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CIS-296

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## **Project 4: Client/Server Chat Application**

I worked on this project using JavaFX in the IntelliJ IDE. The guide offered by Professor Baugh was looked at for reference. Besides using the guide, some resources like [stackoverflow.com](https://stackoverflow.com) was used. I also used some knowledge from CIS-427 in order to set up a functioning TCP Socket server. Although Python was used for that course, it still directly translated and helped me understand how to set up a server in Java.

A step I took early in the project was creating a two files for the server and client in order to manage setting up the connections like the IP and Port. Another file was then created with the purpose of managing the activity of the server. This file carries out actions like sending messages between the client and server, also its responsible for closing and starting connections. The final step I took was creating two files for the GUI of the server and client files. The code shared between the server and client files is very similar because they operate the same way with very little dissimilarities.

The GUI was made without the use of an FXML file because of the small amount of physical components. I found that everything can be done more efficiently without switching in and out of an FXML file and SceneBuilder, so the GUI was programmed locally within the ServerGUI and the ClientGUI files.

Team Member Participation: This project was worked on and finished without team members.