Computer Science 2B
Practical Assignment 02
2017-08-08

Deadline: 2017-08-15 12h00   **Marks: 100**

This practical assignment must be uploaded to eve.uj.ac.za **before** 2017-08-15 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 creating a socket connection to a provided custom server application .

Create a Java application which acts as a client for the Dictionary server. Create a GUI application that contains the following buttons:

Connect That starts a connection on the server (on port 8888) and displays the reponse on the GUI.

Ready That sends the READY command to the server and displays the response on the GUI.

Define That reads the a term from a textbox on the form, sends it to the server and displays the reponse to the server.

Done That terminates the connection to the server.

Bonus

1. The applications parses the tags returned and displays the text differently for each tag. Examples of tags that can be parsed include:

   {} Words surrounded by braces are **bolded**.

   <> Words in angle brackets are placed in *italics*.

   http:// Urls are displayed in blue.

Marksheet

1. GUI layout and event handling [15]

2. Connect button [5]

3. Ready button [5]

4. Define button [15]

5. Done button [5]

6. Coding convention (structure, layout) and commenting. [15]

7. Correct execution [40]

8. Parse tags returned [20 (bonus)]