General Chat Server Application:

Programming Language: Java

Note:

1. The Json file handling in java, requires a json library, which is included, in the Java\_Libraries Folder, include it in the Class Path during Compilation.

COMMANDS:

1. to execute Server\_Interface.java file

-> no need to separately compile to create .class for execution

-> here, since there is no compilation Process, therefore the Java Code, basically Intrepreted, therefore, the JDK, simply interprets the Java Code, line by line, so the JDK, looks for the Main Method in the class, it encounters first during Intrepretation, irrespective of whether the Class, is declared public or no, even if not found throws, main method not found Exception.

$ java -cp D:\Shivram\_U\Sources\Software\Project\_Sys\_WorkSpace\Android\_App\_Projects\General\_Chat\Server\_Applications\Java\_Libraries\json-simple-1.1.1.jar D:\Shivram\_U\Sources\Software\Project\_Sys\_WorkSpace\Android\_App\_Projects\General\_Chat\Server\_Applications\Host\_Interface.java

1. to include more than one .jar files or the .jar files Directory path during java file Compilation/Execution

$ java -cp "D:\Shivram\_U\Sources\Software\Project\_Sys\_WorkSpace\Android\_App\_Projects\General\_Chat\Server\_Applications\Java\_Libraries\json-simple-1.1.1.jar;." D:\Shivram\_U\Sources\Software\Project\_Sys\_WorkSpace\Android\_App\_Projects\General\_Chat\Server\_Applications\Host\_Interface.java

Here the ;.” In the command, includes the Current Directory also into the Class Paths.

Commands:

1. javac -cp "/;D:\Shivram\_U\Sources\Software\Project\_Sys\_WorkSpace\Android\_App\_Projects\General\_Chat\Server\_Applications\Java\_Libraries\json-simple-1.1.1.jar;" Chat\_Server.java

NOTES:

1. Applications:

Common Packages:

1. Chat\_App\_Res

1. Cust\_JTabPn
2. identity
3. Server\_Identity
4. Json\_Handler

1. Server-Side Application

Package: Chat\_App\_Server

Classes:

1. Server
2. Chat\_Server
3. Client\_Connection
4. Server\_Input\_Thread

2. Client-Side Application

Package: Chat\_App\_Client

1. Client
2. Chat\_Client
3. Client\_Input\_Thread