

# **System Documentation**

## **Team 4**

march 9, 2020

### **Team Members**

Senapathige Sahas  
Bachir Karim  
Er Raqioui Sabrina  
Toth Valentin  
Montresor Riccardo

## Contents

|                                       |   |
|---------------------------------------|---|
| Contents .....                        | 2 |
| 1 Introduction .....                  | 4 |
| 2 Application launch.....             | 4 |
| 3 Install on Simulator or Device..... | 4 |

## Revision History

| Version | Date     | Name   | Description  |
|---------|----------|--------|--|
| 1       | 18/10/19 | Team 4 | Starting with interface part                         |
| 2       | 25/10/19 | Team 4 | Updated test case numbers to eliminate codex errors. |
| 3       | 04/12/19 | Team 4 | Updated test case numbers to update the interface.   |

# 1 Introduction

The Chat Protocol Client application will provide users with the ability to chat with other people from a pc. This document will provide instructions for accessing the application code and installing it into a simulator or compatible device.

## 2 Application launch

For the chat protocol client, a TCP server is required to connect to the related services offered by it.

To launch the application you will have to:

- Open Netbeans and launch the code.

## 3 Install on Simulator or Device

### 3.1 *Required Components*

A computer with the Netbeans application to be able to start the Client and then connect it to the specific server.

### 3.2 *Install Code*

- 1 Go to the repository on github.
- 2 Clone the repository locally.
- 3 download all the dependencies with a Clean and Built on Netbeans
- 4 ingest the server ip to reach.
- 5 choose a username and decide whether to chat in the private room or in the public room.