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Cs 300

Program summary

During this term we were asked to implement a chat application. This program is a chat application. The chat application is named GossApp. This application allows users to communicate with each other over real time by connecting to a server. Some of the functions that the application include logging in, registration and sending a message. Due to time constraints and testing not all the requirements were met. The requirements that were left out were sending private messages and viewing chat history. Most of the time was spent on debugging and testing to make sure each of the requirements were met.

This program consists of multi-threading and 5 classes. On the server side, there is a main server class that creates a thread for each user that is logged on. The client side of the program consisted of 3 GUI. The three Gui’s are a gui for chatting, logging and error message. These gui work together to make the program function.

The features of the program were tested and implemented to the best of my abilities. Users can send messages to everyone that is online. Users can also create new accounts. The application stores all the existing users on a text file. This is not safe due to security reasons. Someone can take the text file and see sensitive information. However, for the purposes of this class security wasn’t a requirement.

Steps to using the program

1. Run the server program first
2. Run the client program if the server program is running
3. Login GUI pops up when the client program is ran
4. Enter user credentials to login or register new user
5. An error message will appear if incorrect information is entered
6. After successful registration/login the chat GUI will appear
7. Type a message in the test box and press “send” on the GUI to send to all online users
8. Press Logout button to leave the client program
9. The server program should always be running if we want people to use application