Advanced Java Programming

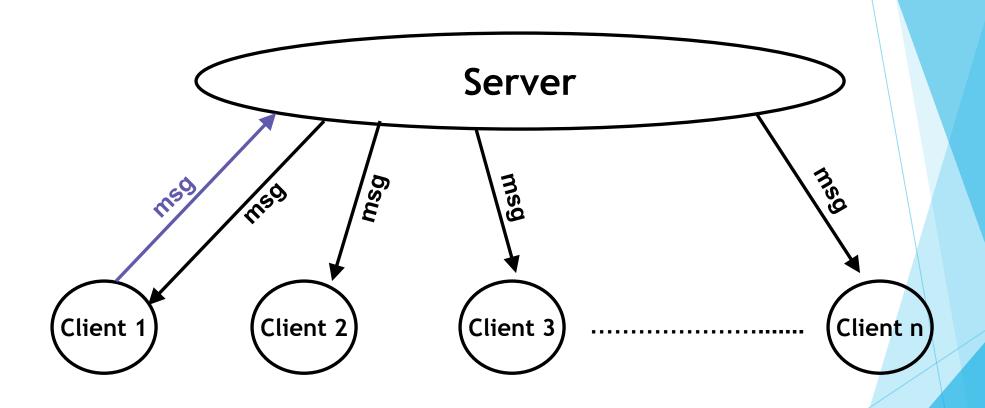
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Part 10

Networking in Java Part II

Chat Room GUI Application Example



The following code sample represents a server side application that holds a chat room that several clients can connect to and chat with each other. The server application is divided into two classes: ChatServer and ChatHandler:

```
public class ChatServer {
  ServerSocket serverSocket;
  public ChatServer() {
    serverSocket = new ServerSocket(5005);
    while(true) {
       Socket s = serverSocket.accept();
       new ChatHandler(s);
  public static void main(String[] args) {
    new ChatServer();
```

```
class ChatHandler extends Thread {
 DataInputStream dis;
 PrintStream ps;
 static Vector<ChatHandler> clientsVector =
                       new Vector<ChatHandler>();
 public ChatHandler(Socket cs) {
    dis = new DataInputStream(cs.getInputStream());
    ps = new PrintStream(cs.getOutputStream());
    clientsVector.add(this);
    start();
```

```
public void run() {
  while(true) {
     String str = dis.readLine();
     sendMessageToAll(str);
void sendMessageToAll(String msg) {
  for(ChatHandler ch : clientsVector) {
      ch.ps.println(msg);
```

- General Guidelines for building the client side GUI application:
 - Construct GUI and Borderpane.
 - Create Socket and Streams
 - Register the Send Button Listener
 - Create and start the Reader Thread

Demo

Lab

Assignments

- Write the simple client/server application.
- Complete the GUI client side application of the Chat room Application.
- Remember to handle all thrown exceptions and to replace any deprecated methods with new ones.

Q & A

Final Project