**Project Name : Chat Bot Application**

**Made in language : OOP - JAVA**

**Group members :**

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* **STEPS TO START CHATBOT APPLICATION :**

1. First We should understand that there are two packages in our project , one to run server and the other one to run Client. Basically it deals with socket programming.
2. Then we made our project in JavaFx-Scene Builder , that contains main , controller & fxml file( Designing files ).
3. So Lets start .
4. Run main file of server , that has name “ chatBot” . then run its Controller file that has name “ FXMLDocumentController” , then its respective fxml file. After successfully doing all these.you can proceed.
5. Similarly do the same in Client package , run its main class with name ChatbotcodeforClient , then the Controller class for it “FXMLDocumentController” , then its respective fxml files.
6. If any of the fxml file is missing , it will not run showing an error of the method missing or something not found type.
7. After doing the above steps with success , you can run it easily
8. But remember to run the server class First and when you click get started button , then run the client one , otherwise it will show an error of Connection refused because server hasn’t yet started.
9. When the Connection is maintained , you will see written on console that “ Client has accepted , Connection maintained Succesfully “
10. You’ll be asked to enter Client name , it can be anything you want.
11. Then you’ll type any message and Press enter , you’ll see that will be sent to server screen , and this goes on
12. Until anyone of them type “over” , irrespective of Case.
13. When they write Over , coneection disconnected at that moment.end up opening feedback form.
14. Server can leave , Block and End by writing Over.
15. By blocking server is given choice to start chat with a new Client or end my clicking cancel Button.

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