**Module Description**

**GUI Module Name and Description**

This module deals with the application’s interface with the end user. All the user inputs (refreshing,

connecting, chatting) are captured here.

**a) Processing within module**

We develop the user interface for the application through which the user interacts with the tool. It

consists of a main window and boxes which are displayed as per the menu selections made by the

user. There are different controls such as edit controls, buttons etc which are used to get the user

inputs.

**Resolving Names Module Name and Description**

**a) Processing within modules**

We provide two buttons: Refresh and Connect to the user, to provide input on the basis of

selection using mouse event. This module consists of the following two sub-modules

 REFRESH:

This refreshes the list of names indicating to the respective systems connected in the network.

 CONNECT:

This connects the host system to the selected system (if any) and opens the next form with this

connection. If no system is selected, then an error message is shown, which tells a user to select a

system first.

**Connection Modules Names and Description**

**a) Processing within modules**

We show a windows form application that makes communication graphic oriented and user friendly.

Three GUI interfaces are captured under this:

 TEXTBOX :

Here the user enters the message to be sent to the remote user.

 RICH TEXTBOX:

In this module the message sent is pasted under host name and the message received

displayed under the remote users name.

 SEND BUTTON:

When this button is pressed, the message in the textbox is displayed in the rich

textbox under the host’s name and also it is sent over the network to the remote

machine where it is displayed in the textbox under the sender’s name.