Students: Håvard Bergheim Olsen, Balázs Orbán

KTN2

Server:

When a client is connected to the server, a ThreadedTCPServer object is created, which also creates an individual ClientHandler for each user as well. The messages and the users are saved in the ThreadedTCPServer object in two lists, ‘messages’ and ‘connections’ respectively.

There are different scenarios for what happens when a user sends a message to the server depending on the message itself. If the message contains an argument (for example login <username>), the server must handle that first and return something to the client (in this case error or success). In any case, the server must send a response to the client.

Client:

The payload from the server is received by the MessageReceiver, which sends it to the Client. Then, the client must handle the payload by parsing it with the MessageParser. After that, the message can be shown to the user. When a message is sent, the message must go through the MessageParser again, so the Client can send it to the server as a JSON formatted payload.