

Actividad 4 Desarrollo de una arquitectura cliente servidor

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ARQUITECTURA DE SOFTWARE

OCTUBRE 2022

PRODUCTO

- Aplicacion de chat

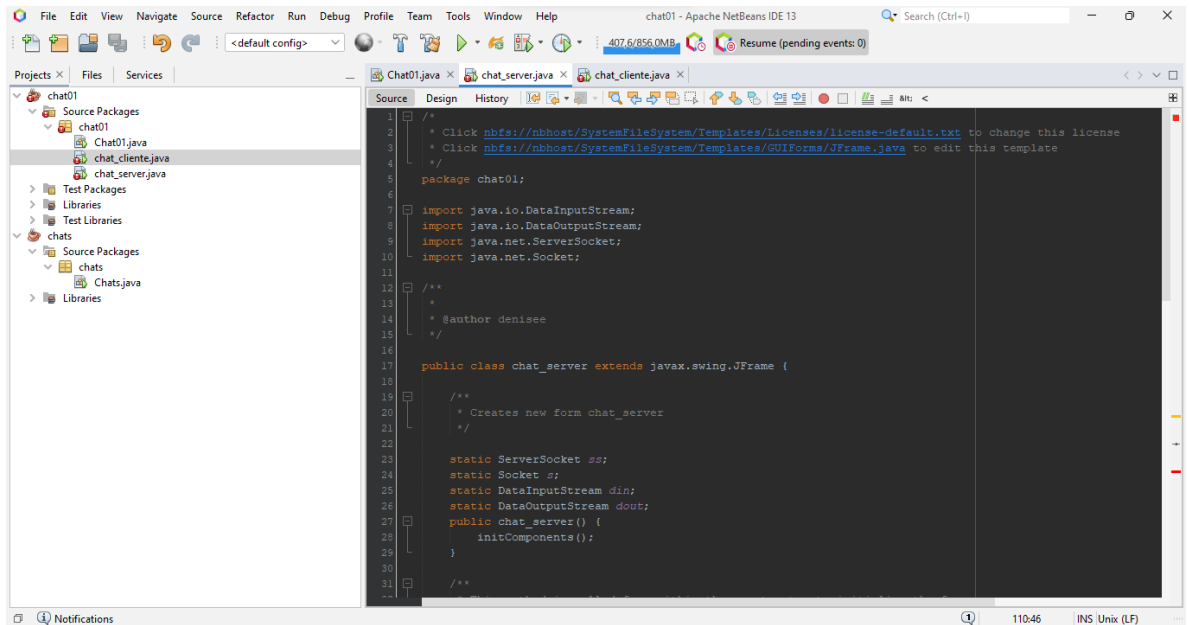
OBJETIVO

- Lograr la comunicacion entre un cliente y un servidor mediante el desarrollo del mismo.

Para esto utilizamos NetBeans para la codificacion del codigo usando el lenguaje de programacion de java.

CODIGO

- **SERVIDOR**



```

1  /*
2  * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3  * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to edit this template
4  */
5  package chat01;
6
7  import java.io.DataInputStream;
8  import java.io.DataOutputStream;
9  import java.net.ServerSocket;
10 import java.net.Socket;
11
12 /**
13  *
14  * @author denisee
15  */
16
17 public class chat_server extends javax.swing.JFrame {
18
19     /**
20      * Creates new form chat_server
21      */
22
23     static ServerSocket ss;
24     static Socket s;
25     static DataInputStream din;
26     static DataOutputStream dout;
27     public chat_server() {
28         initComponents();
29     }
30
31     /**
32      * regenerated by the Form Editor.
33      */
34     @SuppressWarnings("unchecked")
35     Generated Code
36
37     private void msg_textActionPerformed(java.awt.event.ActionEvent evt) {
38         // TODO add your handling code here:
39     }
40
41     private void msg_sendActionPerformed(java.awt.event.ActionEvent evt) {
42         // TODO add your handling code here:
43         try{
44             String msgout = "";
45             msgout = msg_text.getText().trim();
46             dout.writeUTF(msgout);
47
48         } catch (Exception e){
49
50         }
51
52     }
53
54     /**
55      * @param args the command line arguments
56      */
57     public static void main(String args[]) { ...51 lines }
58
59     // Variables declaration - do not modify
60     private javax.swing.JTextArea jTextArea1;
61     private static javax.swing.JScrollPane msg_area;

```

- CODIGO CLIENTE

```
Chat01.java x chat_server.java x chat_cliente.java x
Source Design History
1  /*
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/GuiForms/JFrame.java to edit this template
4   */
5   package chat01;
6
7   import static chat01.chat_server.dout;
8   import java.io.DataInputStream;
9   import java.io.DataOutputStream;
10  import java.io.IOException;
11  import java.net.Socket;
12
13  /**
14   *
15   * @author denisee
16   */
17  public class chat_cliente extends javax.swing.JFrame {
18
19      /**
20       * Creates new form chat_cliente
21       */
22      static Socket s;
23      static DataInputStream din;
24      static DataOutputStream dout;
25
26      public chat_cliente() {
27          initComponents();
28      }
29
30      /**
31       * This method is called from within the constructor to initialize the form.

```

```
Source Design History
90  [Generated code]
91
92  private void msg_sendActionPerformed(java.awt.event.ActionEvent evt) {
93      // TODO add your handling code here:
94      try{
95          String msgout = "";
96          msgout = msg_text.getText().trim();
97          dout.writeUTF(msgout);
98      } catch (Exception e) {
99
100      }
101  }
102
103  /**
104   * @param args the command line arguments
105   */
106  public static void main(String args[]) {
107      /* Set the Nimbus look and feel */
108      | Look and feel setting code (optional)
109
110      /* Create and display the form */
111      java.awt.EventQueue.invokeLater(new Run() {
112          public void run() {
113              new chat_cliente().setVisible(true);
114          }
115      });
116      try{
117          s = new Socket("127.0.0.1",27017);
118          din = new DataInputStream(s.getInputStream());
119          dout = new DataOutputStream(s.getOutputStream());
120          String msgin="";
121          while(!msgin.equals("exit")){

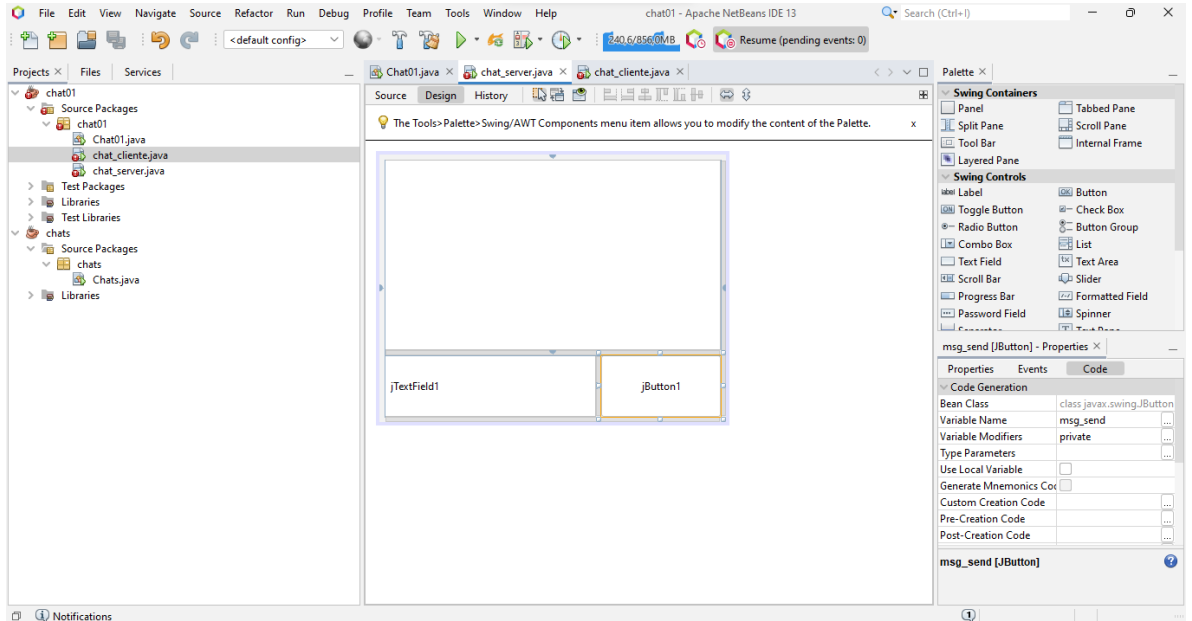
```

```

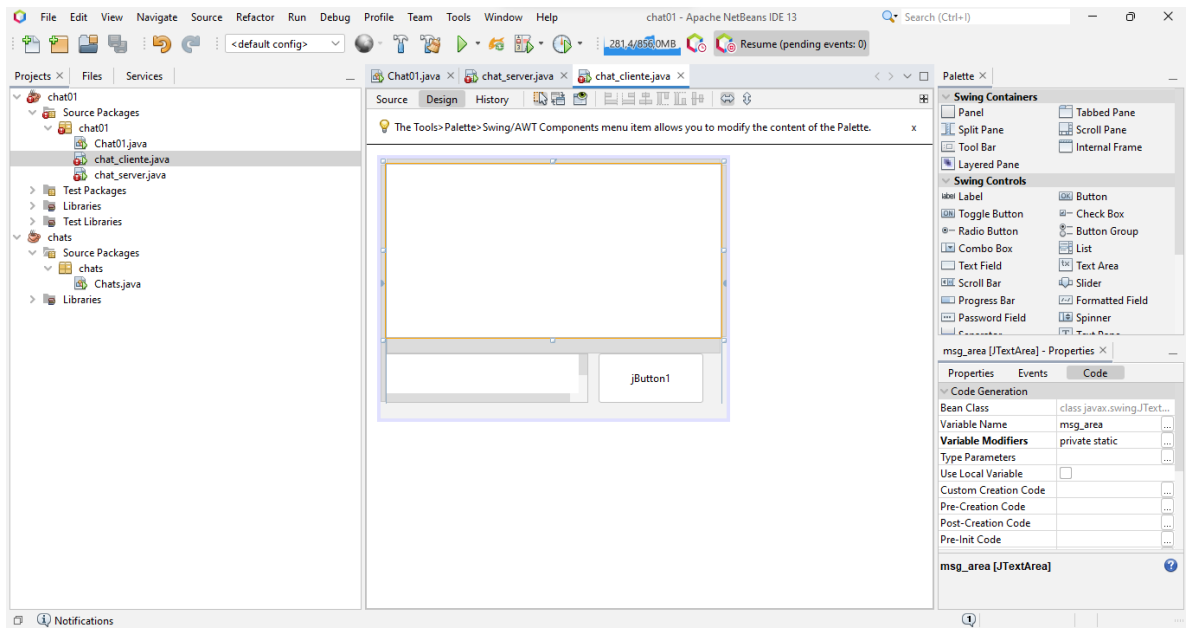
134     }
135     });
136     try{
137         s = new Socket("127.0.0.1",27017);
138         din = new DataInputStream(s.getInputStream());
139         dout = new DataOutputStream(s.getOutputStream());
140         String msgin="";
141         while(!msgin.equals("exit")){
142             msgin = din.readUTF();
143             msg_area.setText(msg_area.getText().trim()+"\n Server:\t"+msgin);
144         }
145     }
146
147     } catch (IOException e){
148
149     }
150
151     // Variables declaration - do not modify
152     private javax.swing.JScrollPane jScrollPane1;
153     private javax.swing.JScrollPane jScrollPane2;
154     private static javax.swing.JTextArea msg_area;
155     private javax.swing.JButton msg_send;
156     private javax.swing.JTextArea msg_text;
157     // End of variables declaration
158
159     private static class Run implements Runnable {
160
161     public Run () {
162
163     }
164
165     }

```

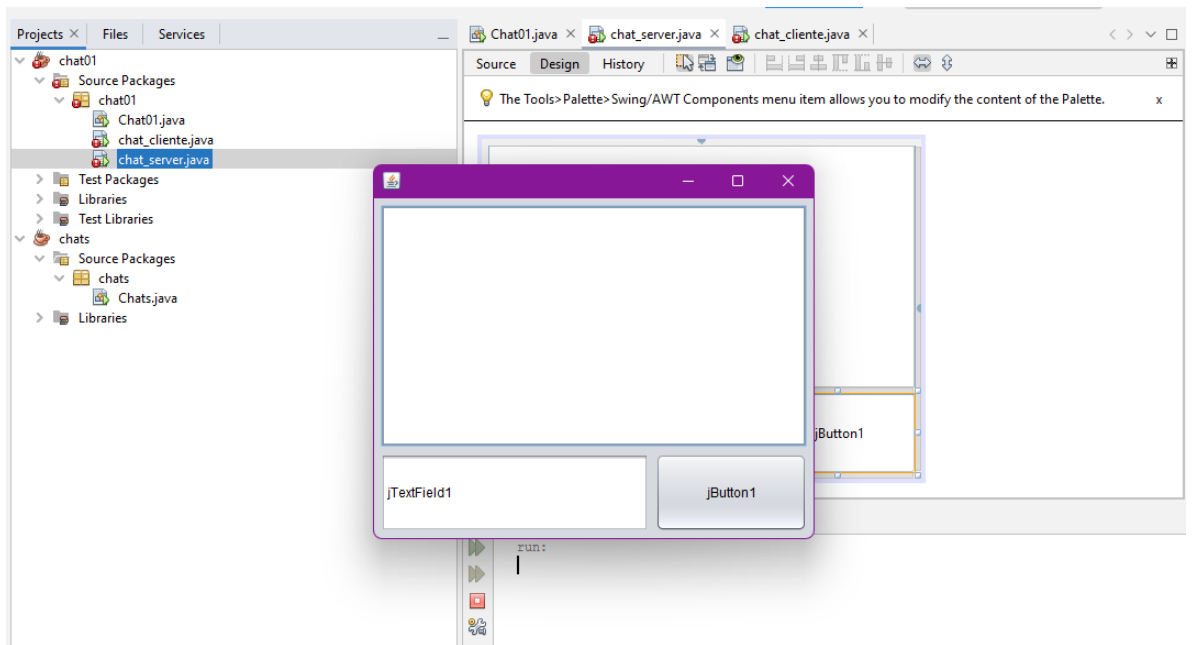
• DISEÑO DE SERVIDOR



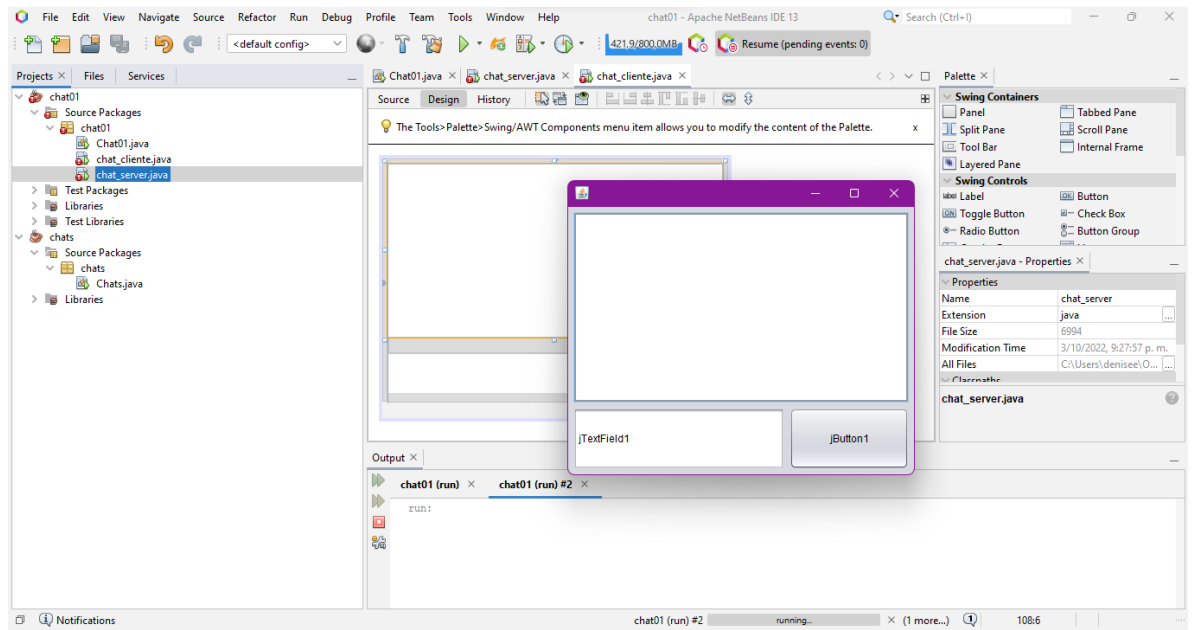
• DISEÑO DE CLIENTE



- **RESULTADO DE SERVIDOR**



- **RESULTADO DE CLIENTE**



LINK DE GITHUB: <https://github.com/drodriguez102/ACTIVIDAD-4-ARQUITECTURA-SOFTWARE.git>

LINK DE YOUTUBE: <https://youtu.be/9cymvt9Y-DY>