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The project we created was a simple chat room for relaying messages. It is not dissimilar to applications like Skype or AIM in the sense that a user may send text messages back and forth with another user wirelessly. A graphical user interface was added for ease of use interacting with the application. The Client portion of the code first asks for the name of the server hosting the chat that clients are meant to connect to first. The next step the Client portion takes is asking the user for the port number. This is a necessary step in connecting the user to the correct server. After getting the port number from the client, they are also asked to provide a user name for the group chat. From here, the application functions like other chat relays, allowing the user to input a message, hit the Send button, and respond to received messages in much the same manner. There is also a ClientHandler portion of the code that has two main functions. The first job of ClientHandler is to address the addition or subtraction of users from a given chat room and announce such events for other users to see. The second job is to catch errors and exceptions that may arise in the messages sent between users. Both Client and ClientHandler are responsible for clearing all the data when the chat room closes. Client specifically handles the case of closing the application when the user interface window is closed by the user. The last section of the code is the Server portion. The Server file simply addresses the entry of a new user once the server has been opened. Aside from this, it also handles the closing of the server and deletion of data once devoid of users and handles the IP addresses of the users while running.