

SIS

Chat Application supporting multiple users

**Description/Opportunities:**

This application I implement by using sockets. Clients can send message to certain user or to all users. Also user can quit from chat room. In order to start chat you should run server(run Server.java). Then you should make users/clients(run Client.java, at least 2 - max 10 or more). After getting GUI with chat-box, "Send" button, textfield for message, you should firstly enter your name to jtextfield and click button "Send"(your first message MUST BE your name) for each user/GUI. After that you can start chat. In order to send message to certain user you should start message with @nameOfUser (@Arti hello). In order to quit from chat-room, you should enter "quit" and click "Send".

**Design:**

I have client side and server side. Client send certain message and server receive it. Then in server I have array of clients. This array allows me to work them: after receiving the message from certain user in server by using array I find client, who should take this message. Then server sends received message to addressee.