**ChatServerWindow.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** | **3/12/2013** |
| **Author** | **Tyler Combs** | **Date** | **3/12/2013** |
| **File Name** | **ChatServerWindows.cs** |  |  |
| **File Location** | **CinderellaMGS/Chat\_Server/ChatServerWindows.cs** |  |  |
| **File Use** | **ChatServerWindow.cs** |  |  |
| **File Used By** | **Programs.cs** |  |  |
| **Reason For Use** | **Use to monitor the connection for the Client App.** |  |  |

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| **Method(line#)** | **Purpose** | **Precondition** | **Postcondition** |
| **listenButton(62)** | **To monitor for any connection on the chat server window.** | **Chat sever is running and is waiting to monitor for connection.** | **Server log updates while connection is running.** |
| **mainServer\_StatusChanged(118)** | **Invoke the method that updates the form** | **None.** | **None.** |
| **UpdateStatus(123)** | **To update the message log on the chat server form while the server is running.** | **Server is connected.** | **Updates message in log.** |