

# Class ClientGUI

- [java.lang.Object](#)

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- ClientGUI

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```
public class ClientGUI
extends Object
```

The GUI for the chat client. It displays an area to enter the server information, select protocol, view chat messages, and send a custom message.

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## Field Summary

Fields	
Modifier and Type	Field and Description
private <a href="#">JTextArea</a>	<a href="#">chatDisplayArea</a> The area where the chat messages will be displayed
private Client	<a href="#">client</a> Object to access the client information
private <a href="#">JButton</a>	<a href="#">confirmButton</a> Create button to submit selection
private <a href="#">JTextField</a>	<a href="#">messageSendingField</a> the text the client is sending
private <a href="#">JTextField</a>	<a href="#">portTextField</a> the area the user enters the server port
private <a href="#">JComboBox&lt;String&gt;</a>	<a href="#">protocolSelection</a> Drop down box to choose UDP or TCP
private <a href="#">JTextField</a>	<a href="#">serverTextField</a> the area the user enters the server IP

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## Constructor Summary

Constructors	
Constructor and Description	
<a href="#">ClientGUI</a> (Client client)	stores the client that this GUI is displaying

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## Method Summary

All Methods [Instance Methods](#) [Concrete Methods](#)

Modifier and Type	Method and Description
private <a href="#">JScrollPane</a>	<a href="#">createChatDisplayPanel()</a> This is a helper method to the displayGUI method.
private <a href="#">JPanel</a>	<a href="#">createNewMessagePanel()</a> This is a helper method to the displayGUI method.
private <a href="#">JPanel</a>	<a href="#">createServerInfoPanel()</a> This is a helper method to the displayGUI method.
void	<a href="#">disableConfirmButton()</a> Disables the confirm button on the GUI, it is after the user connects.
private void	<a href="#">displayGUI()</a> The GUI provides text boxes to enter the server IP and Port number.
void	<a href="#">displayNewMessage(String newText)</a> Appends a new message to the chat display are
<a href="#">String</a>	<a href="#">getClientMessage()</a> get the message the user wants to send
<a href="#">String</a>	<a href="#">getPortTextField()</a> get the server port number the user entered
<a href="#">String</a>	<a href="#">getServerTextField()</a> get the server name the user enter
void	<a href="#">setSendingField(String text)</a> Sets the String of the text field where the user enters the message to be sent

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## Methods inherited from class [java.lang.Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

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## Field Detail

### ■ messageSendingField

private [JTextField](#) messageSendingField

the text the client is sending

- **serverTextField**

```
private JTextField serverTextField
```

the area the user enters the server IP

- **portTextField**

```
private JTextField portTextField
```

the area the user enters the server port

- **chatDisplayArea**

```
private JTextArea chatDisplayArea
```

The area where the chat messages will be displayed

- **protocolSelection**

```
private JComboBox<String> protocolSelection
```

Drop down box to choose UDP or TCP

- **client**

```
private Client client
```

Object to access the client information

- **confirmButton**

```
private JButton confirmButton
```

Create button to submit selection

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## Constructor Detail

- **ClientGUI**

```
public ClientGUI(Client client)
```

stores the client that this GUI is displaying

Parameters:

`client` - the client this GUI is displaying

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## Method Detail

- **displayGUI**

```
private void displayGUI()
```

The GUI provides text boxes to enter the server IP and Port number. There is also a drop down menu to select TCP/IP or UDP. There is a button to submit that info. In the middle of the screen, is a display text area showing all of the sent and received messages. At the bottom of the screen there is a text box to enter a message and a button to send that message.

- **createServerInfoPanel**

```
private JPanel createServerInfoPanel()
```

This is a helper method to the displayGUI method. This is the top panel in the main panel. It displays: instructions the boxes to enter the server port and server IP labels for the above boxes drop down menu to select protocol (UDP or TCP/IP) button to submit the above information

Returns:

the panel with the information needed to connect to the server

- **createChatDisplayPanel**

```
private JScrollPane createChatDisplayPanel()
```

This is a helper method to the displayGUI method. This is the middle panel in the main panel. It displays: box that contains all the messages send and recieved in the chat

Returns:

the panel containing the chat messages

- **createNewMessagePanel**

```
private JPanel createNewMessagePanel()
```

This is a helper method to the displayGUI method. This is the bottom panel in the main panel. It displays: text field area for the user to type the message they would like to send button to send the user's message

Returns:

the panel containing the text field and button for the user to send messages

- **displayNewMessage**

```
public void displayNewMessage(String newText)
```

Appends a new message to the chat display are

Parameters:

`newText` - the new message being added to chat display

- **setSendingField**

```
public void setSendingField(String text)
```

Sets the String of the text field where the user enters the message to be sent

Parameters:

`text` - the String the text field is set to

- **getClientMessage**

```
public String getClientMessage()
```

get the message the user wants to send

Returns:

the message the user wants to send

- **getServerTextField**

```
public String getServerTextField()
```

get the server name the user enter

Returns:

the server name

- **getPortTextField**

```
public String getPortTextField()
```

get the server port number the user entered

Returns:

the server port number

- **disableConfirmButton**

```
public void disableConfirmButton()
```

Disables the confirm button on the GUI, it is after the user connects.