

Project 7 – Chat Room: Team Plan

GROUP PROJECT 7: Chat Room

The University of Texas at Austin

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Git URL: <https://github.com/xxuil/Chat>

SERVER COMPONENT

Initially for the server component, both Zi Zhou and XiangXing met to discuss possible implementations for the server. Once decided, XiangXing set up the framework for the server, including the different communication ports, and the kill clients/close sockets feature. Once completed, XiangXing added all the methods needed for the group chat feature, including adding and removing clients from a group chat. Since Zi Zhou worked on the private chat feature, he added the necessary methods for starting a one-on-one conversation, including adding an instruction that lets a specific client know when a private chat is opened. Also he added a communication channel that updates the users connected to the server.

CLIENT COMPONENT

While XiangXing initially worked on the Server, Zi Zhou set up the login screen. XiangXing set up all methods and classes needed for group chats, including the Chatroom.java and ClientObserver.java. Next, Zi Zhou added all necessary methods for private chat, and implemented Conversation.java. In addition a ServersideSockets class was created to keep track of all sockets in the chat room network.

UI / JAVAFX COMPONENT

For the javafx and user interface XiangXing designed the pane for the main window and Zi Zhou did the login screen. Later on into the project Zi Zhou added functionality to the users online button, and XiangXing implemented the chatrooms button. After deciding on a specific style to create, the UI was cleaned up, and XiangXing added sound and a animated welcome screen.