**ChatServer.cs**

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| **Original Author** | [**www.geekpedia.com/tutorial240\_Csharp-Chat-Part-2---Building-the-Chat-Client.html**](http://www.geekpedia.com/tutorial240_Csharp-Chat-Part-2---Building-the-Chat-Client.html) | **Date** | **3/12/2012** |
| **Author** | **A.J. Montgomery** | **Date** | **3/12/2012** |
| **File Name** | **ChatServer.cs** |  |  |
| **File Location** | **CinderellaMGS/Chat\_Server/ChatServer.cs** |  |  |
| **File Use** | **ChatServerWindow.cs** |  |  |
| **File Used By** | **Programs.cs** |  |  |
| **Reason For Use** | **To implement the chat server while the chat server form and the connections are running.** |  |  |

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| **Method(line#)** | **Purpose** | **Precondition** | **Postcondition** |
| **AddUser(92)** | **Add chat user to the server once a new chat user has connect to the chat server.** | **New user awaits to connect to the chat server.** | **New user is added to the chat server.** |
| **RemoveUser(104)** | **Removes chat user from the server once user disconnect from the chat client app** | **None.** | **None.** |
| **SendAdminMessage(131)** | **Keeps the log of messages on the chat server.** | **None.** | **None.** |
| **SendMessage(168)** | **Sends messages to all of the current chat user in the chat client app.** | **None.** | **None.** |
| **StartListening(208)** | **Listens for the connection based on the IP address.** | **IP address is generated in the form.** | **Listen for connection.** |
| **KeepListening(229)** | **Keeps on listening for connection while the chat server is still running.** | **None.** | **None.** |
| **StopListening(241)** | **Occurs when the chat server stops listening and the window form closes.** | **The server button is clicked to stop running.** | **None.** |