

Dojo 4 Description

Create two WPF applications, a client and a server to exchange messages.

The client:



The screenshot shows a chat client application window. At the top, there is a label "Chat Name:" followed by a text input field and a blue "Connect" button. Below this is a section titled "Messages" containing a large text area with the following text: "YOU: How are you?", "Horst: Hello", and "Hans: ...". At the bottom of the window, there is a label "Message:" followed by a text input field and a blue "Send" button.

The Connect button is enabled only if not connected.

The send button is enabled only if Message contains at least one character (Set UpdateSourceTrigger to PropertyChanged)

Receiving a "@quit" message lets the client disconnect from the server

The server:

Drop button sends a @quit command to the client and disconnects the client.

...Sends all the messages received from clients to the other clients.

Start is only enabled if not running and vica versa.

Start Stop

Chat

Logs

Connected Users:

Kevin

Horst

Hans

Drop

Received Messages: 3

Kevin: How are you?
Horst: Hello
Hans: ...

Save to log

BONUS TASK

“Save to log” button writes the Received messages to a file. They can be viewed via the Logs section (use a TabControl). Show button displays the entries in the Log Message section; the Drop Button deletes the file.

Start Stop

Chat

Logs

Log files:

Date 1

Date 2

Date 3

Show Drop

Log Messages:

Kevin: How are you?
Horst: Hello
Hans: ...

Reference Implementation is available at the repository