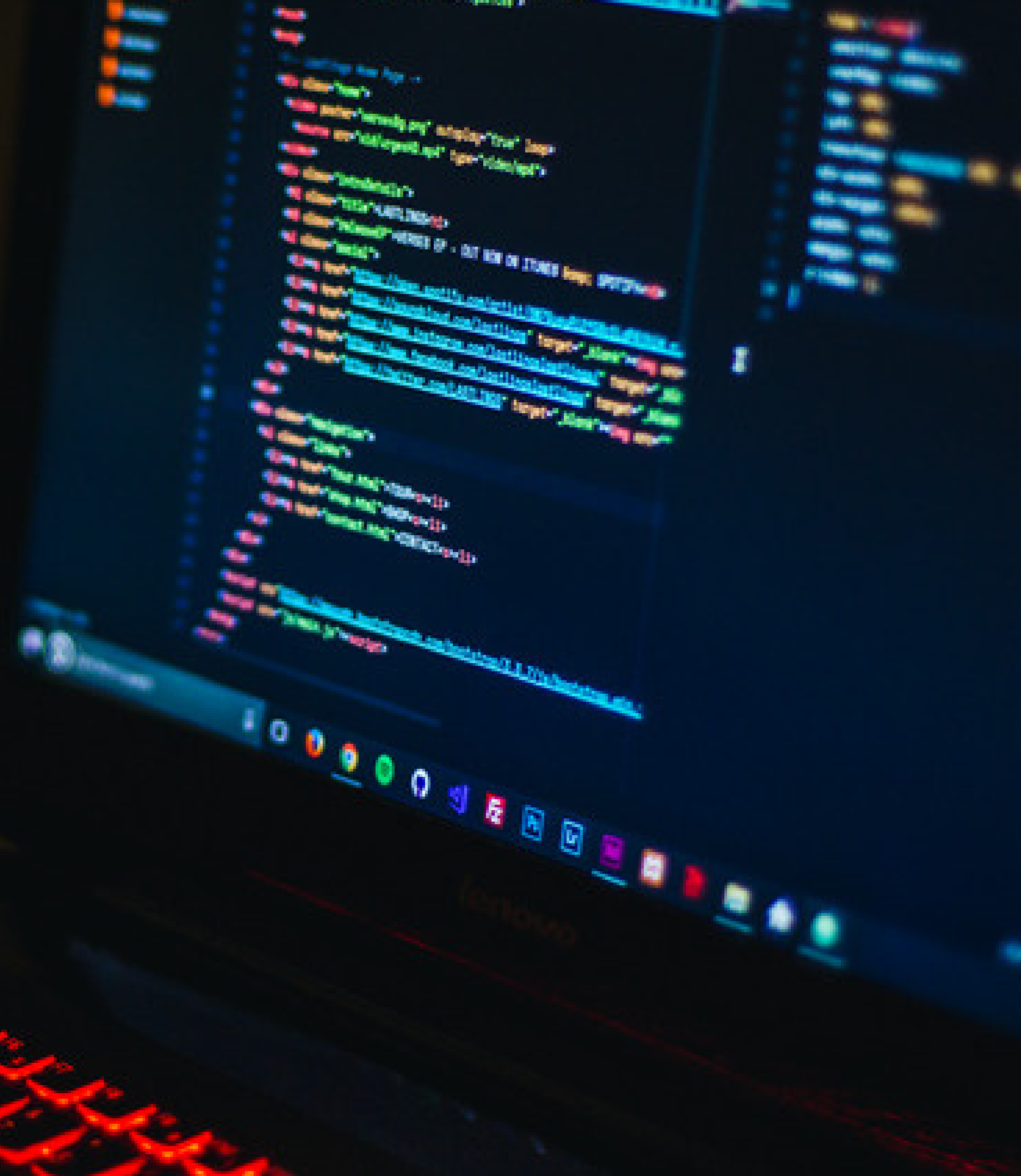
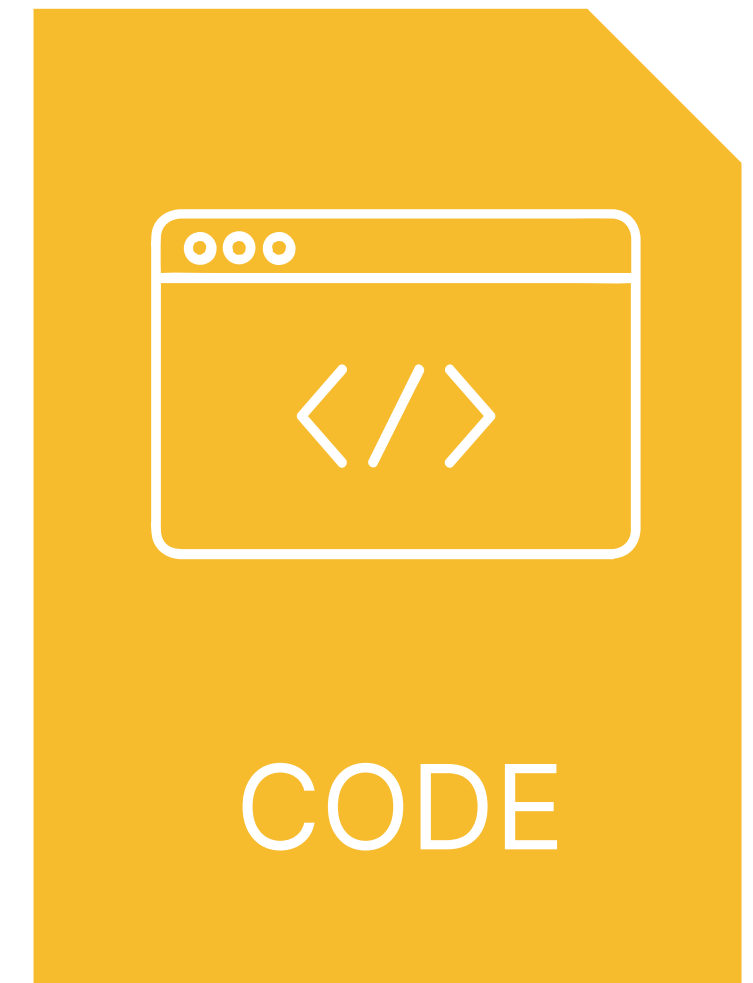


TOPIC

Create CHAT
APPLICATION using
socket programming.



CONTENTS



ABOUT PROJECT



CHAT APPLICATION

We have created a chat application using socket programming in JAVA and we have also used JAVA SWING to add a GUI (Graphical User Interface) to our chat application.



WHAT IS SOCKET PROGRAMMING ?

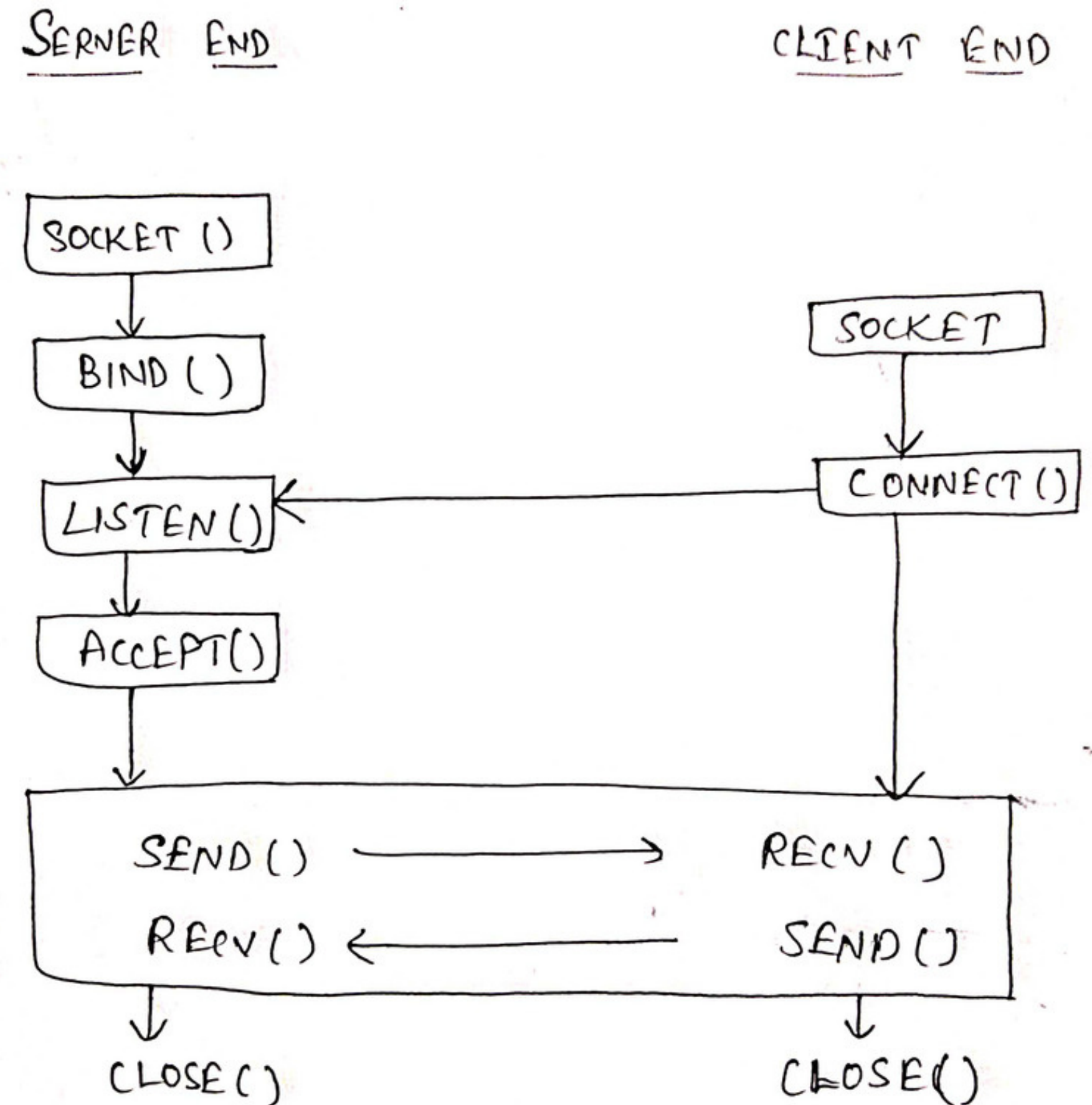


SOCKET PROGRAMMING

Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while other socket reaches out to the other to form a connection. Server forms the listener socket while client reaches out to the server.



State diagram for server and client model



JAVA SWING



JAVA SWING

Swing is a Java Foundation Classes [JFC] library and an extension of the Abstract Window Toolkit [AWT]. Swing offers much-improved functionality over AWT, new components, expanded components features, excellent event handling with drag and drop support.



LET US LEARN ABOUT, LIBRARIES USED IN THIS PROJECT :

AWT (Abstract Window Toolkit)

It is a platform-dependent API to develop GUI (Graphical User Interface) or window-based applications in Java.

Swing

Swing is a Java Foundation Classes [JFC] library and an extension of the Abstract Window Toolkit [AWT]. Swing offers much-improved functionality over AWT, new components, expanded components features, excellent event handling with drag and drop support.

LET US LEARN ABOUT, LIBRARIES USED IN THIS PROJECT :

Java.io

Java IO API helps the users to read and write data. The java.io package contains all the classes required for input and output operations.

Java.net

This class represents network interface, both software as well as hardware, its name, list of IP addresses assigned to it, and all related information.



THANK YOU