  */
115 public void initListeners() {
116     CreateStopServerListener create = new CreateStopServerListener();
117     EnterListener enter = new EnterListener();
118     btnServerCreateServer.addActionListener(create);
119     txtServerPort.addKeyListener(enter);
120 }
121
122 /**
123  * Sets the ip-label to the local ip of your own computer.
124  */
125 public void setlblServerShowServerIp() {
126     try {
127         String message = ""+ InetAddress.getLocalHost();
128         String realmessage[] = message.split("/");
```

```
129         lblServerShowServerIp.setText("Server ip is: " + realmessage[1]);
130     } catch (UnknownHostException e) {
131         JOptionPane.showMessageDialog(null, "An error occurred.");
132     }
133 }
134
135 /**
136  * Main method for create a server-frame.
137  * @param args
138  */
139 public static void main(String[] args) {
140     StartServer server = new StartServer();
141     JFrame frame = new JFrame("bIRC Server");
142     frame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
143     frame.add(server);
144     frame.pack();
145     frame.setVisible(true);
146     frame.setLocationRelativeTo(null);
147     frame.setResizable(false);
148 }
149
150 /**
151  * Returns the port from the textfield.
152  *
153  * @return Port for creating a server.
154  */
155 public int getPort() {
156     return Integer.parseInt(this.txtServerPort.getText());
157 }
158
159 /**
160  * Set the "Look and Feel".
161  */
162 public void lookAndFeel() {
163     try {
164         UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
165     } catch (ClassNotFoundException e) {
166         e.printStackTrace();
167     } catch (InstantiationException e) {
168         e.printStackTrace();
169     } catch (IllegalAccessException e) {
170         e.printStackTrace();
171     } catch (UnsupportedLookAndFeelException e) {
172         e.printStackTrace();
173     }
174 }
175
176 /**
177  * Listener for create server. Starts a new server with the port of the
178  * textfield.
179  */
180 private class CreateStopServerListener implements ActionListener {
181     public void actionPerformed(ActionEvent e) {
182         if (btnServerCreateServer==e.getSource()) {
183             server = new Server(getPort());
184             setServerRunning();
185         }
186     }
187 }
```

```
186     }
187
188     /**
189     * Enter Listener for creating a server.
190     */
191     private class EnterListener implements KeyListener {
192         public void keyPressed(KeyEvent e) {
193             if (e.getKeyCode() == KeyEvent.VK_ENTER) {
194                 server = new Server(getPort());
195                 setServerRunning();
196             }
197         }
198
199         public void keyReleased(KeyEvent arg0) {}
200
201         public void keyTyped(KeyEvent arg0) {}
202     }
203 }
```

Listing 2: StartServer

7.2 Klient

7.2.1 ChatWindow.java

```
1 package chat;
2
3 import java.awt.BorderLayout;
4 import java.awt.Color;
5
6 import javax.swing.*;
7 import javax.swing.text.*;
8
9 /**
10  * Class used to present content in the main window.
11  *
12  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
13  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
14  */
15 public class ChatWindow extends JPanel {
16     private int ID;
17     private JScrollPane scrollPane;
18     private JTextPane textPane;
19
20     private SimpleAttributeSet chatFont = new SimpleAttributeSet();
21     private SimpleAttributeSet nameFont = new SimpleAttributeSet();
22
23     /**
24      * Constructor that takes an ID from a Conversation, and creates a window to
25      * display it.
26      *
27      * @param ID The Conversation object's ID.
28      */
29     public ChatWindow(int ID) {
30         setLayout(new BorderLayout());
31         this.ID = ID;
32         textPane = new JTextPane();
33         scrollPane = new JScrollPane(textPane);
```

```

33
34     scrollPane.setVerticalScrollBarPolicy(JScrollPane.
        VERTICAL_SCROLLBAR_AS_NEEDED);
35     scrollPane.setHorizontalScrollBarPolicy(JScrollPane.
        HORIZONTAL_SCROLLBAR_NEVER);
36
37     StyleConstants.setForeground(chatFont, Color.BLACK);
38     StyleConstants.setFontSize(chatFont, 20);
39
40     StyleConstants.setForeground(nameFont, Color.BLACK);
41     StyleConstants.setFontSize(nameFont, 20);
42     StyleConstants.setBold(nameFont, true);
43
44     add(scrollPane, BorderLayout.CENTER);
45     textPane.setEditable(false);
46 }
47
48 /**
49  * Appends a new message into the panel window.
50  * The message can either contain a String or an ImageIcon.
51  *
52  * @param message The message object which content will be displayed.
53  */
54 public void append(final Message message) {
55     SwingUtilities.invokeLater(new Runnable() {
56         @Override
57         public void run() {
58             StyledDocument doc = textPane.getStyledDocument();
59             try {
60                 doc.insertString(doc.getLength(), message.getTimestamp() + " -
                    ", chatFont);
61                 doc.insertString(doc.getLength(), message.getFromUserID() + ":
                    ", nameFont);
62                 if (message.getContent() instanceof String) {
63                     doc.insertString(doc.getLength(), (String)message.
                        getContent(), chatFont);
64                 } else {
65                     ImageIcon icon = (ImageIcon)message.getContent();
66                     StyleContext context = new StyleContext();
67                     Style labelStyle = context.getStyle(StyleContext.
                        DEFAULT_STYLE);
68                     JLabel label = new JLabel(icon);
69                     StyleConstants.setComponent(labelStyle, label);
70                     doc.insertString(doc.getLength(), "Ignored", labelStyle);
71                 }
72                 doc.insertString(doc.getLength(), "\n", chatFont);
73                 textPane.setCaretPosition(textPane.getDocument().getLength());
74
75             } catch (BadLocationException e) {
76                 e.printStackTrace();
77             }
78         }
79     });
80 }
81
82 /**
83  * Appends a string into the panel window.
84  *
85  * @param stringMessage The string to be appended.

```

```
86     */
87     public void append(String stringMessage) {
88         StyledDocument doc = textPane.getStyledDocument();
89         try {
90             doc.insertString(doc.getLength(), "[Server: " + stringMessage + "]\n",
91                             chatFont);
92         } catch (BadLocationException e) {
93             e.printStackTrace();
94         }
95     }
96
97     /**
98      * Returns the ChatWindow's ID.
99      *
100     * @return The ChatWindow's ID.
101     */
102     public int getID() {
103         return ID;
104     }
105 }
```

Listing 3: ChatWindow

7.2.2 Client.java

```
1 package chat;
2
3 import java.io.IOException;
4 import java.io.ObjectInputStream;
5 import java.io.ObjectOutputStream;
6 import java.net.Socket;
7 import java.net.SocketTimeoutException;
8 import java.util.ArrayList;
9
10 import javax.swing.JOptionPane;
11
12 /**
13  * Model class for the client.
14  *
15  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
16  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
17  */
18
19 public class Client {
20     private Socket socket;
21     private ClientController controller;
22     private ObjectInputStream ois;
23     private ObjectOutputStream oos;
24     private User user;
25     private String name;
26
27
28     /**
29      * Constructor that creates a new Client with given ip, port and user name.
30      *
31      * @param ip The IP address to connect to.
32      * @param port Port used in the connection.
33      * @param name The user name to connect with.
```

```
34     */
35     public Client(String ip, int port, String name) {
36         this.name = name;
37         try {
38             socket = new Socket(ip, port);
39             ois = new ObjectInputStream(socket.getInputStream());
40             oos = new ObjectOutputStream(socket.getOutputStream());
41             controller = new ClientController(this);
42             new ClientListener().start();
43         } catch (IOException e) {
44             System.err.println(e);
45             if (e.getCause() instanceof SocketTimeoutException) {
46
47             }
48         }
49     }
50
51     /**
52     * Sends an object object to the server.
53     *
54     * @param object The object that should be sent to the server.
55     */
56     public void sendObject(Object object) {
57         try {
58             oos.writeObject(object);
59             oos.flush();
60         } catch (IOException e) {}
61     }
62
63     /**
64     * Sets the client user by creating a new User object with given name.
65     *
66     * @param name The name of the user to be created.
67     */
68     public void setName(String name) {
69         user = new User(name);
70     }
71
72     /**
73     * Returns the clients User object.
74     *
75     * @return The clients User object.
76     */
77     public User getUser() {
78         return user;
79     }
80
81     /**
82     * Closes the clients socket.
83     */
84     public void disconnectClient() {
85         try {
86             socket.close();
87         } catch (Exception e) {}
88     }
89
90     /**
91     * Sends the users conversations to the controller to be displayed in the UI.
92     */
```

```
93     public void initConversations() {
94         for (Conversation con : user.getConversations()) {
95             controller.newConversation(con);
96         }
97     }
98
99     /**
100     * Asks for a username, creates a User object with given name and sends it to
101     * the server.
102     * The server then either accepts or denies the User object.
103     * If successful, sets the received User object as current user and announces
104     * login in chat.
105     * If not, notifies in chat and requests a new name.
106     */
107     public synchronized void setUser() {
108         Object object = null;
109         setName(this.name);
110         while (!(object instanceof User)) {
111             try {
112                 sendObject(user);
113                 object = ois.readObject();
114                 if (object instanceof User) {
115                     user = (User) object;
116                     controller.newMessage("You logged in as " + user.getId());
117                     initConversations();
118                 } else {
119                     controller.newMessage(object);
120                     this.name = JOptionPane.showInputDialog("Pick a name: ");
121                     setName(this.name);
122                 }
123             } catch (IOException e) {
124                 e.printStackTrace();
125             } catch (ClassNotFoundException e2) {
126                 e2.printStackTrace();
127             }
128         }
129     }
130
131     /**
132     * Listens to incoming Messages, user lists, Conversations or server messages,
133     * and deal with them accordingly.
134     */
135     public void startCommunication() {
136         Object object;
137         try {
138             while (!Thread.interrupted()) {
139                 object = ois.readObject();
140                 if (object instanceof Message) {
141                     controller.newMessage(object);
142                 } else if (object instanceof ArrayList) {
143                     ArrayList<String> userList = (ArrayList<String>) object;
144                     controller.setConnectedUsers(userList);
145                 } else if (object instanceof Conversation) {
146                     Conversation con = (Conversation) object;
147                     user.addConversation(con);
148                     controller.newConversation(con);
149                 }
150             }
151         } catch (Exception e) {
152             e.printStackTrace();
153         }
154     }
155 }
```

```
149         } else {
150             controller.newMessage(object);
151         }
152     }
153     } catch (IOException e) {
154         e.printStackTrace();
155     } catch (ClassNotFoundException e2) {
156         e2.printStackTrace();
157     }
158 }
159
160 /**
161  * Class to handle communication between client and server.
162  */
163 private class ClientListener extends Thread {
164     public void run() {
165         setUser();
166         startCommunication();
167     }
168 }
169 }
```

Listing 4: Client

7.2.3 ClientController.java

```
1 package chat;
2
3 import javax.swing.*;
4 import java.awt.*;
5 import java.awt.image.BufferedImage;
6 import java.util.ArrayList;
7 import java.util.HashSet;
8
9 /**
10  * Controller class to handle system logic between client and GUI.
11  *
12  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
13  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
14  */
15 public class ClientController {
16     private ClientUI ui = new ClientUI(this);
17     private Client client;
18
19     /**
20      * Creates a new Controller (with given Client).
21      * Also creates a new UI, and displays it in a JFrame.
22      *
23      * @param client
24      */
25     public ClientController(Client client) {
26         this.client = client;
27         SwingUtilities.invokeLater(new Runnable() {
28             public void run() {
29                 JFrame frame = new JFrame("BIRC");
30                 frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
31                 frame.add(ui);
32                 frame.pack();
33             }
34         });
35     }
36 }
```



```
33         frame.setLocationRelativeTo(null);
34         frame.setVisible(true);
35         ui.focusTextField();
36     }
37     });
38 }
39
40 /**
41  * Receives an object that's either a Message object or a String
42  * and sends it to the UI.
43  *
44  * @param object A Message object or a String
45  */
46 public void newMessage(Object object) {
47     if (object instanceof Message) {
48         Message message = (Message) object;
49         ui.appendContent(message);
50     } else {
51         ui.appendServerMessage((String) object);
52     }
53 }
54
55 /**
56  * Returns the current user's ID.
57  *
58  * @return A string containing the current user's ID.
59  */
60 public String getUserID () {
61     return client.getUser().getId();
62 }
63
64 /**
65  * Creates a new message containing given ID and content, then sends it to the
66  * client.
67  *
68  * @param conID Conversation-ID of the message.
69  * @param content The message's content.
70  */
71 public void sendMessage(int conID, Object content) {
72     Message message = new Message(conID, client.getUser().getId(), content);
73     client.sendObject(message);
74 }
75
76 /**
77  * Takes a conversation ID and String with URL to image, scales the image and
78  * sends it to the client.
79  *
80  * @param conID Conversation-ID of the image.
81  * @param url A string containing the URL to the image to be sent.
82  */
83 public void sendImage(int conID, String url) {
84     ImageIcon icon = new ImageIcon(url);
85     Image img = icon.getImage();
86     BufferedImage scaledImage = ImageScaleHandler.createScaledImage(img, 250);
87     icon = new ImageIcon(scaledImage);
88     sendMessage(conID, icon);
89 }
```

```
90  /**
91   * Creates a HashSet of given String array with participants , and sends it to
    the client .
92   *
93   * @param conversationParticipants A string array with conversaion participants
    .
94   */
95  public void sendParticipants(String[] conversationParticipants) {
96      HashSet<String> setParticipants = new HashSet<>();
97      for(String participant: conversationParticipants) {
98          setParticipants.add(participant);
99      }
100     client.sendObject(setParticipants);
101 }
102
103 /**
104  * Sends the ArrayList with connected users to the UI.
105  *
106  * @param userList The ArrayList with connected users .
107  */
108 public void setConnectedUsers(ArrayList<String> userList) {
109     ui.setConnectedUsers(userList);
110 }
111
112 /**
113  * Presents a Conversation in the UI.
114  *
115  * @param con The Conversation object to be presented in the UI.
116  */
117 public void newConversation(Conversation con) {
118     HashSet<String> users = con.getInvolvedUsers();
119     String[] usersHashToStringArray = users.toArray(new String[users.size()]);
120     int conID = con.getId();
121     ui.createConversation(usersHashToStringArray , conID);
122     for (Message message : con.getConversationLog()) {
123         ui.appendContent(message);
124     }
125 }
126 }
```

Listing 5: ClientController

7.2.4 ClientUI.java

```
1 package chat;
2
3 import java.awt.BorderLayout;
4 import java.awt.Color;
5 import java.awt.Dimension;
6 import java.awt.FlowLayout;
7 import java.awt.Font;
8 import java.awt.GridLayout;
9 import java.awt.event.ActionEvent;
10 import java.awt.event.ActionListener;
11 import java.awt.event.KeyEvent;
12 import java.awt.event.KeyListener;
13 import java.io.File;
14 import java.util.ArrayList;
```

```
15
16 import javax.swing.ImageIcon;
17 import javax.swing.JButton;
18 import javax.swing.JCheckBox;
19 import javax.swing.JFileChooser;
20 import javax.swing.JFrame;
21 import javax.swing.JLabel;
22 import javax.swing.JOptionPane;
23 import javax.swing.JPanel;
24 import javax.swing.JScrollPane;
25 import javax.swing.JTextField;
26 import javax.swing.JTextPane;
27 import javax.swing.UIManager;
28 import javax.swing.UnsupportedLookAndFeelException;
29 import javax.swing.text.BadLocationException;
30 import javax.swing.text.DefaultCaret;
31 import javax.swing.text.SimpleAttributeSet;
32 import javax.swing.text.StyleConstants;
33 import javax.swing.text.StyledDocument;
34
35 /**
36  * Viewer class to handle the GUI.
37  *
38  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
39  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
40  */
41
42 public class ClientUI extends JPanel {
43     private JPanel southPanel = new JPanel();
44     private JPanel eastPanel = new JPanel();
45     private JPanel eastPanelCenter = new JPanel(new BorderLayout());
46     private JPanel eastPanelCenterNorth = new JPanel(new FlowLayout());
47     private JPanel pnlGroupSend = new JPanel(new GridLayout(1,2,8,8));
48     private JPanel pnlFileSend = new JPanel(new BorderLayout(5,5));
49
50     private String userString = "";
51     private int activeChatWindow = -1;
52     private boolean createdGroup = false;
53
54     private JLabel lblUser = new JLabel();
55     private JButton btnSend = new JButton("Send");
56     private JButton btnNewGroupChat = new JButton();
57     private JButton btnLobby = new JButton("Lobby");
58     private JButton btnCreateGroup = new JButton("");
59     private JButton btnFileChooser = new JButton();
60
61     private JTextPane tpConnectedUsers = new JTextPane();
62     private ChatWindow cwLobby = new ChatWindow(-1);
63     private ClientController clientController;
64     private GroupPanel groupPanel;
65
66     private JTextField tfMessageWindow = new JTextField();
67     private BorderLayout bL = new BorderLayout();
68
69     private JScrollPane scrollConnectedUsers = new JScrollPane(tpConnectedUsers);
70     private JScrollPane scrollChatWindow = new JScrollPane(cwLobby);
71     private JScrollPane scrollGroupRooms = new JScrollPane(eastPanelCenterNorth);
72
73     private JButton[] groupChatList = new JButton[20];
```

```

74 private ArrayList<JCheckBox> arrayListCheckBox = new ArrayList<JCheckBox>();
75 private ArrayList<ChatWindow> arrayListChatWindows = new ArrayList<ChatWindow
    >();
76
77 private Font txtFont = new Font("Sans-Serif", Font.BOLD, 20);
78 private Font fontGroupButton = new Font("Sans-Serif", Font.PLAIN, 12);
79 private Font fontButtons = new Font("Sans-Serif", Font.BOLD, 15);
80 private AttributeSet chatFont = new AttributeSet();
81
82 public ClientUI(ClientController clientController) {
83     this.clientController = clientController;
84     arrayListChatWindows.add(cwLobby);
85     groupPanel = new GroupPanel();
86     groupPanel.start();
87     lookAndFeel();
88     initGraphics();
89     initListeners();
90 }
91
92 /**
93  * Initiates graphics and design.
94  * Also initiates the panels and buttons.
95  */
96 public void initGraphics() {
97     setLayout(bL);
98     setPreferredSize(new Dimension(900,600));
99     eastPanelCenterNorth.setPreferredSize(new Dimension(130,260));
100     initScroll();
101     initButtons();
102     add(scrollChatWindow, BorderLayout.CENTER);
103     southPanel();
104     eastPanel();
105 }
106
107 /**
108  * Initiates the buttons.
109  * Also sets the icons and the design of the buttons.
110  */
111 public void initButtons() {
112     btnNewGroupChat.setIcon(new ImageIcon("src/resources/newGroup.png"));
113     btnNewGroupChat.setBorder(null);
114     btnNewGroupChat.setPreferredSize(new Dimension(64,64));
115
116     btnFileChooser.setIcon(new ImageIcon("src/resources/newImage.png"));
117     btnFileChooser.setBorder(null);
118     btnFileChooser.setPreferredSize(new Dimension(64, 64));
119
120     btnLobby.setFont(fontButtons);
121     btnLobby.setForeground(new Color(1,48,69));
122     btnLobby.setBackground(new Color(201,201,201));
123     btnLobby.setOpaque(true);
124     btnLobby.setBorderPainted(false);
125
126     btnCreateGroup.setFont(fontButtons);
127     btnCreateGroup.setForeground(new Color(1,48,69));
128 }
129
130 /**
131  * Initiates the scrollpanes and styleconstants.

```

```
132     */
133     public void initScroll() {
134         scrollChatWindow.setVerticalScrollBarPolicy(JScrollPane.
135             VERTICAL_SCROLLBAR_AS_NEEDED);
136         scrollChatWindow.setHorizontalScrollBarPolicy(JScrollPane.
137             HORIZONTAL_SCROLLBAR_NEVER);
138         scrollConnectedUsers.setVerticalScrollBarPolicy(JScrollPane.
139             VERTICAL_SCROLLBAR_AS_NEEDED);
140         scrollConnectedUsers.setHorizontalScrollBarPolicy(JScrollPane.
141             HORIZONTAL_SCROLLBAR_NEVER);
142         DefaultCaret caretConnected = (DefaultCaret)tpConnectedUsers.getCaret();
143         caretConnected.setUpdatePolicy(DefaultCaret.ALWAYS_UPDATE);
144         tpConnectedUsers.setEditable(false);
145     }
146
147     /**
148      * Requests that tfMessageWindow gets focus.
149      */
150     public void focusTextField() {
151         tfMessageWindow.requestFocusInWindow();
152     }
153
154     /**
155      * Initialises listeners.
156      */
157     public void initListeners() {
158         tfMessageWindow.addKeyListener(new EnterListener());
159         GroupListener groupListener = new GroupListener();
160         SendListener sendListener = new SendListener();
161         LobbyListener disconnectListener = new LobbyListener();
162         btnNewGroupChat.addActionListener(groupListener);
163         btnCreateGroup.addActionListener(groupListener);
164         btnLobby.addActionListener(disconnectListener);
165         btnFileChooser.addActionListener(new FileChooserListener());
166         btnSend.addActionListener(sendListener);
167     }
168
169     /**
170      * The method takes a ArrayList of the connected users and sets the user-
171      * checkboxes and
172      * the connected user textpane based on the users in the ArrayList.
173      * @param connectedUsers The ArrayList of the connected users.
174      */
175     public void setConnectedUsers(ArrayList<String> connectedUsers) {
176         setUserText();
177         tpConnectedUsers.setText("");
178         updateCheckBoxes(connectedUsers);
179         for (String ID : connectedUsers) {
180             appendConnectedUsers(ID);
181         }
182     }
183
184     /**
185      * Sets the usertext in the labels to the connected user.
```

```
186     */
187     public void setUserText() {
188         lblUser.setText(clientController.getUserID());
189         lblUser.setFont(txtFont);
190     }
191
192     /**
193     * The south panel in the ClientUI BorderLayout.SOUTH.
194     */
195     public void southPanel() {
196         southPanel.setLayout(new BorderLayout());
197         southPanel.add(tfMessageWindow, BorderLayout.CENTER);
198         southPanel.setPreferredSize(new Dimension(600, 50));
199
200         btnSend.setPreferredSize(new Dimension(134, 40));
201         btnSend.setFont(fontButtons);
202         btnSend.setForeground(new Color(1, 48, 69));
203         southPanel.add(pnlFileSend, BorderLayout.EAST);
204
205         pnlFileSend.add(btnFileChooser, BorderLayout.WEST);
206         pnlFileSend.add(btnSend, BorderLayout.CENTER);
207
208         add(southPanel, BorderLayout.SOUTH);
209     }
210
211     /**
212     * The east panel in ClientUI BorderLayout.EAST.
213     */
214     public void eastPanel() {
215         eastPanel.setLayout(new BorderLayout());
216         eastPanel.add(lblUser, BorderLayout.NORTH);
217         eastPanel.add(eastPanelCenter, BorderLayout.CENTER);
218         eastPanelCenterNorth.add(pnlGroupSend);
219         eastPanelCenter.add(scrollGroupRooms, BorderLayout.NORTH);
220         eastPanelCenter.add(scrollConnectedUsers, BorderLayout.CENTER);
221
222         pnlGroupSend.add(btnNewGroupChat);
223
224         eastPanel.add(btnLobby, BorderLayout.SOUTH);
225         add(eastPanel, BorderLayout.EAST);
226     }
227
228     /**
229     * Appends the message to the chatwindow object with the ID of the message
230     * object.
231     * @param message The message object with an ID and a message.
232     */
233     public void appendContent(Message message) {
234
235
236
237         getChatWindow(message.getConversationID()).append(message);
238         if(activeChatWindow != message.getConversationID()) {
239             highlightGroup(message.getConversationID());
240         }
241     }
242
243     /**
```

```
244     * The method handles notice .
245     *
246     * @param ID The ID of the group .
247     */
248     public void highlightGroup(int ID) {
249         if (ID != -1)
250             groupChatList[ID].setBackground(Color.PINK);
251     }
252
253     /**
254     * Appends the string content in the chatwindow-lobby .
255     *
256     * @param content Is a server message
257     */
258     public void appendServerMessage(String content) {
259         cwLobby.append(content.toString());
260     }
261
262     /**
263     * The method updates the ArrayList of checkboxes and add the checkboxes to the
264     * panel.
265     * Also checks if the ID is your own ID and doesn't add a checkbox of yourself.
266     * Updates the UI.
267     *
268     * @param checkBoxUserIDs ArrayList of UserID's .
269     */
270     public void updateCheckBoxes(ArrayList<String> checkBoxUserIDs) {
271         arrayListCheckBox.clear();
272         groupPanel.pnlNewGroup.removeAll();
273         for (String ID : checkBoxUserIDs) {
274             if (!ID.equals(clientController.getUserID())) {
275                 arrayListCheckBox.add(new JCheckBox(ID));
276             }
277         }
278         for (JCheckBox box: arrayListCheckBox) {
279             groupPanel.pnlNewGroup.add(box);
280         }
281         groupPanel.pnlOuterBorderLayout.revalidate();
282     }
283
284     /**
285     * The method appends the text in the textpane of the connected users .
286     *
287     * @param message Is a username .
288     */
289     public void appendConnectedUsers(String message){
290         StyledDocument doc = tpConnectedUsers.getStyledDocument();
291         try {
292             doc.insertString(doc.getLength(), message + "\n", chatFont);
293         } catch (BadLocationException e) {
294             e.printStackTrace();
295         }
296     }
297
298     /**
299     * Sets the text on the groupbuttons to the users you check in the checkbox.
300     * Adds the new group chat connected with a button and a ChatWindow.
301     * Enables you to change rooms.
302     * Updates UI.
```

```

302     *
303     * @param participants String-Array of the participants of the new groupchat.
304     * @param ID The ID of the participants of the new groupchat.
305     */
306     public void createConversation(String[] participants, int ID) {
307         GroupButtonListener gbListener = new GroupButtonListener();
308         for (int i = 0; i < participants.length; i++) {
309             if (!(participants[i].equals(clientController.getUserID()))) {
310                 if (i == participants.length - 1) {
311                     userString += participants[i];
312                 } else {
313                     userString += participants[i] + " ";
314                 }
315             }
316         }
317         if (ID < groupChatList.length && groupChatList[ID] == null) {
318             groupChatList[ID] = (new JButton(userString));
319             groupChatList[ID].setPreferredSize(new Dimension(120,30));
320             groupChatList[ID].setOpaque(true);
321             groupChatList[ID].setBorderPainted(false);
322             groupChatList[ID].setFont(fontGroupButton);
323             groupChatList[ID].setForeground(new Color(93,0,0));
324             groupChatList[ID].addActionListener(gbListener);
325
326             eastPanelCenterNorth.add(groupChatList[ID]);
327
328             if (getChatWindow(ID)==null) {
329                 arrayListChatWindows.add(new ChatWindow(ID));
330             }
331
332             eastPanelCenterNorth.revalidate();
333             if (createdGroup) {
334                 if (activeChatWindow == -1) {
335                     btnLobby.setBackground(null);
336                 }
337                 else {
338                     groupChatList[activeChatWindow].setBackground(null);
339                 }
340
341                 groupChatList[ID].setBackground(new Color(201,201,201));
342                 remove(bL.getLayoutComponent(BorderLayout.CENTER));
343                 add(getChatWindow(ID), BorderLayout.CENTER);
344                 activeChatWindow = ID;
345                 validate();
346                 repaint();
347                 createdGroup = false;
348             }
349         }
350         this.userString = "";
351     }
352
353     /**
354     * Sets the "Look and Feel" of the panels.
355     */
356     public void lookAndFeel() {
357         try {
358             UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
359         } catch (ClassNotFoundException e) {

```



```
360         e.printStackTrace();
361     } catch (InstantiationException e) {
362         e.printStackTrace();
363     } catch (IllegalAccessException e) {
364         e.printStackTrace();
365     } catch (UnsupportedLookAndFeelException e) {
366         e.printStackTrace();
367     }
368 }
369
370 /**
371  * The method goes through the ArrayList of chatwindow object and
372  * returns the correct one based on the ID.
373  *
374  * @param ID The ID of the user.
375  * @return ChatWindow A ChatWindow object with the correct ID.
376  */
377 public ChatWindow getChatWindow(int ID) {
378     for(ChatWindow cw : arrayListChatWindows) {
379         if(cw.getID() == ID) {
380             return cw;
381         }
382     }
383     return null;
384 }
385
386 /**
387  * The class extends Thread and handles the Create a group panel.
388  */
389 private class GroupPanel extends Thread {
390     private JFrame groupFrame;
391     private JPanel pnlOuterBorderLayout = new JPanel(new BorderLayout());
392     private JPanel pnlNewGroup = new JPanel();
393     private JScrollPane scrollCheckConnectedUsers = new JScrollPane(pnlNewGroup);
394
395     /**
396      * The metod returns the JFrame groupFrame.
397      *
398      * @return groupFrame
399      */
400     public JFrame getFrame() {
401         return groupFrame;
402     }
403
404     /**
405      * Runs the frames of the groupPanels.
406      */
407     public void run() {
408         panelBuilder();
409         groupFrame = new JFrame();
410         groupFrame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
411         groupFrame.add(pnlOuterBorderLayout);
412         groupFrame.pack();
413         groupFrame.setVisible(false);
414         groupFrame.setLocationRelativeTo(null);
415     }
416
417     /**
```

```

418     * Initiates the scrollpanels and the panels of the groupPanel.
419     */
420     public void panelBuilder() {
421         scrollCheckConnectedUsers.setVerticalScrollBarPolicy(JScrollPane.
422             VERTICAL_SCROLLBAR_AS_NEEDED);
423         scrollCheckConnectedUsers.setHorizontalScrollBarPolicy(JScrollPane.
424             HORIZONTAL_SCROLLBAR_NEVER);
425         btnCreateGroup.setText("New Conversation");
426         pnlOuterBorderLayout.add(btnCreateGroup, BorderLayout.SOUTH);
427         pnlOuterBorderLayout.add(scrollCheckConnectedUsers, BorderLayout.CENTER);
428     }
429 }
430
431 /**
432  * KeyListener for the messagewindow.
433  * Enables you to send a message with enter.
434  */
435 private class EnterListener implements KeyListener {
436     public void keyPressed(KeyEvent e) {
437         if (e.getKeyCode() == KeyEvent.VK_ENTER && !(tfMessageWindow.getText().
438             isEmpty())) {
439             clientController.sendMessage(activeChatWindow, tfMessageWindow.
440                 getText());
441             tfMessageWindow.setText("");
442         }
443     }
444
445     public void keyReleased(KeyEvent e) {}
446
447     public void keyTyped(KeyEvent e) {}
448 }
449
450 /**
451  * Listener that listens to New Group Chat-button and the Create Group Chat-
452  * button.
453  * If create group is pressed, a new button will be created with the right name
454  * ,
455  * the right participants.
456  * The method use alot of ArrayLists of checkboxes, participants and strings.
457  * Also some error-handling with empty buttons.
458  */
459 private class GroupLayoutner implements ActionListener {
460     private ArrayList<String> participants = new ArrayList<String>();
461     private String[] temp;
462     public void actionPerformed(ActionEvent e) {
463         if (btnNewGroupChat == e.getSource() && arrayListCheckBox.size() > 0) {
464             groupPanel.getFrame().setVisible(true);
465         }
466         if (btnCreateGroup == e.getSource()) {
467             participants.clear();
468             temp = null;
469             for(int i = 0; i < arrayListCheckBox.size(); i++) {
470                 if(arrayListCheckBox.get(i).isSelected()) {
471                     participants.add(arrayListCheckBox.get(i).getText());
472                 }
473             }
474         }
475     }
476 }

```

```

470         temp = new String[participants.size() + 1];
471         temp[0] = clientController.getUserID();
472         for (int i = 1; i <= participants.size(); i++) {
473             temp[i] = participants.get(i-1);
474         }
475         if (temp.length > 1) {
476             clientController.sendParticipants(temp);
477             groupPanel.getFrame().dispose();
478             createdGroup = true;
479         } else {
480             JOptionPane.showMessageDialog(null, "You have to choose at least
481                 one person!");
482         }
483     }
484 }
485 }
486
487 /**
488  * Listener that connects the right GroupChatButton in an ArrayList to the
489  * right
490  * active chat window.
491  * Updates the UI.
492  */
493 private class GroupButtonListener implements ActionListener {
494     public void actionPerformed(ActionEvent e) {
495         for(int i = 0; i < groupChatList.length; i++) {
496             if(groupChatList[i]==e.getSource()) {
497                 if(activeChatWindow == -1) {
498                     btnLobby.setBackground(null);
499                 }
500                 else {
501                     groupChatList[activeChatWindow].setBackground(null);
502                 }
503                 groupChatList[i].setBackground(new Color(201,201,201));
504                 remove(bL.getLayoutComponent(BorderLayout.CENTER));
505                 add(getChatWindow(i), BorderLayout.CENTER);
506                 activeChatWindow = i;
507                 validate();
508                 repaint();
509             }
510         }
511     }
512 }
513
514 /**
515  * Listener that connects the user with the lobby chatWindow through the Lobby
516  * button.
517  * Updates UI.
518  */
519 private class LobbyListener implements ActionListener {
520     public void actionPerformed(ActionEvent e) {
521         if (btnLobby==e.getSource()) {
522             btnLobby.setBackground(new Color(201,201,201));
523             if(activeChatWindow != -1)
524                 groupChatList[activeChatWindow].setBackground(null);
525             remove(bL.getLayoutComponent(BorderLayout.CENTER));
526             add(getChatWindow(-1), BorderLayout.CENTER);
527             activeChatWindow = -1;

```

```

526         invalidate();
527         repaint();
528     }
529 }
530 }
531
532 /**
533  * Listener that creates a JFileChooser when the button btnFileChooser is
534  * pressed.
535  * The JFileChooser is for images in the chat and it calls the method sendImage
536  * in the controller.
537  */
538 private class FileChooserListener implements ActionListener {
539     public void actionPerformed(ActionEvent e) {
540         if (btnFileChooser==e.getSource()) {
541             JFileChooser fileChooser = new JFileChooser();
542             int returnValue = fileChooser.showOpenDialog(null);
543             if (returnValue == JFileChooser.APPROVE_OPTION) {
544                 File selectedFile = fileChooser.getSelectedFile();
545                 String fullPath = selectedFile.getAbsolutePath();
546                 clientController.sendImage(activeChatWindow, fullPath);
547             }
548         }
549     }
550 }
551
552 /**
553  * Listener for the send message button.
554  * Resets the message textfield text.
555  */
556 private class SendListener implements ActionListener {
557     public void actionPerformed(ActionEvent e) {
558         if (btnSend==e.getSource() && !(tfMessageWindow.getText().isEmpty()))
559         {
560             clientController.sendMessage(activeChatWindow, tfMessageWindow.
561                 getText());
562             tfMessageWindow.setText("");
563         }
564     }
565 }
566 }
567

```

Listing 6: ClientUI

7.2.5 ImageScaleHandler.java

```

1 package chat;
2
3 import java.awt.Graphics2D;
4 import java.awt.Image;
5 import java.awt.image.BufferedImage;
6
7 import javax.swing.ImageIcon;
8 import javax.swing.JFrame;
9 import javax.swing.JLabel;
10 import javax.swing.JPanel;
11

```

```
12 import org.imgscalr.Scalr;
13 import org.imgscalr.Scalr.Method;
14
15 /**
16  * Scales down images to preferred size.
17  *
18  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
19  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
20  */
21 public class ImageScaleHandler {
22
23     private static BufferedImage toBufferedImage(Image img) {
24         if (img instanceof BufferedImage) {
25             return (BufferedImage) img;
26         }
27         BufferedImage bimage = new BufferedImage(img.getWidth(null),
28             img.getHeight(null), BufferedImage.TYPE_INT_ARGB);
29         Graphics2D bGr = bimage.createGraphics();
30         bGr.drawImage(img, 0, 0, null);
31         bGr.dispose();
32         return bimage;
33     }
34
35     public static BufferedImage createScaledImage(Image img, int height) {
36         BufferedImage bimage = toBufferedImage(img);
37         bimage = Scalr.resize(bimage, Method.ULTRA_QUALITY,
38             Scalr.Mode.FIT_TO_HEIGHT, 0, height);
39         return bimage;
40     }
41
42     // Example
43     public static void main(String[] args) {
44         ImageIcon icon = new ImageIcon("src/filer/new1.jpg");
45         Image img = icon.getImage();
46
47         // Use this to scale images
48         BufferedImage scaledImage = ImageScaleHandler.createScaledImage(img, 75);
49         icon = new ImageIcon(scaledImage);
50
51         JLabel lbl = new JLabel();
52         lbl.setIcon(icon);
53         JPanel panel = new JPanel();
54         panel.add(lbl);
55         JFrame frame = new JFrame();
56         frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
57         frame.add(panel);
58         frame.pack();
59         frame.setVisible(true);
60     }
61 }
```

Listing 7: ImageScaleHandler

7.2.6 StartClient.java

```
1 package chat;
2
3 import java.awt.BorderLayout;
```

```
4 import java.awt.Color;
5 import java.awt.Dimension;
6 import java.awt.FlowLayout;
7 import java.awt.Font;
8 import java.awt.GridLayout;
9 import java.awt.event.ActionEvent;
10 import java.awt.event.ActionListener;
11
12 import javax.swing.*;
13
14 /**
15  * Log in UI and start-class for the chat.
16  *
17  * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
18  * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson.
19  */
20 public class StartClient extends JPanel {
21     private JLabel lblIp = new JLabel("IP:");
22     private JLabel lblPort = new JLabel("Port:");
23     private JLabel lblWelcomeText = new JLabel("Log in to bIRC");
24     private JLabel lblUserName = new JLabel("Username:");
25
26     private JTextField txtIp = new JTextField("localhost");
27     private JTextField txtPort = new JTextField("3450");
28     private JTextField txtUserName = new JTextField();
29
30     private JButton btnLogIn = new JButton("Login");
31     private JButton btnCancel = new JButton("Cancel");
32
33     private Font fontWelcome = new Font("Sans-Serif",Font.BOLD,25);
34     private Font fontIpPort = new Font("Sans-Serif",Font.PLAIN,17);
35     private Font fontButtons = new Font("Sans-Serif",Font.BOLD,15);
36     private Font fontUserName = new Font("Sans-Serif",Font.BOLD,17);
37
38     private JPanel pnlCenterGrid = new JPanel(new GridLayout(3,2,5,5));
39     private JPanel pnlCenterFlow = new JPanel(new FlowLayout());
40     private JPanel pnlNorthGrid = new JPanel(new GridLayout(2,1,5,5));
41     private JPanel pnlNorthGridGrid = new JPanel(new GridLayout(1,2,5,5));
42
43     private JFrame frame;
44
45     public StartClient() {
46         setLayout(new BorderLayout());
47         initPanels();
48         lookAndFeel();
49         initGraphics();
50         initButtons();
51         initListeners();
52         frame = new JFrame("bIRC Login");
53         frame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
54         frame.add(this);
55         frame.pack();
56         frame.setVisible(true);
57         frame.setLocationRelativeTo(null);
58         frame.setResizable(false);
59     }
60
61     /**
62      * Initiates the listeners.
```

```
63     */
64     public void initListeners() {
65         LogInMenuListener log = new LogInMenuListener();
66         btnLogIn.addActionListener(log);
67         txtUserName.addActionListener(new EnterListener());
68         btnCancel.addActionListener(log);
69     }
70
71     /**
72      * Initiates the panels.
73      */
74     public void initPanels() {
75         setPreferredSize(new Dimension(400, 180));
76         pnlCenterGrid.setBounds(100, 200, 200, 50);
77         add(pnlCenterFlow, BorderLayout.CENTER);
78         pnlCenterFlow.add(pnlCenterGrid);
79
80         add(pnlNorthGrid, BorderLayout.NORTH);
81         pnlNorthGrid.add(lblWelcomeText);
82         pnlNorthGrid.add(pnlNorthGridGrid);
83         pnlNorthGridGrid.add(lblUserName);
84         pnlNorthGridGrid.add(txtUserName);
85
86         lblUserName.setHorizontalAlignment(JLabel.CENTER);
87         lblUserName.setFont(fontIpPort);
88         lblWelcomeText.setHorizontalAlignment(JLabel.CENTER);
89         lblWelcomeText.setFont(fontWelcome);
90         lblIp.setFont(fontIpPort);
91         lblPort.setFont(fontIpPort);
92     }
93
94     /**
95      * Initiates the buttons.
96      */
97     public void initButtons() {
98         btnCancel.setFont(fontButtons);
99         btnLogIn.setFont(fontButtons);
100
101         pnlCenterGrid.add(lblIp);
102         pnlCenterGrid.add(txtIp);
103         pnlCenterGrid.add(lblPort);
104         pnlCenterGrid.add(txtPort);
105         pnlCenterGrid.add(btnLogIn);
106         pnlCenterGrid.add(btnCancel);
107     }
108
109     /**
110      * Initiates the graphics and some design.
111      */
112     public void initGraphics() {
113         pnlCenterGrid.setOpaque(false);
114         pnlCenterFlow.setOpaque(false);
115         pnlNorthGridGrid.setOpaque(false);
116         pnlNorthGrid.setOpaque(false);
117         setBackground(Color.WHITE);
118         lblUserName.setBackground(Color.WHITE);
119         lblUserName.setOpaque(false);
120
121         btnLogIn.setForeground(new Color(41, 1, 129));
```

```

122         btnCancel.setForeground(new Color(41,1,129));
123
124         txtIp.setFont(fontIpPort);
125         txtPort.setFont(fontIpPort);
126         txtUserName.setFont(fontUserName);
127     }
128
129     /**
130     * Sets the "Look and Feel" of the JComponents.
131     */
132     public void lookAndFeel() {
133         try {
134             UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
135         } catch (ClassNotFoundException e) {
136             e.printStackTrace();
137         } catch (InstantiationException e) {
138             e.printStackTrace();
139         } catch (IllegalAccessException e) {
140             e.printStackTrace();
141         } catch (UnsupportedLookAndFeelException e) {
142             e.printStackTrace();
143         }
144     }
145
146     /**
147     * Main method for the login-frame.
148     */
149     public static void main(String[] args) {
150         SwingUtilities.invokeLater(new Runnable() {
151             @Override
152             public void run() {
153                 StartClient ui = new StartClient();
154             }
155         });
156     }
157
158
159     /**
160     * Listener for login-button, create server-button and for the cancel-button.
161     * Also limits the username to a 10 char max.
162     */
163     private class LogInMenuListener implements ActionListener {
164         public void actionPerformed(ActionEvent e) {
165             if (btnLogIn==e.getSource()) {
166                 if (txtUserName.getText().length() <= 10) {
167                     new Client(txtIp.getText(), Integer.parseInt(txtPort.
168                         getText()),txtUserName.getText());
169                 } else {
170                     JOptionPane.showMessageDialog(null, "Namnet får max vara 10
171                         karaktärer!");
172                     txtUserName.setText("");
173                 }
174             }
175             if (btnCancel==e.getSource()) {
176                 System.exit(0);
177             }
178         }
179     }

```



```
179  /**
180   * Listener for the textField. Enables you to press enter instead of login.
181   * Also limits the username to 10 chars.
182   */
183  private class EnterListener implements ActionListener {
184      public void actionPerformed(ActionEvent e) {
185          if(txtUserName.getText().length() <= 10) {
186              new Client(txtIp.getText(), Integer.parseInt(txtPort.getText()),
187                  txtUserName.getText());
188              frame.dispose();
189          } else {
190              JOptionPane.showMessageDialog(null, "Namnet får max vara 10 karaktä
191                  rer!");
192              txtUserName.setText("");
193          }
194      }
195  }
```

Listing 8: LoginUI

7.3 Delade klasser

7.3.1 ChatLog

```
1  package chat;
2  import java.io.Serializable;
3  import java.util.Iterator;
4  import java.util.LinkedList;
5
6  /**
7   * Class to hold logged messages.
8   *
9   * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
10   * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
11   */
12
13  public class ChatLog implements Iterable<Message>, Serializable {
14      private LinkedList<Message> list = new LinkedList<Message>();
15      private static int MESSAGE_LIMIT = 30;
16      private static final long serialVersionUID = 13371337133732526L;
17
18
19      /**
20       * Adds a new message to the chat log.
21       *
22       * @param message The message to be added.
23       */
24      public void add(Message message) {
25          if(list.size() >= MESSAGE_LIMIT) {
26              list.removeLast();
27          }
28          list.add(message);
29      }
30
31      public Iterator<Message> iterator(){
32          return list.iterator();
33      }
```

34 }

Listing 9: ChatLog

7.3.2 Message

```
1 package chat;
2
3 import java.io.Serializable;
4 import java.text.SimpleDateFormat;
5 import java.util.Date;
6
7 /**
8  * Model class to handle messages
9  *
10 * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
11 * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
12 */
13 public class Message implements Serializable {
14     private String fromUserID;
15     private Object content;
16     private String timestamp;
17     private int conversationID = -1;    /* -1 means it's a lobby message */
18     private static final long serialVersionUID = 133713371337L;
19
20     /**
21      * Constructor that creates a new message with given conversation ID, String
22      * with information who sent it, and its content.
23      *
24      * @param conversationID The conversation ID.
25      * @param fromUserID A string with information who sent the message.
26      * @param content The message's content.
27      */
28     public Message(int conversationID, String fromUserID, Object content) {
29         this.conversationID = conversationID;
30         this.fromUserID = fromUserID;
31         this.content = content;
32         newTime();
33     }
34
35     /**
36      * Creates a new timestamp for the message.
37      */
38     private void newTime() {
39         Date time = new Date();
40         SimpleDateFormat ft = new SimpleDateFormat("HH:mm:ss");
41         this.timestamp = ft.format(time);
42     }
43
44     /**
45      * Returns a string containing sender ID.
46      *
47      * @return A string with the sender ID.
48      */
49     public String getFromUserID() {
50         return fromUserID;
51     }
52 }
```

```
52  /**
53   * Returns an int with the conversation ID.
54   *
55   * @return An int with the conversation ID.
56   */
57  public int getConversationID() {
58      return conversationID;
59  }
60
61  /**
62   * Returns the message's timestamp.
63   *
64   * @return The message's timestamp.
65   */
66  public String getTimestamp() {
67      return this.timestamp;
68  }
69
70  /**
71   * Returns the message's content.
72   *
73   * @return The message's content.
74   */
75  public Object getContent() {
76      return content;
77  }
78 }
```

Listing 10: Message

7.3.3 User

```
1  package chat;
2
3  import java.io.Serializable;
4  import java.util.ArrayList;
5
6  /**
7   * Class to hold information of a user.
8   *
9   * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
10   * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
11   */
12  public class User implements Serializable {
13      private static final long serialVersionUID = 1273274782824L;
14      private ArrayList<Conversation> conversations;
15      private String id;
16
17      /**
18       * Constructor to create a User with given ID.
19       *
20       * @param id A string with the user ID.
21       */
22      public User(String id) {
23          this.id = id;
24          conversations = new ArrayList<>();
25      }
26 }
```

```
27  /**
28   * Returns an ArrayList with the user's conversations
29   *
30   * @return The user's conversations.
31   */
32  public ArrayList<Conversation> getConversations() {
33      return conversations;
34  }
35
36  /**
37   * Adds a new conversation to the user.
38   *
39   * @param conversation The conversation to be added.
40   */
41  public void addConversation(Conversation conversation) {
42      conversations.add(conversation);
43  }
44
45  /**
46   * Returns the user's ID.
47   *
48   * @return The user's ID.
49   */
50  public String getId() {
51      return id;
52  }
53 }
```

Listing 11: User

7.3.4 Conversation

```
1  package chat;
2
3  import java.io.Serializable;
4  import java.util.HashSet;
5
6  /**
7   * Class to hold information of a conversation.
8   *
9   * @author Emil Sandgren, Kalle Bornemark, Erik Sandgren,
10   * Jimmy Maksymiw, Lorenz Puskas & Rasmus Andersson
11   */
12  public class Conversation implements Serializable {
13      private HashSet<String> involvedUsers;
14      private ChatLog conversationLog;
15      private int id;
16      private static int numberOfConversations = 0;
17
18      /**
19       * Constructor that takes a HashSet of involved users.
20       *
21       * @param involvedUsersID The user ID's to be added to the conversation.
22       */
23      public Conversation(HashSet<String> involvedUsersID) {
24          this.involvedUsers = involvedUsersID;
25          this.conversationLog = new ChatLog();
26          id = ++numberOfConversations;
```

```
27     }
28
29     /**
30      * Returns a HashSet of the conversation's involved users.
31      *
32      * @return A hashSet of the conversation's involved users.
33      */
34     public HashSet<String> getInvolvedUsers() {
35         return involvedUsers;
36     }
37
38     /**
39      * Returns the conversion's ChatLog.
40      *
41      * @return The conversation's ChatLog.
42      */
43     public ChatLog getConversationLog() {
44         return conversationLog;
45     }
46
47     /**
48      * Adds a message to the conversation.
49      *
50      * @param message The message to be added.
51      */
52     public void addMessage(Message message) {
53         conversationLog.add(message);
54     }
55 }
56
57     /**
58      * Return the conversation's ID.
59      *
60      * @return The conversation's ID.
61      */
62     public int getId() {
63         return id;
64     }
65 }
66 }
```

Listing 12: Conversation