**RLisasi CIST2372 Final project**

<https://youtu.be/yrGm6ySqE3M> **or user: RL7\_slimkat video title: Server/Client Demo JavaFX**

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| --- | --- | --- | --- | --- |
| Test Id | Text Description | Expected Result | Actual Result | Comment |
| Aws1 | Start server without client | Print executing server in console,  No visual expectations | Printed executing server in console, visually, the program is blank while waiting and shows an hour glass | You cannot start server without connecting to a client |
| brainstorm | Image showing intended gui mock up |  |  |  |
| Cns1 | Start client without server | No real expectations | Invocation target exception thrown | You cannot start client without server running because that is where the connection is started |
| postC | Send “General Kenobi” from client to server | Client: General Kenobi appended on both chats | Client: General Kenobi appended on both chats | Message successfully sent |
| postS1 | Send “Hello There” from server t client | Server: Hello there appended to both chats | Server: Hello there appended to both chats | Message successfully sent |
| preC1 | Type General Kenobi without sending | nothing | nothing |  |
| preS1 | Type Hello there without sending | nothing | nothing |  |
| Sc0 | Connect server and client | “Connection has been made…” appended to text area on both chats | “Connection has been made…” appended to text area on both chats |  |
| Sc4 | Send multiple chats (alternating between server then client and server then server and client then client and client then server) | Append multiple chats on both | Append multiple chats on both |  |
| Snc1 | Close client while server is running | Continue to run server | Server continued to run |  |
| Swc1 | Connect a new client while old server is still running | Client connects and runs successfully | Client connects and runs successfully | This is possible because the new and old client connect to the same socket called localhost |
| Sws1 | Start a new server while old server is running | New server should not run | New server did not run due to target invocation | The serversocket is already running and must be stopped before starting a new server. |

How the code works:   
Serversocket awaits connection from client and accepts it. The value of the text field is then sent to a chat listener through a prinstream. The chat listener then reads the value sent to the socketLis and stores it as isr(inputStreamReader) and passes it down to a buffered reader br and the br is appended to the text area of the listener.

Difficulties:  
The FXML GUI that I wanted to use did not work and I was not sure what to do about it so I did a barebones application instead. I would like to learn how it works in the future. A lot of time went to waste trying to figure out how to make it work.  
The button inside server.java didn’t work at one point. I fixed it by using btnSend.setOnAction(this) because it already implemented EventHandler in the signature.

Comments:  
Working on something one step at a time and making sure the core functions work first is an absolute necessity and should not be overlooked, save the gui for last.

Build time:  
1 day for the working program attached  
Optional video: https://youtu.be/Dd6uL8DnUB0