温州大学计算机与人工智能学院
___Java程序设计（17网工）___ 实验报告___

实验名称	qq简易聊天（客户端）				
班　　级	18电科2	姓　　名	方涛涛	学　　号	18211110208
实验地点		实验时间	2020-12-28,21:02:10	指导老师	

一、问题编号：

1823

地址：http://10.132.254.54/problem/1823/

二、问题描述：

客户端和服务器端，可以任意互发信息，带界面。

三、输入说明：

四、输出说明：

五、输入样列：

六、输出样列：

七、解答内容：

所用语言：

源代码：

```
001.  import java.awt.event.ActionEvent;
002.  import java.awt.event.ActionListener;
003.  import java.io.BufferedReader;
004.  import java.io.IOException;
005.  import java.io.InputStreamReader;
006.  import java.io.PrintWriter;
007.  import java.net.Socket;
008.
009.  import javax.swing.JButton;
010.  import javax.swing.JFrame;
011.  import javax.swing.JPanel;
012.  import javax.swing.JTextArea;
013.
014.  public class Main extends JFrame {
015.      Socket s = null;
016.      Client client = new Client();
017.      final JTextArea messageText = null;
018.
019.      public Main() {
020.          client.connect("127.0.0.1",1237);
021.
022.          setTitle("客户端");
023.          setSize(300, 300);
024.          setLocationRelativeTo(null);
025.          setResizable(true);
026.          setDefaultCloseOperation(EXIT_ON_CLOSE);
027.
028.          JPanel panel = new JPanel();
029.          final JTextArea messageText = new JTextArea(10, 20);
030.          final JTextArea sendText = new JTextArea(1, 15);
031.          messageText.setLineWrap(true);
```

```
032.            sendText.setLineWrap(true);
033.            panel.add(messageText);
034.            panel.add(sendText);
035.
036.            JButton BtnSend = new JButton("发送");
037.            BtnSend.addActionListener(new ActionListener() {
038.                @Override
039.                public void actionPerformed(ActionEvent e) {
040.                    System.out.println("提交: " + sendText.getText());
041.                    messageText.append("客户端 对 服务端 说: " + sendText.getText());
042.                    messageText.append("\r\n");
043.                    new Thread(() -> client.sendMessage(sendText.getText())).start();
044.                }
045.            });
046.            panel.add(BtnSend);
047.            setContentPane(panel);
048.            setVisible(true);
049.
050.            new Thread(new Runnable() {
051.                @Override
052.                public void run() {
053.                    while (true) {
054.                        try {
055.                            String a = client.receiveMessage();
056.                            if (a != null) {
057.                                messageText.append("服务端 对 客户端 说: " +a);
058.                                messageText.append("\r\n");
059.                            }
060.
061.                        } catch (Exception e) {
062.
063.                        }
064.                    }
065.                }
066.            }).start();
067.
068.
069.        }
070.
071.        public static void main(String[] args) {
072.            new Main();
073.        }
074.
075.    }
076.
077.    class Client {
078.        private Socket socket;
079.
080.        Client(){
081.        }
082.
083.        public void connect(String ip, int port) {
084.            try {
085.                socket = new Socket(ip, port);
086.
087.            } catch (IOException e) {
088.                e.printStackTrace();
089.            }
090.        }
091.
092.        public void close() {
093.            try {
094.                socket.close();
095.
096.            } catch (IOException e) {
097.                e.printStackTrace();
098.            }
099.        }
100.
101.        public void sendMessage(String message) {
102.            try {
103.                PrintWriter pw = new PrintWriter(socket.getOutputStream());
104.                pw.println(message);
105.                pw.flush();
106.            } catch (IOException e) {
107.                e.printStackTrace();
108.            }
109.        }
110.
111.        public String receiveMessage() {
112.            try {
113.                BufferedReader b = new BufferedReader(
```

```
114.                    new InputStreamReader(socket.getInputStream()));
115.            return b.readLine();
116.
117.        } catch (IOException e) {
118.            e.printStackTrace();
119.        }
120.        return  null;
121.    }
122.
123. }
```

八、判题结果

CE - 编译错误

判题结果补充说明：

Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:22: warning: unmappable character for encoding ASCII setTitle("?????????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:36: warning: unmappable character for encoding ASCII JButton BtnSend = new JButton("??????"); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:40: warning: unmappable character for encoding ASCII System.out.println("??????: " + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable character for encoding ASCII messageText.append("????????? ??? ????????? ??????" + sendText.getText()); ^ Main.java:41: warning: unmappable

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