

**HCMC UNIVERSITY OF TECHNOLOGY AND EDUCATION
FACULTY FOR HIGH QUALITY TRAINING
INFORMATION TECHNOLOGY**



THE FIRST PROJECT REPORT

REMOTE DRAW

LECTURER NAME : Dr. Nguyen Dang Quang
STUDENT NAME : Le Duc Thinh
STUDENT ID : 17110076
STUDENT NAME : Nguyen Hoang Danh
STUDENT ID : 17110009
CLASS : 17110CLA

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Acknowledgment

We express our sincere thanks to **Mr. Nguyen Dang Quang**, our project in charge, who guided us through the project. He gave valuable suggestions and guidance for completing the project, helped us to understand the intricate issues involved in project-making besides effectively presenting it. These intricacies would have been lost otherwise. Our project has been a success only because of his guidance.

Projects are made within ten weeks, just enough to complete it. However, due to much new knowledge as well as the time we do through each week is not optimal, the project will have many errors, which is inevitable. We are looking forward to receiving all the comments of our teachers to help our limited knowledge better.

Sincerely thanks.

Preface

The purpose and objective of this training and mainly the content is time-being, and with this training, we have gained some confidence regarding introducing the application. We also believe that way we gained some sorts of IT knowledge, and if we practice much and having some expertise in the field, then we will be able to survive smartly in today's competitive environment.

The effort to write the report is a partial fulfilment to complete the course. In the report, I try my best to represent all the content that we learned in a great deal in the program in a systematic and presentable order. I divided each of the topics as an individual chapter to reflect the entire topic more prominently and clearly. Finally, I am very hopeful that the structure and topic of the report will be useful material for all the readers, especially to the user.

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I. Project description

1. Objectives

The drawing board provides users abilities to customise their drawings; we could find some applications such as Windows Paint, Artweaver, GIMP, etc. However, these programs only available for one user at a time. **Remote Draw** can allow multiple users to draw on board simultaneously through the network, which helps users spread their idea to other people more comfortable.

2. User benefits

Similarly to other drawing application programs, **Remote Draw** provides users with the ability to draw, move, and modify graphics objects. Essential drawing functions are:

- Select: Select any shape and stroke on the artboard and move them to another position.
- Undo: Return to the previous action.
- Change colour: User can change colour with HSB, RGB and Web format.
- Change the thickness of a stroke or border width of a shape.

- Erase: Clear everything when an eraser goes through, and the user can change the size of an eraser.
- Pen: Draw strokes to canvas.
- Shape: Draw rectangle and ellipse.
- Export: Export the artboard into the PNG format.

With the ability to connect to the Internet, Remote Draw application also allows users to invite one or more friends to draw together. Furthermore, after connecting, users and their friends can chat with each other to spread their ideas before drawing something.

3. Use case diagram

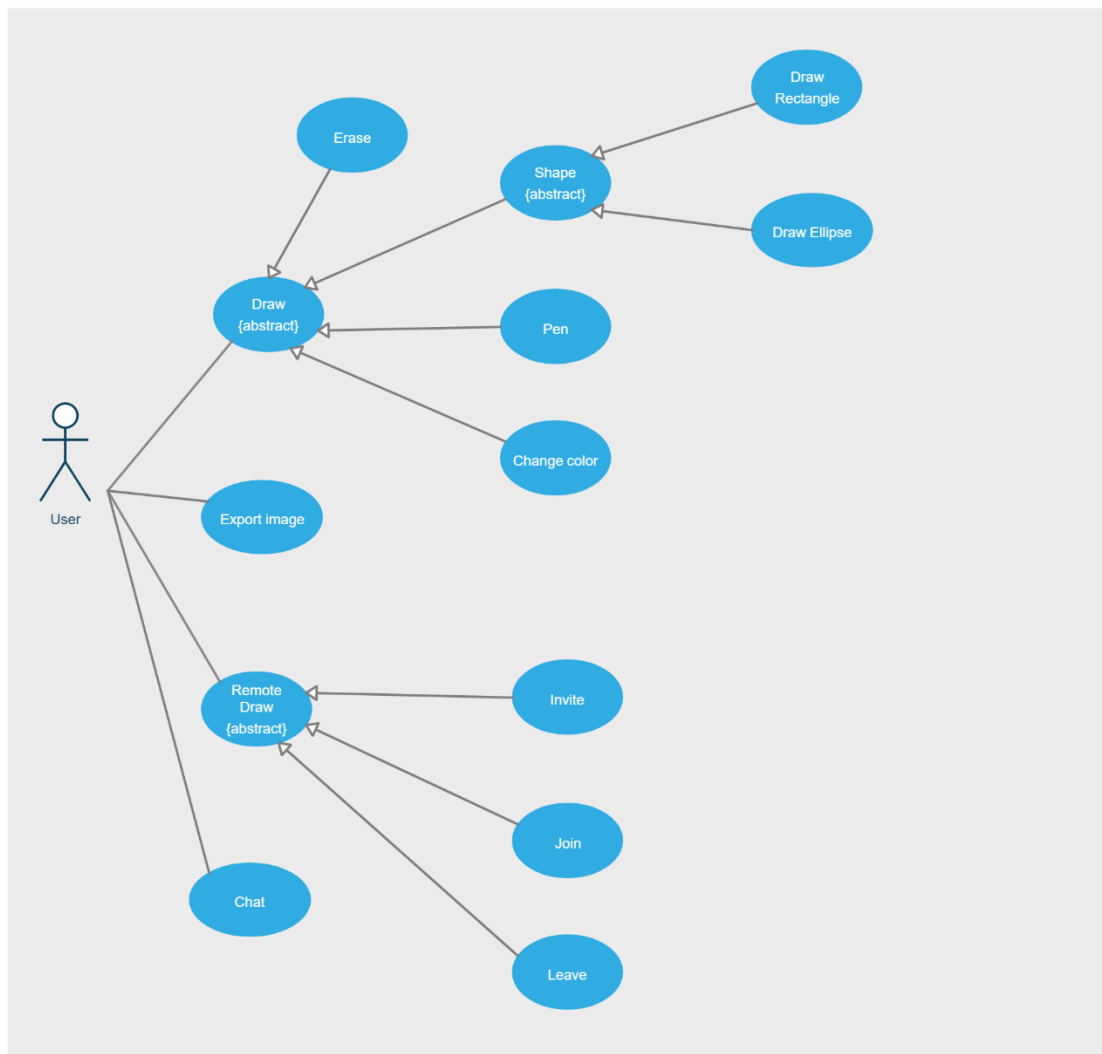


Image 1 – Use Case Diagram

4. Use case description tables

Table 1 – Use case Draw Shape description

Use case name	Draw Shape
Description	Allows user to draw a rectangle or an ellipse on the board
Actor	User
Preconditions	Click the Shape button and choose a specific shape
Conditions affecting termination outcome	

Table 2 – Use case Pen description

Use case name	Pen
Description	Allows user to draw any stroke on the board
Actor	User
Preconditions	Click Pen button
Conditions affecting termination outcome	

Table 3 – Use case Invite description

Use case name	Invite		
Description	Allows user to invite other people to draw together		
Actor	User		
Business event	No.	Agent	System
	1	Click Invite button	
	2		A connection is established between user and server
	3		The server sends a code to the user
	4		The system displays the code to the chatbox
Preconditions	Server is running		
Conditions affecting termination outcome	The server is running, the connection is established successfully The server is terminated, connection failed		

Table 4 – Use case Join description

Use case name	Join		
Description	Allows user to join to a remote board		
Actor	User		
Business event	No.	Agent	System
	1	Click Join button	
	2		A connection is established between user and server
	3		The server sends all information of the remote board to the user

	4		Render the drawing information to the board
Preconditions	Server is running		
Conditions affecting termination outcome	The server is running, the connection is established successfully The server is terminated, connection failed		

Table 5 – Use case Leave description

Use case name	Leave		
Description	Disconnect to server		
Actor	User		
Business event	No.	Agent	System
	1	Click Leave button	
	2		Disconnect to the server
Preconditions	User is connected to the server		
Conditions affecting termination outcome			

Table 6 – Use case Export description

Use case name	Export		
Description	Exports the current state of the board to a png file		
Actor	User		
Business event	No.	Agent	System
	1	Click the export button	
	2		Show a dialogue for the user to choose the directory to store the image
	3	Choose a specific folder	
	4		Export the image
Preconditions			
Conditions affecting termination outcome			

Table 7 – Use case Chat description

Use case name	Chat		
Description	Allow users to communicate with each other		
Actor	User		
Business event	No.	Agent	System
	1	Enter the message to a text box	
	2	Click Send button	
	3		Send the message to the server to broadcast to other people that are connected to the same artboard
	4		Display the message to the chatbox

Preconditions	User is connected to the server
Conditions affecting termination outcome	

II. Task Assignment

Table 8 – Work Plan

Student's name	Evaluate contribution	Taskwork
Nguyen Hoang Danh	100%	Select mode Undo mode Change colour mode Pencil mode Eraser mode Shape mode Export mode
Nguyen Hoang Danh	100%	Create a connection to server
Le Duc Thinh	100%	Create a server to store every graphic element that is drawn by a specified client
Le Duc Thinh	100%	Broadcast every update from a client to others
Le Duc Thinh	100%	Chat function

Table 9 – Work Assignment

Building a Remote Draw software using Java													
No.	Goal	Schedule										Danh	Thinh
1	Understand Requirement	o	o									✓	✓
2	Describe the requirements of the project	o	o									✓	✓
3	Learn Java language		o	o	o							✓	✓
4	Learn network programming		o	o	o								✓
5	Building software architecture		o	o	o							✓	✓
6	User interface design			o	o								✓
7	Design classes			o	o	o						✓	✓
8	Build methods				o	o						✓	✓
9	Program Implementation					o	o	o	o	o		✓	✓
10	Optimize Code							o	o	o		✓	✓
11	Testing							o	o	o	o	✓	✓
12	Write report							o	o	o	o	✓	✓
Day		07/10/2019	14/10/2019	21/10/2019	28/10/2019	04/11/2019	11/11/2019	18/11/2019	25/11/2019	02/12/2019	09/12/2019		
Week		1	2	3	4	5	6	7	8	9	10		
Note				o – Begin o – Complete 50% o – Complete 100%									

III. Design

1. Process description

Everything drawn on the application is objects; these objects have attributes that define them, such as position, colour, etc. The role of the application is rendering all

those objects to a canvas. In java programming language, it provides us with a library called GraphicsContext. This library takes inputs which are the information of an object and draw it to a canvas. Canvas is also a library, its role is a UI element, and it works with GraphicsContext to display graphic elements.

1.1. Rendering

GraphicsContext and Canvas libraries help the application to draw every object to canvas, such as a line, a rectangle, an ellipse, a triangle, a circle, a polygon, etc. Remote Draw application focuses on three objects only that are a line, a rectangle, and an ellipse.

To perform all drawing actions easier, we created a class called **Drawing**. Then we need to import the necessary libraries into that class. This class receives information about [canvas](#) from the User Interface.

```
import javafx.scene.canvas.Canvas;
import javafx.scene.canvas.GraphicsContext;
```

Create a new GraphicsContext instance.

```
public Drawing(Canvas canvas) {
    this.canvas = canvas;
    this.graphicsContext = this.canvas.getGraphicsContext2D();
    this.graphicElements = new ArrayList<>();
    this.selectionGraphicElements = new ArrayList<>();
}
```

Each object is stored in a list. This list has two purposes, the first one is providing essential information for Drawing class and Drawing class can draw objects to canvas, the second one is to send this list over the Internet, other Remote Draw application will receive it and render all graphics elements.

After having the tools are GraphicsContext and Canvas libraries, we need objects. For example, we have a [Rectangle](#) class that is inherited from a [Shape](#) abstract class. This class defines all the information of a rectangle.

```
public class Shape extends DrawingObject {
```

```

//region Private Attributes
private double x1;
private double y1;
private double x2;
private double y2;
boolean fill;
private String color;
private int thickness;
//endregion

//region Constructor
public Shape(double x1, double y1, double x2, double y2, boolean fill, String
color, int thickness) {
    this.x1 = x1;
    this.y1 = y1;
    this.x2 = x2;
    this.y2 = y2;
    this.fill = fill;
    this.color = color;
    this.thickness = thickness;
}
}

public class Rectangle extends Shape {

//region Private Attributes
private String type;
private double width;
private double height;
//endregion

//region Constructor
public Rectangle(double x1, double y1, double x2, double y2, boolean fill, String
color, int thickness, String type) {
    super(x1, y1, x2, y2, fill, color, thickness);

```

```

        this.type = type;
    }
}

```

Now we can draw rectangles to a canvas using below command

```

graphicsContext.fillRect(rectangle.getX1(), rectangle.getY1(), rectangle.getWidth(),
rectangle.getHeight());

graphicsContext.strokeRect(rectangle.getX1(), rectangle.getY1(),
rectangle.getWidth(), rectangle.getHeight());

```

And we have the result.

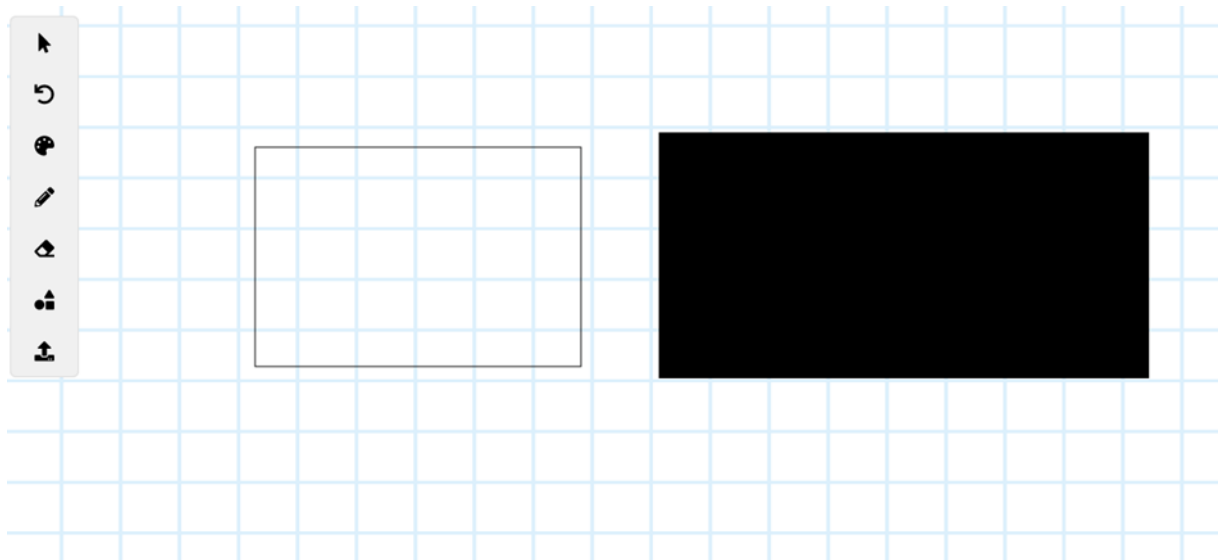


Image 2 – Draw unfill and fill rectangles

Similarly we can draw a list of graphics elements such as ellipses and strokes, note that a stroke is a set of lines. Everytime we draw an new object to the canvas, we add it to the list called `graphicElements`, so that the Drawing class just need to render that list to the canvas.

```

public void Render() {
    graphicsContext.clearRect(0, 0, canvas.getWidth(), canvas.getHeight());

    for(Object object: graphicElements) {
        if(object instanceof Rectangle) {
            Rectangle rectangle = ((Rectangle) object);
            if(((Rectangle) object).isFill()) {
                graphicsContext.setFill(Color.valueOf(rectangle.getColor()));
            }
        }
    }
}

```



```

        graphicsContext.fillRect(rectangle.getX1(), rectangle.getY1(),
rectangle.getWidth(), rectangle.getHeight());
    } else {
        graphicsContext.setStroke(Color.valueOf(rectangle.getColor()));
        graphicsContext.setLineWidth(rectangle.getThickness());
        graphicsContext.strokeRect(rectangle.getX1(), rectangle.getY1(),
rectangle.getWidth(), rectangle.getHeight());
    }
}

if(object instanceof Stroke) {
    Stroke stroke = ((Stroke) object);
    graphicsContext.setStroke(Color.valueOf(stroke.getColor()));
    graphicsContext.setLineWidth(stroke.getPenSize());
    for(int i=0; i<stroke.getPath().size()-3; i+=2) {
        graphicsContext.strokeLine(stroke.getPath().get(i),
stroke.getPath().get(i+1), stroke.getPath().get(i+2), stroke.getPath().get(i+3));
    }
}

if(object instanceof Ellipse) {
    Ellipse ellipse = ((Ellipse) object);
    if(ellipse.isFill()) {
        graphicsContext.setFill(Color.valueOf(ellipse.getColor()));
        graphicsContext.fillOval(ellipse.getX1(), ellipse.getY1(),
ellipse.getWidth(), ellipse.getHeight());
    } else {
        graphicsContext.setStroke(Color.valueOf(ellipse.getColor()));
        graphicsContext.setLineWidth(ellipse.getThickness());
        graphicsContext.strokeOval(ellipse.getX1(), ellipse.getY1(),
ellipse.getWidth(), ellipse.getHeight());
    }
}

if(object instanceof Eraser) {

```

```

        Eraser eraser = ((Eraser) object);
        for(int i=0; i<eraser.getPath().size()-2; i+=2) {
            graphicsContext.clearRect(eraser.getPath().get(i),
eraser.getPath().get(i+1), eraser.getEraserSize(), eraser.getEraserSize());
        }
        if(!isFinishedErasing) {
            if(graphicElements.get(graphicElements.size() - 1) instanceof Eraser) {
                Eraser latestEraser = ((Eraser)
graphicElements.get(graphicElements.size() - 1));
                int size = latestEraser.getPath().size();
                graphicsContext.setLineWidth(3);
                graphicsContext.setStroke(Color.RED);
                graphicsContext.strokeRect(latestEraser.getPath().get(size-2),
latestEraser.getPath().get(size-1), latestEraser.getEraserSize(),
latestEraser.getEraserSize());
            }
        }
    }
}
}
}
}

```

And below is the result.

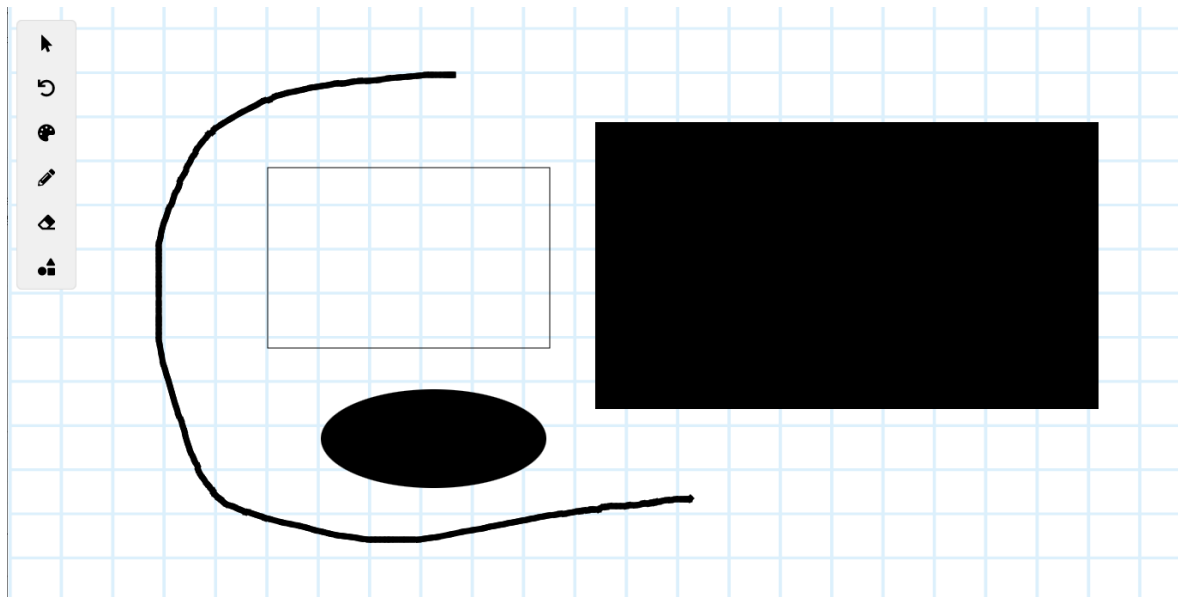


Image 3 – Draw a list of graphics objects

1.2. Remote drawing

To allow users to draw together, we need a server to be a middle man between users. The server receives graphics elements from a user and broadcasts it to other users who are connecting to the same artboard.

Java.net package allows us to open a connection between a client to a server. The package contains two sets of APIs: the low-level API, and the high-level API. Low-level API deals with port, IP address while high-level deals with HTTP/HTTPS.

In this project, we use the low-level API to establish a connection between client and server. Java.net.socket library helps us to communicate with a server by an IP address and a port.

```
Socket socket = new Socket("127.0.0.1", 5000);
```

The above command is used to connect to a computer with the IP address is “127.0.0.1” which is the local computer, and the port is 5000. IP address specifies which computer on the Internet it should connect to and port clarifies which application in that computer it should connect to.

In the client-side, which is the Remote Draw application, we create two threads for reading data from the server and sending data to the server called `ReadThread` and `WriteThread`.

In the server-side, which is a command-line application, we create a thread called `UserThread` to handle requests from a specific client.

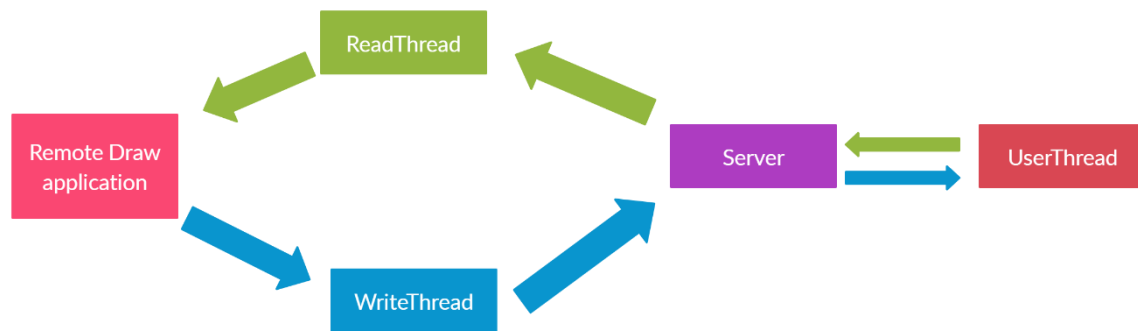


Image 4 – Application network architecture

So users want to draw with their friends, what information do they need to send to the server? Every time a user (host) wants to invite someone (guest) to draw with him, he needs to send all his current graphics elements to the server. The server stores that information plus a code, this code is unique for each host. The server will send this code back to the host and tell him that you need to share this code with your friends to start drawing together. Guests will send this code to the server and receive all the drawing information of the host from the server. From now on, every modification of any graphics elements server will know and broadcast that changes to other users.

After successfully allowing users to draw remotely, we also allow users to send messages like a chat application to make their work more comfortable.

2. Class Design

In other to handling all features from drawing and communication, object-oriented programming is the best technique helping us to implement those features. Below is the detail of all classes that are defined by us in this project, including the methods and the purpose of them.

We divided all classes in this application into two groups. The first group contains all classes of the client (Remote Draw), and the second one consists of all classes of the server.

2.1. Client

List of classes are used in the client application

Table 10 – List of classes are used in the client application

No.	Class Name	Responsible	Purpose
1	DrawingObject Implement: Serializable	Le Duc Thinh	We can make every child of this class such as shapes and strokes be serializable (convert to byte stream)
2	Shape Extend: DrawingObject	Nguyen Hoang Danh	An abstract class that defines every shape on the canvas such as rectangle and ellipse
3	Rectangle Extend: Shape	Nguyen Hoang Danh	Define any rectangle that is drawn on the canvas
4	Ellipse Extend: Shape	Nguyen Hoang Danh	Define any ellipse that is drawn on the canvas
5	Eraser Extend: Shape	Nguyen Hoang Danh	Define any erasing path on the canvas
6	Stroke Extend: DrawingObject	Nguyen Hoang Danh	Define any path of a pen that is drawn on the canvas
7	Infrastructure	Le Duc Thinh	Store essential information about drawing and connection of the application
8	Drawing	Nguyen Hoang Danh	Store and draw graphic elements like shape and stroke to the canvas
9	ReadThread	Le Duc Thinh	Read every information coming from the server then transfer and store data to Infrastructure class
10	WriteThread	Le Duc Thinh	Send requests from the client to server
11	DrawingObjectsToStringConverter	Reference	Convert drawing objects to a byte stream

List of methods in DrawingObject class

Table 11 – List of methods in DrawingObject class

No.	Method	Purpose	File name, Line	Responsible
1	equals(Object obj) Input: obj. Output: boolean. Pseudocode: none.	Compare DrawingObjects	DrawingObject.java (8)	Le Duc Thinh
2	toString() Input: none Output: String PseudoCode: none	Print out the default information of an instance of DrawingObject to the console	DrawingObject.java (13)	Le Duc Thinh

List of methods in Shape class

Table 12 – List of methods on Shape class

No.	Method	Purpose	File name, Line	Responsible
1	setX1(double x1) Input: x1. Output: none. Pseudocode: none.	Assign the X position of the upper left corner of a shape	Shape.java (36)	Nguyen Hoang Danh
2	getX1() Input: none. Output: double. Pseudocode: none.	Get the X position of the upper left corner of a shape	Shape.java (32)	Nguyen Hoang Danh
3	setY1(double y1) Input: y1. Output: none. Pseudocode: none.	Assign the Y position of the upper left corner of a shape	Shape.java (44)	Nguyen Hoang Danh
4	getY1() Input: none. Output: double. Pseudocode: none.	Get the Y position of the upper left corner of a shape	Shape.java (40)	Nguyen Hoang Danh
5	setX2(double x2) Input: x2. Output: none. Pseudocode: none.	Assign the X position of the lower right corner of a shape	Shape.java (52)	Nguyen Hoang Danh
6	getX2() Input: none. Output: double. Pseudocode: none.	Get the X position of the lower right corner of a shape	Shape.java (48)	Nguyen Hoang Danh
7	setY2(double y2) Input: y2. Output: none. Pseudocode: none.	Assign the Y position of the lower right corner of a shape	Shape.java (60)	Nguyen Hoang Danh

8	getY2() Input: none. Output: double. Pseudocode: none.	Get the Y position of the lower right corner of a shape	Shape.java (56)	Nguyen Hoang Danh
9	isFill() Input: none. Output: boolean. Pseudocode: none.	Check whether the state of a shape is filled or unfilled	Shape.java (64)	Nguyen Hoang Danh
10	setFill(boolean fill) Input: fill. Output: none. Pseudocode: none.	Set the fill value	Shape.java (68)	Nguyen Hoang Danh
11	getColor() Input: none. Output: String. Pseudocode: none.	Get the color of border and fill color of a shape	Shape.java (72)	Nguyen Hoang Danh
12	setColor(String color) Input: color. Output: String. Pseudocode: none.	Set the color of border and fill color of a shape	Shape.java (76)	Nguyen Hoang Danh
13	getThickness() Input: none. Output: int. Pseudocode: none	Get the border width of a shape	Shape.java (80)	Nguyen Hoang Danh
14	setThickness(int thickness) Input: thickness Output: none. Pseudocode: none.	Set the border width of a shape	Shape.java (84)	Nguyen Hoang Danh

List of methods of Rectangle class

Table 13 – List of methods of Rectangle class

No.	Method	Purpose	File name, Line	Responsible
1	getWidth() Input: none. Output: double. Pseudocode: none.	Get the width of a rectangle	Rectangle.java (33)	Nguyen Hoang Danh
2	getHeight() Input: none. Output: double. Pseudocode: none.	Get the height of a rectangle	Rectangle.java (38)	Nguyen Hoang Danh
3	isInsideRectangle(double x, double y) Input: x, y.	Check whether a specific position on the canvas is inside a rectangle	Rectangle.java (43)	Nguyen Hoang Danh

	Output: boolean Pseudocode: none			
4	isOnRectangle(double x, double y) Input: x, y. Output: boolean Pseudocode: none	Check whether a specific position on the canvas is on a rectangle	Rectangle.java (50)	Nguyen Hoang Danh

List of methods of Ellipse class

Table 14 – List of methods of Ellipse class

No.	Method	Purpose	File name, Line	Responsible
1	getWidth() Input: none. Output: double. Pseudocode: none.	Get the width of an ellipse	Ellipse.java (24)	Nguyen Hoang Danh
2	getHeight() Input: none. Output: double. Pseudocode: none.	Get the height of an ellipse	Ellipse.java (29)	Nguyen Hoang Danh
3	isInsideEllipse(double x, double y) Input: x, y. Output: boolean Pseudocode: none	Check whether a specific position on the canvas is inside an ellipse	Ellipse.java (45)	Nguyen Hoang Danh
4	isOnEllipse(double x, double y) Input: x, y. Output: boolean Pseudocode: none	Check whether a specific position on the canvas is on an ellipse	Ellipse.java (34)	Nguyen Hoang Danh

List of methods of Eraser class

Table 15 – List of methods of Eraser class

No.	Method	Purpose	File name, Line	Responsible
1	getPath() Input: none. Output: List<Double>. Pseudocode: none.	Get the erasing path of an eraser	Eraser.java (25)	Nguyen Hoang Danh
2	getEraserSize() Input: none. Output: double Pseudocode: none	Get eraser size	Eraser.java (33)	Nguyen Hoang Danh

List of methods of Stroke class

Table 16 – List of methods of Stroke class

No.	Method	Purpose	File name, Line	Responsible
1	getPath() Input: none. Output: List<Double>. Pseudocode: none.	Get the stroke path	Stroke.java (31)	Nguyen Hoang Danh
2	getColor() Input: none. Output: String. Pseudocode: none	Get color of a stroke	Stroke.java (39)	Nguyen Hoang Danh
3	getPenSize() Input: none. Output: int. Pseudocode: none	Get the thickness of a stroke	Stroke.java (47)	Nguyen Hoang Danh
4	isOnStroke(double x, double y) Input: x, y. Output: boolean. Pseudocode: none	Check whether a specific position on the canvas is on a stroke	Stroke.java (71)	Nguyen Hoang Danh

List of methods of Infrastructure class

Table 17 – List of methods of Infrastructure class

No.	Method	Purpose	File name, Line	Responsible
1	getColor() Input: none. Output: String. Pseudocode: none.	Get selected color in color menu	Infrastructure.java (35)	Le Duc Thinh
2	getThickness() Input: none. Output: int. Pseudocode: none.	Get thickness value selected from Draw Shape menu	Infrastructure.java (39)	Le Duc Thinh
3	getMode() Input: none. Output: DrawingMode. Pseudocode: none.	Get the selected function of the application	Infrastructure.java (43)	Le Duc Thinh
4	getPenSize() Input: none. Output: int. Pseudocode: none.	Get pen size value selected from Pen menu	Infrastructure.java (47)	Le Duc Thinh
5	getEraserSize() Input: none. Output: int. Pseudocode: none.	Get eraser size value selected from Eraser menu	Infrastructure.java (51)	Le Duc Thinh

6	setColor(String color) Input: color. Output: none. Pseudocode: none.	Set color used by the application	Infrastructure.java (55)	Le Duc Thinh
7	setThickness(int thickness) Input: thickness. Output: none. Pseudocode: none.	Set thickness value used by the application	Infrastructure.java (59)	Le Duc Thinh
8	setMode(DrawingMode mode) Input: mode. Output: none. Pseudocode: none.	Set the current function of the application	Infrastructure.java (63)	Le Duc Thinh
9	setPenSize(int penSize) Input: penSize. Output: none. Pseudocode: none.	Set the pen size value used by the application	Infrastructure.java (67)	Le Duc Thinh
10	setEraserSize(int eraserSize) Input: eraserSize. Output: none. Pseudocode: none.	Set the pen size value used by the application	Infrastructure.java (71)	Le Duc Thinh
11	getCode() Input: none. Output: String. Pseudocode: none.	Get the code of the artboard according to the server	Infrastructure.java (75)	Le Duc Thinh
12	setCode(String code) Input: code. Output: none. Pseudocode: none.	Set the code to send to the server	Infrastructure.java (79)	Le Duc Thinh
13	getProtocol() Input: none. Output: String. Pseudocode: none	Get the current protocol of the communication	Infrastructure.java (83)	Le Duc Thinh
14	setProtocol(String protocol) Input: protocol. Output: none. Pseudocode: none.	Set the current protocol of the communication	Infrastructure.java (87)	Le Duc Thinh
15	getData() Input: none. Output: String Pseudocode: none	Get the byte stream of the graphics elements	Infrastructure.java (91)	Le Duc Thinh
16	setData(String data) Input: data.	Set the byte stream of the graphics elements	Infrastructure.java	Le Duc Thinh

	Output: none. Pseudocode: none		(95)	
17	getName() Input: none. Output: String Pseudocode: none	Get the name of the user	Infrastructure.java (99)	Le Duc Thinh
18	setName(String name) Input: name. Output: none. Pseudocode: none	Set the name of the user	Infrastructure.java (103)	Le Duc Thinh
19	getConnectionState() Input: none. Output: String Pseudocode: none	Get the connection state from the server	Infrastructure.java (107)	Le Duc Thinh
20	setConnectionState(String connectionState) Input: connectionState. Output: none. Pseudocode: none	Set the connection state value	Infrastructure.java (111)	Le Duc Thinh
21	setNotification(String notification) Input: notification. Output: none. Pseudocode: none	Set notification for the application	Infrastructure.java (119)	Le Duc Thinh
22	getNotification() Input: none. Output: String. Pseudocode: none	Get notification from the server	Infrastructure.java (115)	Le Duc Thinh
23	setIncomingMessage(String incomingMessage) Input: incomingMessage. Output: none. Pseudocode: none	Set incoming message for the application	Infrastructure.java (127)	Le Duc Thinh
24	getIncomingMessage() Input: none. Output: String. Pseudocode: none	Get the incoming message from the server	Infrastructure.java (123)	Le Duc Thinh
25	setOutgoingMessage(String outgoingMessage) Input: outgoingMessage. Output: none. Pseudocode: none	Set outgoing message for the application	Infrastructure.java (135)	Le Duc Thinh
26	getOutgoingMessage() Input: none. Output: String. Pseudocode: none	Get the outgoing message from the server	Infrastructure.java (131)	Le Duc Thinh

List of methods of Drawing class

Table 18 – List of methods of Drawing class

No.	Method	Purpose	File name, Line	Responsible
1	Render() Input: none. Output: none. Pseudocode: for(object in graphicsElements) draw the object to the canvas	Draw all graphic elements which are in the graphics elements list	Drawing.java (41)	Nguyen Hoang Danh
2	Undo() Input: none Output: String Pseudocode: if the graphics elements list is not empty remove the last element Render()	Remove the last element in the graphics elements list	Drawing.java (97)	Nguyen Hoang Danh
3	Clear() Input: none. Output: none. Pseudocode: Clear the graphicsElements list Render()	Clear canvas	Drawing.java (107)	Nguyen Hoang Danh
4	getSelectionGraphicElements() Input: none. Output: List<DrawingObject> Pseudocode: none.	Get all graphics elements that are selected	Drawing.java (115)	Nguyen Hoang Danh
5	getGraphicElements() Input: none. Output: List<DrawingObject> Pseudocode: none.	Get all graphics elements	Drawing.java (123)	Nguyen Hoang Danh
6	setGraphicElements() Input: List<DrawingObject>. Output: none. Pseudocode: none.	Set graphics elements	Drawing.java (127)	Nguyen Hoang Danh
7	initDrawRect(double x, double y, boolean fill, String color, int thickness) Input: x, y, fill, color, thickness Output: none. Pseudocode: none.	Add a new rectangle to object list when the mouse is pressed	Drawing.java (172)	Nguyen Hoang Danh

8	onDrawRect(double x, double y) Input: x,y. Output: none Pseudocode: none	Draw the latest rectangle in the object list corresponding to the position of the mouse when it is being dragged	Drawing.java (182)	Nguyen Hoang Danh
9	initDrawEllipse(double x, double y, boolean fill, String color, int thickness) Input: x, y, fill, color, thickness Output: none. Pseudocode: none.	Add a new ellipse to object list when the mouse is pressed	Drawing.java (222)	Nguyen Hoang Danh
10	onDrawEllipse(double x, double y) Input: x,y. Output: none Pseudocode: none	Draw the latest ellipse in the object list corresponding to the position of mouse when it is being dragged	Drawing.java (232)	Nguyen Hoang Danh
11	initDrawStroke(double x, double y, String color, int penSize) Input: x, y, fill, color, penSize Output: none. Pseudocode: none.	Add a new stroke to object list when the mouse is pressed	Drawing.java (272)	Nguyen Hoang Danh
12	onDrawStroke(double x, double y) Input: x,y. Output: none Pseudocode: none	Draw the latest stroke in the object list corresponding to the position of mouse when it is being dragged	Drawing.java (285)	Nguyen Hoang Danh
13	initDrawEraser(double x, double y, double eraserSize) Input: x, y, eraserSize Output: none. Pseudocode: none.	Add a new eraser to object list	Drawing.java (296)	Nguyen Hoang Danh
14	onDrawEraser(double x, double y) Input: x,y. Output: none Pseudocode: none	Clear every stroke corresponding to the position of mouse	Drawing.java (309)	Nguyen Hoang Danh

		when it is being dragged		
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List of methods of ReadThread class

Table 19 – List of methods of ReadThread class

No.	Method	Purpose	File name, Line	Responsible
1	run() Input: none. Output: none. Pseudocode: none.	Listen to data sent from the server	ReadThrea d.java (26)	Le Duc Thinh
2	getSocket() Input: none. Output: Socket. Pseudocode: none	Get current socket	ReadThrea d.java (82)	Le Duc Thinh
3	setSocket() Input: none. Output: Socket. Pseudo code: none	Update socket	ReadThrea d.java (86)	Le Duc Thinh

List of methods of WriteThread class

Table 20 – List of methods of WriteThread class

No.	Method	Purpose	File name, Line	Responsible
1	run() Input: none. Output: none. Pseudocode: none.	Listen to data sent from the client	WriteThrea d.java (26)	Le Duc Thinh
2	getSocket() Input: none. Output: Socket. Pseudocode: none	Get current socket	WriteThrea d.java (82)	Le Duc Thinh
3	setSocket() Input: none. Output: Socket. Pseudocode: none	Update socket	WriteThrea d.java (86)	Le Duc Thinh

2.2. Server

List of classes are used in the server application

Table 21 – List of classes are used in the server application

No.	Class Name	Responsible	Purpose
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1	Artboard	Le Duc Thinh	Store information of an artboard such as code, drawingObjects and clients who are connecting to that artboard
2	Client	Le Duc Thinh	Store information of a client who is connecting to the server
3	Datasource	Le Duc Thinh	An instance provides the server with the ability to share resources between threads
4	UserThread	Le Duc Thinh	Handle every request come from clients

List of methods of Artboard class

Table 22 – List of methods of Artboard class

No.	Method	Purpose	File name, Line	Responsible
1	getCode() Input: none. Output: String. Pseudocode: none.	Get the code of an artboard	Artboard.java (16)	Le Duc Thinh
2	setCode() Input: String. Output: none. Pseudocode: none.	Set the code of an artboard	Artboard.java (20)	Le Duc Thinh
3	getDrawingObjects() Input: none. Output: String. Pseudocode: none	Get graphics elements of an artboard	Artboard.java (24)	Le Duc Thinh
4	setDrawingObjects() Input: none. Output: String. Pseudocode: none	Set graphics elements of an artboard	Artboard.java (28)	Le Duc Thinh
5	getClients () Input: none. Output: List<Client>. Pseudocode: none	Get all clients connected to the artboard	Artboard.java (32)	Le Duc Thinh

List of methods of Client class

Table 23 – List of methods of Client class

No.	Method	Purpose	File name, Line	Responsible
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1	getClientName() Input: none. Output: String. Pseudocode: none.	Get the name of a client	Client.java (7)	Le Duc Thinh
2	setClientName() Input: String. Output: none. Pseudocode: none.	Set the name of a client	Client.java (11)	Le Duc Thinh
3	getClientThread() Input: none. Output: UserThread. Pseudocode: none	Get the UserThread of a client	Client.java (15)	Le Duc Thinh
4	setClientThread() Input: UserThread. Output: none. Pseudocode: none	Get the UserThread of a client	Client.java (19)	Le Duc Thinh

List of methods of Datasource class

Table 24 – List of methods of Datasource class

No.	Method	Purpose	File name, Line	Responsible
1	getArtboards() Input: none. Output: List<Artboard>. Pseudocode: none.	Get a list of artboards that are stored in the server	Datasource .java (23)	Le Duc Thinh
2	getConnectedClients() Input: none. Output: List<Client>. Pseudocode: none.	Get a list of clients that are stored in the server	Datasource .java (31)	Le Duc Thinh

List of methods of UserThread class

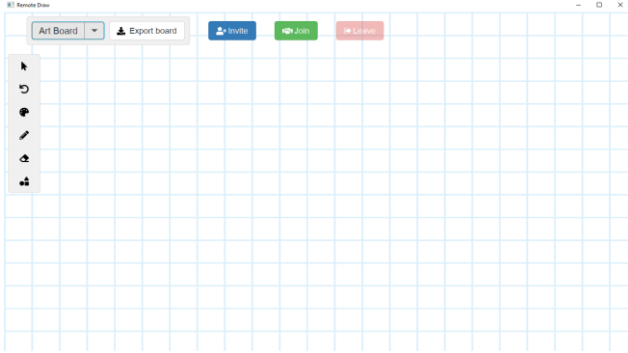
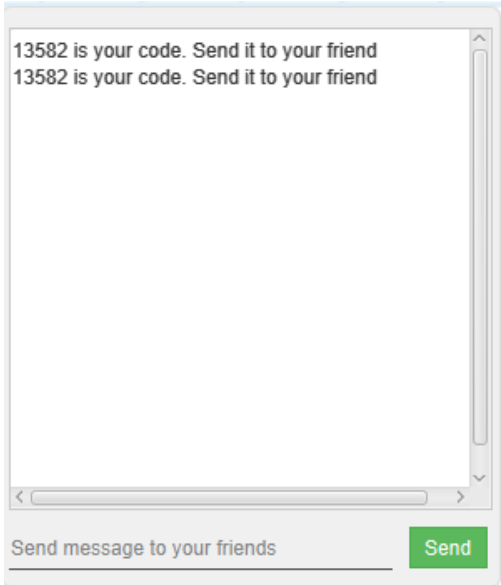
Table 25 – List of methods of UserThread class

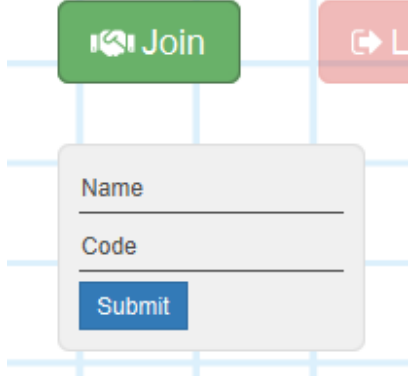
No.	Method	Purpose	File name, Line	Responsible
1	run() Input: none. Output: none Pseudocode: none.	Listen to any request from clients	UserThrea d.java (20)	Le Duc Thinh
2	inviteAction(String[] message) Input: message. Output: none. Pseudocode: none.	Create an artboard with a unique code Add graphics elements to that artboard Send the code to the client	UserThrea d.java (111)	Le Duc Thinh

3	joinAction(String[] message) Input: message. Output: none. Pseudocode: none.	Find the artboard with the code that equals to the code from the client Send all graphics elements to the client	UserThread.java (139)	Le Duc Thinh
4	leaveAction(Artboard artboard, Client client) Input: artboard, client. Output: none. Pseudocode: none.	Close the connection between client and server	UserThread.java (184)	Le Duc Thinh
5	updateAction(Artboard artboard, Client client) Input: artboard, client. Output: none. Pseudocode: none.	Tell the client that it needs to update graphics elements.	UserThread.java (204)	Le Duc Thinh
6	broadcastMessage(Artboard artboard, Client client, String data) Input: artboard, client, data. Output: none. Pseudocode: none.	Broadcast message to other clients	UserThread.java (211)	Le Duc Thinh

3. Graphic User Interface

Table 26 – GUI explanation

No.	GUI	Purpose	Brief Explanation
1	Main window 	The main window of the application	Le Duc Thinh On the left side is the menu for drawing functions such as Select, Undo, etc. On the top is the menu for export the artboard to png file, three buttons that help connect to other users. After choosing one of the drawing function like Pen, the user can click and hold on the blue grid to start drawing.
2	Chat box 	Allows user to communicate with others	Le Duc Thinh Users can type anything to the text field and then click the send button. A message will be displayed in the text area above the text field and send button.
3	Join form	Allows user to send the code to the server to join with other people	Le Duc Thinh After filling all field user can click the submit button. The application will send the code to the server and

			tell the server to send information of graphics elements of an artboard containing that code back to the application
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IV. Test cases

Table 27 – Test cases

No.	Test cases	Purpose	Brief Explanation
1	Test case 1: Input: Set the IP address for the socket is “127.0.0.1” and the port is the port of the server. Result: Two apps connect successfully. Every graphics element is updated successfully	Test the communication between client and server	Open two applications on the same computer and start drawing.
2	Test case 2: Input: Set the IP address for the socket is the IP address of another computer and the port is the port of the server. Result: Two apps connect successfully. Every graphics element is updated successfully	Test the communication between client and server in different computer	Place the server on another computer. Open two application in a different machine and start drawing.

V.Conclusion

1. Student evaluation

- Design the application with an Object-Oriented programming paradigm.
- Simple design GUI for easy using.
- The code is quite clean and reusable.

- Our application allows many people to draw together.
- Our application cannot allow the user to type in the canvas and import an image to the canvas.

2. Difficulties

- Learning new technology is a problem for us because it slows down the project progress.
- Multi-threading programming is also a problem because we do not have enough knowledge and practice.

3. Advantages

- Quite clean code
- Meets the requirements of the project
- Simple GUI, users easy to use this application to draw and invite other people to join with them.
- Reuse, recycling, and maintainability

4. Disadvantages

- Multiple threads in this application are working but not in the perfect way. Therefore, user experience (UX) may be a problem.
- The application cannot allow users to type text on the canvas.
- The application cannot import images to canvas.

5. Development ideas

- Instead of allowing a user with the basic drawing functions, we can upgrade the drawing functions to become more technical and professional like Photoshop or Corel Draw.

References

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