

# Chat Application Project Report

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March 6, 2025

## **Course**

Object-Oriented Applications (DAT055)

## **Repository Link**

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## 5 Sample Code

Listing 1: Example Code

```
1 public class ChatClient {
2     private Socket socket;
3     private BufferedReader input;
4     private PrintWriter output;
5
6     public ChatClient(String serverAddress, int port) throws
7         IOException {
8         socket = new Socket(serverAddress, port);
9         input = new BufferedReader(new InputStreamReader(socket.
10             getInputStream()));
11         output = new PrintWriter(socket.getOutputStream(), true);
12     }
13
14     public void sendMessage(String message) {
15         output.println(message);
16     }
17 }
```

Figure 1: Java Code Example - Chat Client



## 6 Sample UML Diagram

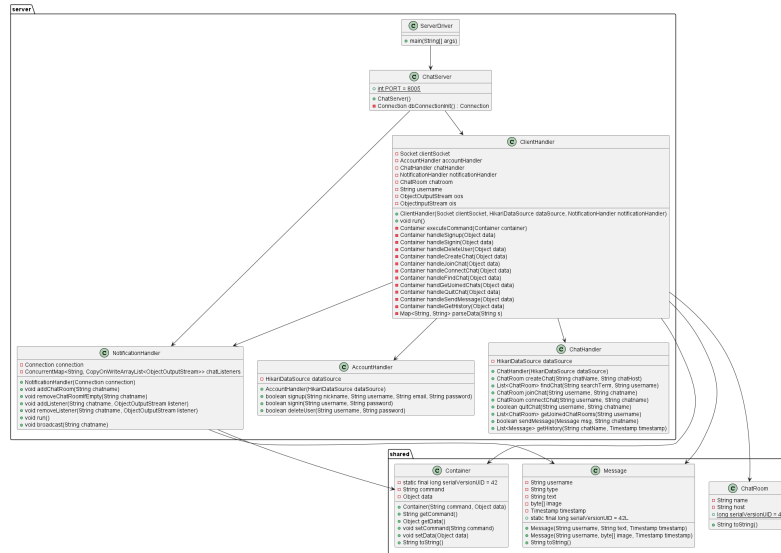


Figure 2: UML Diagram - Chat Client