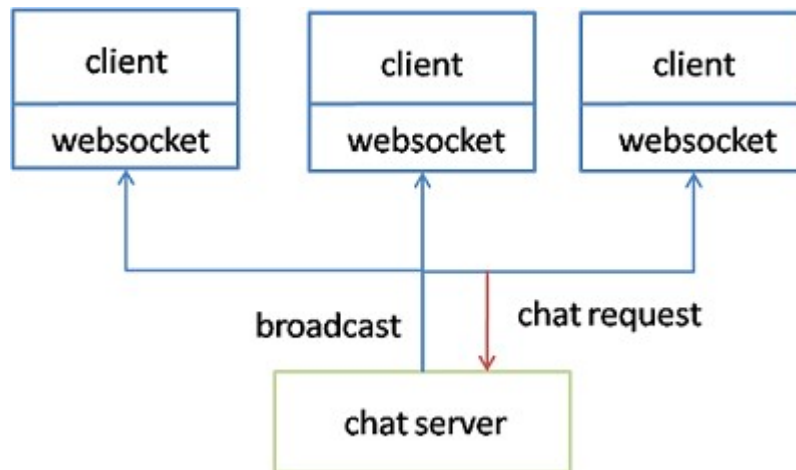


## SIS PROJECT

I've implement Chat application for Android with several rooms (FIT, ISE, BS, FOGI) which called "KBTU rooms". The architectural design is simple SERVER-CLIENT using WebSockets:



Client app code is simple, using WebSocket class connect to server: give URI of host and WebSocketClient.Listener. The main part is parsing output/input messages. I've implemented it in JSON format, that is all messages are comes/goes in JSON format. Firstly, incoming messages to Android app contain FLAG = "self"/ "new"/ "message"/ "exit" to identify which type of message are come: whether it new message from another user, my message, smbd left conversation or join.

Server app contains two classes SocketServer and JSONUtils. JSONUtils are used to parsing messages to JSON format (putting FLAG, MESSAGE, SESSION, NAME values). There are 4 Sets of sessions (each of them related to separate room). So where message come, onMessage method send message to specific set of sessions (users). Also onOpen and onClose methods send message to specific set to notificate all users in room about left/join conversation of a user.