

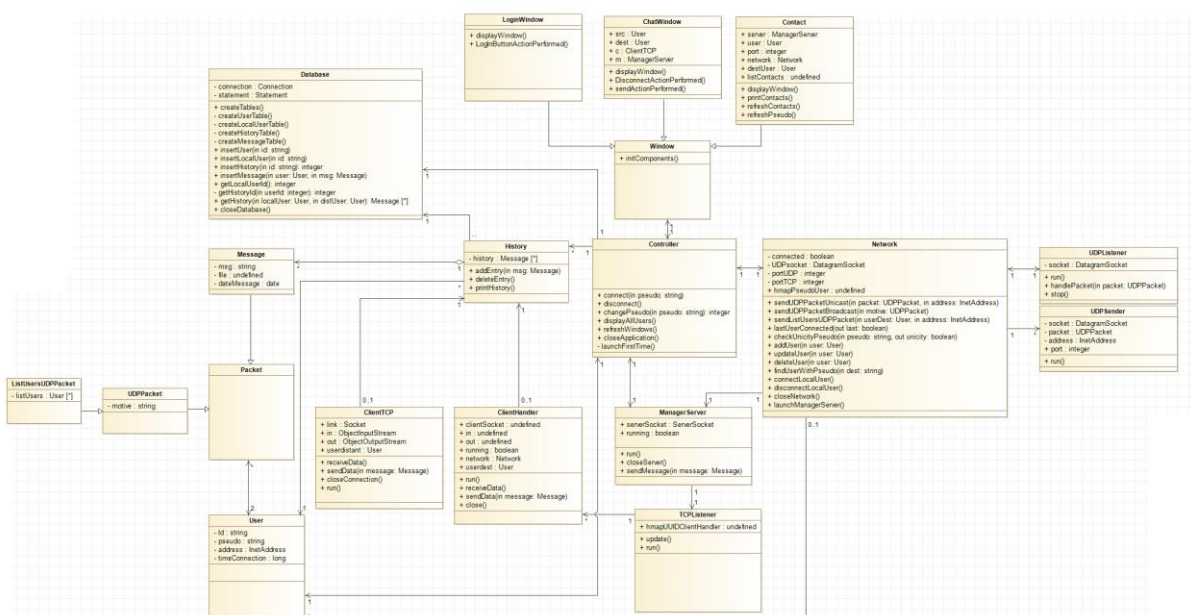
# User Manual

## I. Chat System on a local network

This first version of our application is available in the folder ChatSystem. It enables to chat between computers on the same local network.

### Choices of conception:

This is the class diagram corresponding to our chat application:



(You can see a better version: [here](#))

The login and the discovery of the connected user list is done thanks to UDP.

The exchanges of messages between two connected users is done thanks to TCP.

The messages are stored in a local database. We manage the database with MySQL and JDBC.

### **Features:**

- ◆ Choose a pseudo and log in
- ◆ Change the pseudo after the login
- ◆ See the connected user list
- ◆ Begin a conversation with a user and see the history
- ◆ Send messages to a user/receive messages from a user
- ◆ Stop a conversation with a user
- ◆ Log out

### **Tests:**

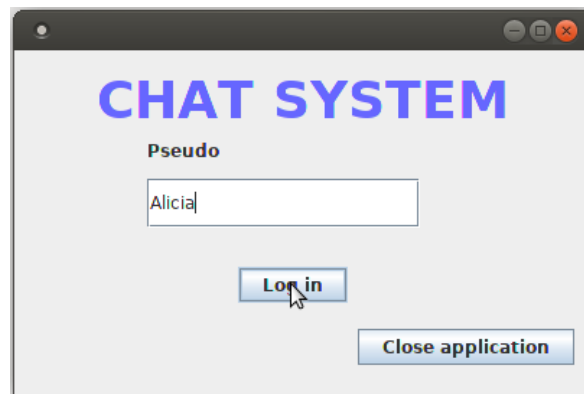
We have tested all these functionalities connecting two users to our application.

You can watch a demonstration: <https://youtu.be/2jBvXAsVm3Q>

Or you can try the application by yourself following the steps of the next part.

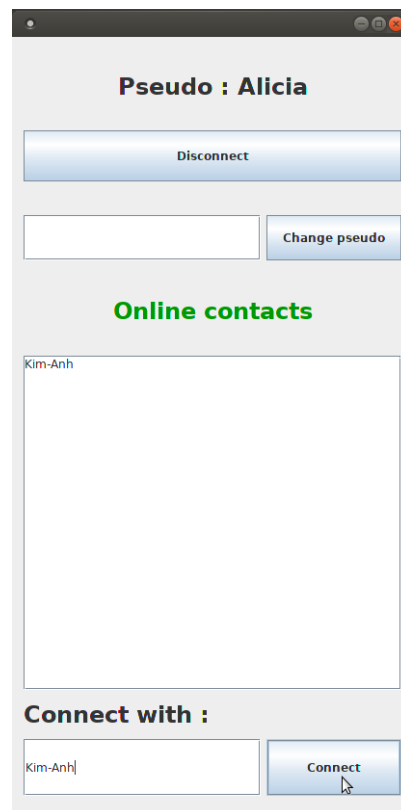
### **How to use the chat application (step by step):**

When you launch the application (ie, run the class Chat from the project), a login window appears. Enter a pseudo in the case and click on "Log in":

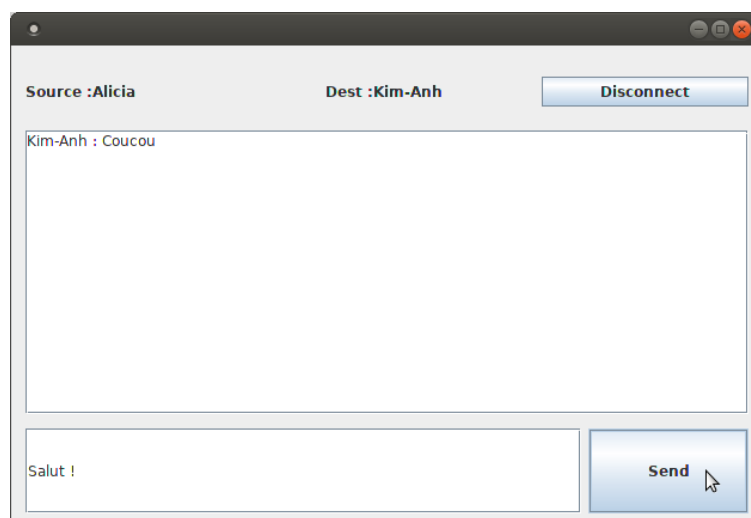


If this pseudo is already used, you would have a pop-up window with the warning: "Invalid pseudo: it is already used". You should enter another pseudo.

If your pseudo is unique, the login window will close, and a contact window will be opened: you will see the list of connected users. In order to connect with a user, enter his/her pseudo in the bottom box and click on “Connect”.



A chat window with the chosen user is opened. To send message, enter some text in the bottom box and click on the “Send” button.



To disconnect click on the “Disconnect” button (in the top right corner).

If you want to change your pseudo, you should enter your new pseudo in the first box and click on “Change pseudo”.

The screenshot shows a window titled "Pseudo : Alicia". At the top is a "Disconnect" button. Below it is a text input field containing "Vanhulle" and a "Change pseudo" button. A mouse cursor is hovering over the "Change pseudo" button. Below this is a section titled "Online contacts" in green, containing a list box with "Kim-Anh". At the bottom is a section titled "Connect with :" with an empty text input field and a "Connect" button.

The screenshot shows a window titled "Pseudo : Vanhulle". It has the same layout as the previous one: a "Disconnect" button, a text input field with "Vanhulle" and a "Change pseudo" button, an "Online contacts" section with "Kim-Anh", and a "Connect with :" section with an empty input field and a "Connect" button.

If you connect again with the same user, you can see that the history is visible even if you have changed your pseudo:

The screenshot shows a chat window with "Source :Vanhulle" and "Dest :Kim-Anh" at the top, along with a "Disconnect" button. The chat area displays a history of messages: "Kim-Anh : Coucou" and "Vanhulle : Salut !". At the bottom, there is a text input field and a "Send" button.

## II. Chat System with a presence server

The version of the chat application with a presence server is not completely functional. Nevertheless, it is available in the folder ChatSystemServlet in order to show our try to implement this version.

To see our implementation, you must run userLogin.jsp and choose Tomcat v.9 as server.

Then, you will see this window:

Pseudo	<input type="text"/>
Action	<input type="text"/>
<input type="button" value="Valider"/>	<input type="button" value="Remettre à zéro"/>

You can write a pseudo and an action. For the moment, actions that you can write are 'connect' or 'disconnect'.

After, you click on "Valider" button. You will see your pseudo in the list of online users.

Currently, remote users cannot see you as online user, only you, can see yourself online... But we keep going to try to find a solution of this issue.