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CS 381 Project 2: Chat program

The purpose of this project is to familiarize yourself with the idea of socket programming.

A socket is an interface between an application and a network.

In this project, I have chosen the java for the programming language, I have create six programs, Client.java, ClientReceiver.java, Server.java, ServerReceiver.java, TCPClient.java and TCPServer.java. Client and server programs should communicate using TCP to ensure reliable, in-order communication.

Client only used to send information to the client thread, ClientReceiver only used to accept the information client thread.

Server only used to send information to the server thread, ServerReceiver only used to receive information on the server thread.

When using this program, you need open the TCP server first, than open the TCP client.

In my client server TCP communication project, the client in the 8887 port request and the server to establish a TCP connection, the client receives the keyboard input, and send it to the server, the server in front of the received data Plus "Received from server" string, and the combination of the string back to the client, so the cycle until the client receives the keyboard input "bye" so far.

Problem I have is the confuse using about the port. In my project, I have bind a port directly, but computer can not only have one network card, and some may also be set up compatible with IP! So the best solution is bind a port with IP address.

Running Result:



