

Assignment 3, SDJ2

(RMI, MVVM, Observer)

The assignment:

You must re-design and re-implement the (chat?) system from Assignment 2, this time using RMI instead of Sockets.

Requirements

- The application must use RMI for the clients connecting and sending/receiving messages (The sockets in Assignment 2 being replaced by RMI)
- You must follow the MVVM pattern and the Observer pattern.
- Optionally the Factory method (in the view) and Singleton/Multiton for logging.
- It is required to make a class diagram for the final solution (in Astah). In the diagram, you must be able to identify the MVVM parts, observer part, other patterns, and the design of the RMI related parts (do not forget Remote and Serializable interfaces in the diagram). If other patterns are used, then these also have to be clearly shown.

Deadline

Thursday 28th of April at 23:59

Format

It is ok to work in groups, but you each have to hand in a single zip-file with

- Class diagram
- Source code for all Java classes
- Related resources like fxmll files, and if used, external jar files

Evaluation

Your hand-in will be registered and counts for one of the exam requirements. No feedback will be given.