



Computer Science 2B

Practical Assignment 02

2017-08-15

Deadline: 2017-08-22 12h00

Marks: 100

This practical assignment must be uploaded to eve.uj.ac.za **before** 2017-08-22 12h00. Late or incorrect submissions **will not be accepted**, and will therefore not be marked. You are **not allowed to collaborate** with any other student.

The JDK has been installed on the laboratory computers along with the [Eclipse](#) IDE.

This practical will focus on sending mail using SMTP.

Create a GUI based Java application which will act as a mail client that sends e-mail. When the application starts up the user must be presented with a user interface which contains text fields (with associated labels) for sender name, recipient name and a text area for the contents of the email. Finally a send button on the interface will allow the message to be sent. Refer to the [SMTP protocol](#) for information on how this is done. The default sender and recipient should be your student number.

After the user has clicked send, the user will be notified on the status of the sent email. Any errors which occur must be displayed to the user, in a user friendly manner. Testing of the mail client will need to be setup if done outside of the practical sessions. Refer to [Mercury Mail](#) or [Papercut](#) for a mail server which can be used for testing. Being able to use Mercury Mail or Papercut is not a requirement!

Bonus

Provide an additional attach button that also allows the user to send an attachment with their email. (Hint: An attachment is just DATA that is sent with an email.)

Marksheet

1. Initiate a SMTP session with domain csc2b.uj.ac.za. [15]
2. Set the sender to be sendername@csc2b.uj.ac.za. [5]
3. Set the recipient to be recipient@csc2b.uj.ac.za. [5]
4. Set the content of the email according to information in the text area. [15]
5. Close the SMTP session. [5]
6. Coding convention (structure, layout) and commenting. [15]
7. Correct execution [40]
8. Attachments [20 (bonus)]