

User Manual

1. Start the Chat server.

- Change directory to the location containing DChat.jar
- Then input command:

```
java -cp DChat.jar org.gtdev.dchat.server.ServerLauncher
```

The server will start in its default configuration with listening on port 9055. Also, you can specify the command line parameters.

`--ip <IP Address>`

Specify this server's IP address.

`--port <Port>`

Specify this server's listen port.

After you have seen the terminal output the string "Server is started.", process to next step to start the client.

2. Start the Chat client.

- From the directory containing DChat.jar, input command:

```
java -cp DChat.jar org.gtdev.dchat.client.ClientLauncher
```

The client will start and try to connect the server, after the login, a GUI will show up. You can specify the command line parameters to the client.

`--ip <IP Address>`

Specify connecting server's IP address.

`--port <Port>`

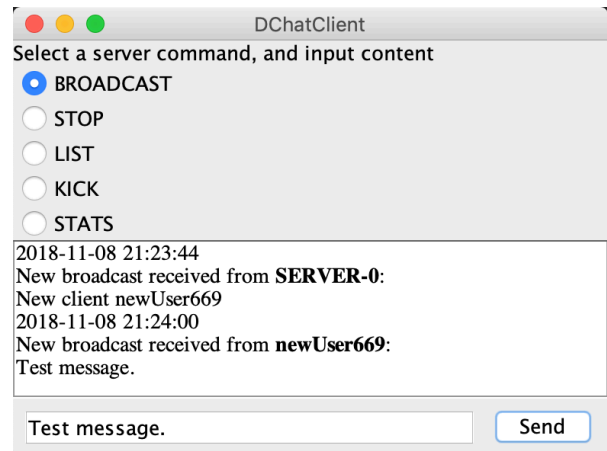
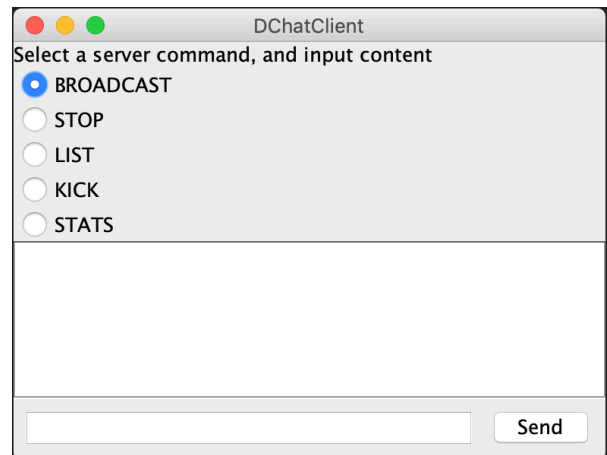
Specify connecting port.

`--uname <username>`

Specify this client's username.

3. Broadcasting

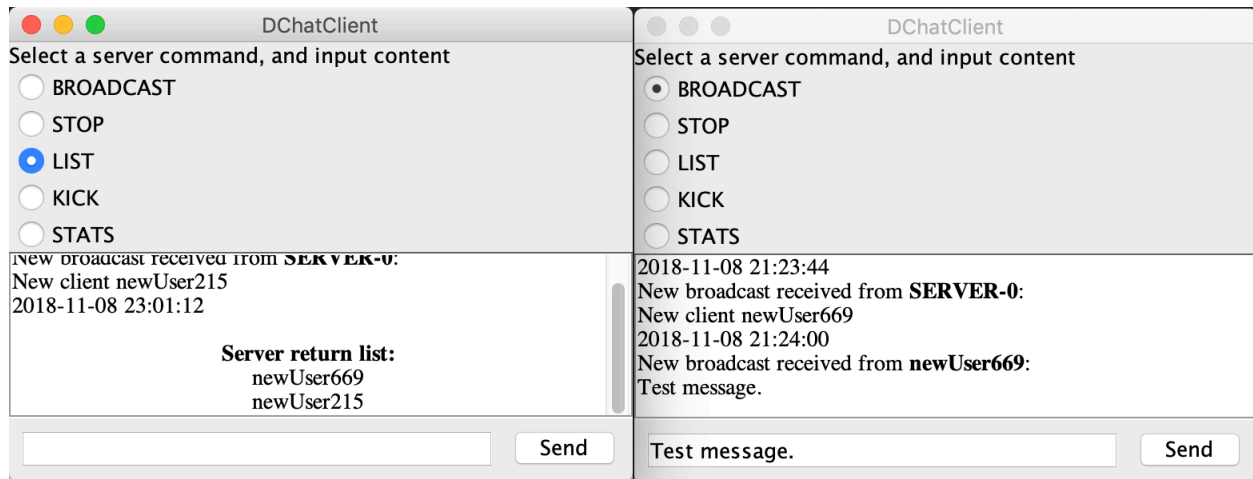
Select the BROADCAST and type the contents into the bottom text box, then click the send button. The broadcast request will be sent to the server, and it'll be broadcast to every client connected to the server.



4. Stop

This forces the server to close the connection with the client that initiated the command. After the socket disconnected, the client will exit. And this event also be announced to all other clients.

5. List



Choose the LIST command, leaving the message text area empty, click the send button. Then the server will return a list containing all the clients connected to it.

6. Kick

Select the KICK command and input the username of client to be kicked off from server then click the send button. The server will return the kicking result to the client initiate the KICK command to tell if the operation successes or some error happened. If a client was kicked from server successfully, a disconnecting event will be broadcasted to all remaining clients.

7. Stats

All commands sent by the client to the server in each socket session will be logged, in order to return the corresponding result when the client send the STATS command to server. Click the STATS command, then input the username to be queried. If you are unclear to the username of clients connected to the server at this time, you can use the LIST command mentioned above to query.