https://github.com/Wicklyy/ChatApp_IDS

Functionality

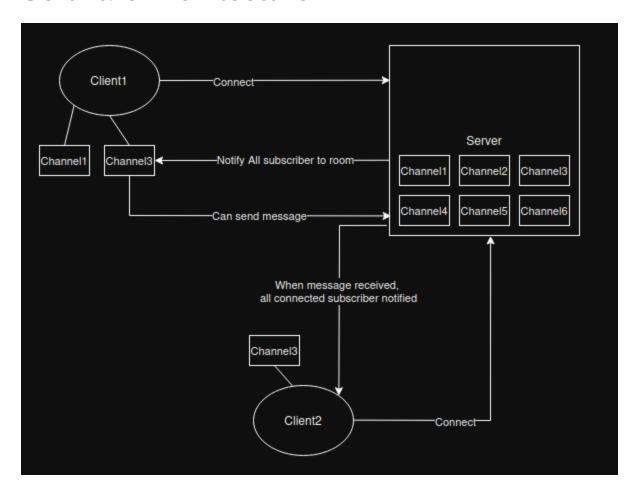
Whenever a client connect itself on the server where he can send messages to a channel.

If the client want to create/join a new channel, they can by pressing the button *Join Chat* where a pop-up window will spawn asking them the name of the channel they want to create/join.

When a Client Logout they can reconnect and it will automatically recover all their history.

On a crash the server will automatically recover its history.

Software Architecture



Client Server ChatAppImpl ClientChatApp -recover (history if server crash) -connect (connect to a distant server) -connect (add a new client) -sendMessage(Send a message to a -join (join a new channel) specific channel) -leave (leave a channel) -disconnect (disconnect from the -disconnect (disconnect a client) server) -sendMessage (to a client) -getHistory (ask for the history) -requestHistory (send the history) Channel userImpl -contains (check if a client is in this -getUsername (return the user name) -add (add a client to the channel) -remove (remove a client from the channel)

In the UI-Version it is not possible to leave a channel (it's implementation was not integrated to the UI).

Run

use make to compile

use make clean to delete all *.class *.jar and delete the history

as said in the README you will have execute this in the following order:

- 1. export CLASSPATH=\$CLASSPATH:./classes
- 2. rmiregistry 6090 & Launch the server
- 3. java -Djava.rmi.server.hostname=localhost -cp classes Server/ServerChatApp 6090 Launch the Client
- 4. java -cp classes Client/Main localhost 6090