A Chat Room System

* The zip file contains DS\_Project\_1 folder and the readme(this) file.
* There is src folder inside DS\_Project\_1 which contains two java files.
* MultiServer - This file contains entire code of the server.
* MultiClient - This file contains entire code of the client.
* Inside the bin folder there are 3 class files
* MultiClient.class – class file for the clients.
* MultiServer.class – class file for the server.
* ClientHandler.class – class file to handle all the clients
* The DS\_Project\_1 also has automictically generated class path file and project path file.
* Data.txt file is used to maintain the communication taking place in clients. As this file has been a local path in the code, the path can be altered to see the working functionality. Although I have provided a sample conversation between 4 clients logged by the server. This text file can be opened in WordPad for better readability of file.
* MultiServer.java file must run first followed by MultiClient.java which can run n number of times. This code can support more than 4 clients connected to single server.
* Get method is used every time a new client joins the network.
* Post method is used every time a new message is sent by active client.
* Some of the parameters in this have been statically defined.
* Timer between messages is as given the project description. An assumption has been made that when a new client joins the existing active clients and sends a message it takes the time difference between last message sent by the active client and the message sent by new client.
* Whenever any client sends “logout” message, the client is removed from active client list and the message is broadcasted to other active clients in the network.
* Comments have been provided in the entire code for better understanding of the code.
* Not Much emphasis is given on implementing GUI. As said in Project description, Plain text area and button has been made.

References-

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