CS380 — Project 2

January 12, 2015

Due: Wednesday, January 21, 2015 (40 points)

Description

In this project, you will be implementing a very simple chat client. I will have a server running that you can connect to to test your client. The server will work as follows: the first line you send will be stored by the server as your user name. If it is already in use, the server will respond "Name in use." and close the connection.

After connecting and providing a name, any line you send to the server will be broadcast to all connected clients with a timestamp and the sender's username. Your client should run either a loop or separate thread[1] that reads messages from the server and displays them. You can create a graphical user interface if you desire.

You do not have to create the server program. You just have to create the client program and connect to the existing server. If you want, you can try to replicate the server's actions and create your own server as well, but this is not required.

The server will be running at the following IP address: 76.91.123.97 on port 38002. It will be running by class time on Wednesday, January 14, but may also be running sooner. It should be available at all times until the project is submitted.

Submission

Submit a single Java file, `ChatClient.java` to Blackboard. You should hard-code the above host and port information. Do not use packaging for your classes. If you do use multiple classes, put them all in to the `ChatClient.java` source file.

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[1]I highly recommend running a second "listener" thread in this project instead of trying to manage input and output in the same thread.