

EPICS: S.P.I.E.L

- Chat will consist of two applications – server side and user side.
 - Server side application starts first and waits until one or more user side applications starts after it and connects to the server.
 - When user connects to the server, it receives all previous messages, available in the history on the server and user can send new messages to the server.
 - Message, send from one user, available for all other users.
 - User sends its name with the message.
 - User GUI is a frame, which includes one window with messages, one input for user's name and one input for the message.
 - Server's IP and port can be stored in properties file either localhost can be used for testing. User app reads params from props when first starts.
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- User can input a Name and a Message;
 - User can get a list of saved messages;
 - User can get a message from other users;
 - User can close the user's app;
 - Server must use threads for multitasking;
 - User can send files (optional);