

МИНИСТЕРСТВО ОБРАЗОВАНИЯ РЕСПУБЛИКИ БЕЛАРУСЬ
УЧРЕЖДЕНИЕ ОБРАЗОВАНИЯ
«БРЕСТСКИЙ ГОСУДАРСТВЕННЫЙ ТЕХНИЧЕСКИЙ УНИВЕРСИТЕТ»
ФАКУЛЬТЕТ ЭЛЕКТРОННО-ИНФОРМАЦИОННЫХ
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Отчет по лабораторной работе №6
Специальность ПО-5

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Цель работы: освоить приемы разработки оконных клиент-серверных приложений на Java с использованием сокетов

Задание

Разработать клиент-серверное оконное приложение на Java с использованием сокетов и JavaFX. Можно сделать одну программу с сочетанием функций клиента и сервера либо две отдельных (клиентская часть и серверная часть). Продемонстрировать работу разработанной программы в сети либо локально (127.0.0.1). Лабораторную работу разрешается выполнять в команде из 2-х человек.

2) Простейший многопользовательский чат. Простой чат с возможностью подключения до 5 пользователей. Все пользователи подключаются к серверу, задача сервера – отображение сообщений конкретного пользователя (приват) или общего чата.

Код программы:

Client.java

```
package NordChat;

import java.net.*;
import java.io.*;
import java.util.*;

/*
 * To start the Client-part in console mode use one of the following command
 * > java Client
 * > java Client username
 * > java Client username portNumber
 * > java Client username portNumber serverAddress
 * at the console prompt
 * If the portNumber is not specified 1200 is used
 * If the serverAddress is not specified "localhost" is used
 * If the username is not specified "Guest" is used
 * > java Client
 * > java Client Anonymous 1200 localhost
 */

public class Client {
    private ObjectInputStream sInput;           // To read from the
    socket                                     // socket
    private ObjectOutputStream sOutput;        // To write to the socket

    private Socket socket;

    private ClientGUI clientGUI;

    private String server, username;
    private int port;

    Client(String server, int port, String username) {
        this(server, port, username, null);
    }

    Client(String server, int port, String username, ClientGUI clientGUI) {
        this.server = server;
        this.port = port;
        this.username = username;
    }
}
```

```

    public boolean start() {
        try {
            socket = new Socket(server, port);
        }

        catch (Exception exception) {
            display("Error connectiong to server:" + exception);
            return false;
        }

        String message = "Connection accepted " + socket.getInetAddress() +
":" + socket.getPort();
        display(message);

        try {
            sInput = new ObjectInputStream(socket.getInputStream());
// Creating data streams
            sOutput = new ObjectOutputStream(socket.getOutputStream());
        }
        catch (IOException IOException) {
            display("Exception creating new Input/output Streams: " +
IOException);
            return false;
        }

        new ListenFromServer().start(); // Create the thread
to listen from the server

        try {
            sOutput.writeObject(username);
        }
        catch (IOException IOException) {
            display("Exception doing login : " + IOException);
            disconnect();
            return false;
        }

        return true;
    }

    private void display(String message) { // To send a message to
the console or to the GUI
        if (clientGUI == null)
            System.out.println(message); // Console mode
        else
            clientGUI.append(message + "\n"); // ClientGUI JTextArea
    }

    void sendMessage(Message message) { // Send to the server
        try {
            sOutput.writeObject(message);
        }
        catch (IOException exception) {
            display("Exception writing to server: " + exception);
        }
    }

    private void disconnect() {
        try {
            if (sInput != null) sInput.close();
        }
        catch (Exception exception) {}
        try {

```

```

        if (sOutput != null) sOutput.close();
    } catch (Exception exception) {
    }
    try {
        if (socket != null) socket.close();
    }
    catch (Exception exception) {}

    if (clientGUI != null) // Inform the GUI-
part
        clientGUI.connectionFailed();
    }

    public static void main(String[] args) {
        int portNumber = 1200;
        String serverAddress = "localhost";
        String userName = "Guest";

        switch (args.length) {
            case 3:
                serverAddress = args[2];
            case 2:
                try {
                    portNumber = Integer.parseInt(args[1]);
                }
                catch (Exception exception) {
                    System.out.println("Invalid port number.");
                    System.out.println("Usage is: > java Client [username]
[portNumber] [serverAddress]");
                    return;
                }
            case 1:
                userName = args[0];
            case 0:
                break;
            default:
                System.out.println("Usage is: > java Client [username]
[portNumber] [serverAddress]");
                return;
        }

        Client client = new Client(serverAddress, portNumber, userName);

        if (!client.start())
            return;

        Scanner scan = new Scanner(System.in); // Waiting for
messages from the user

        while (true) {
            System.out.print("> ");

            String message = scan.nextLine(); // Reading the
message

            if (message.equalsIgnoreCase("LOGOUT")) {
                client.sendMessage(new Message(Message.LOGOUT, ""));
                break;
            }
            else if (message.equalsIgnoreCase("WHOISIN")) {
                client.sendMessage(new Message(Message.WHOISIN, ""));
            }
            else {
                client.sendMessage(new Message(Message.MESSAGE,

```

```

message));
        }
    }

    client.disconnect();
}

class ListenFromServer extends Thread {    // Waits for the message from
the server and append them to the          // JTextArea or to the
console mode
    public void run() {
        while (true) {
            try {
                String message = (String) sInput.readObject();
                if (clientGUI == null) {
                    System.out.println(message);
                    System.out.print("> ");
                }
                else {
                    clientGUI.append(message);
                }
            }
            catch (IOException exception) {
                display("Server has close the connection: " + exception);
                if (clientGUI != null)
                    clientGUI.connectionFailed();
                break;
            }
            catch (ClassNotFoundException exception) {}
        }
    }
}
}
}
}

```

ClientGUI.java

```

package NordChat;

import javax.swing.*.*;
import java.awt.*.*;
import java.awt.event.*.*;

public class ClientGUI extends JFrame implements ActionListener {

    private static final long serialVersionUID = 1L;
    private JLabel label;                // For username/enter message
    private JTextField textField;
    private JTextField tfServer, tfPort;
    private JButton login, logout, whoIsIn;
    private JTextArea textArea;
    private boolean connected;
    private Client client;
    private int defaultPort;
    private String defaultHost;

    ClientGUI(String host, int port) {    // Receive a socket
number
        super("Chat Client");
        defaultPort = port;
        defaultHost = host;

        JPanel nordPanel = new JPanel(new GridLayout(3,1));

```

```

JPanel serverAndPort = new JPanel(new GridLayout(1,5, 1, 3));

tfServer = new JTextField(host);
tfPort = new JTextField("" + port);
tfPort.setHorizontalAlignment(SwingConstants.RIGHT);

serverAndPort.add(new JLabel("Address: "));
serverAndPort.add(tfServer);

serverAndPort.add(new JLabel("Port: "));
serverAndPort.add(tfPort);

serverAndPort.add(new JLabel(""));

nordPanel.add(serverAndPort);

label = new JLabel("Enter your username ", SwingConstants.CENTER);
nordPanel.add(label);

textField = new JTextField("Guest");
textField.setBackground(Color.WHITE);
nordPanel.add(textField);

add(nordPanel, BorderLayout.NORTH);

textArea = new JTextArea("Welcome to the chat room\n", 70, 70);
JPanel centralPanel = new JPanel(new GridLayout(1,1));
centralPanel.add(new JScrollPane(textArea));

textArea.setEditable(false);
add(centralPanel, BorderLayout.CENTER);

login = new JButton("Login");
login.addActionListener(this);

logout = new JButton("Logout");
logout.addActionListener(this);
logout.setEnabled(false);

whoIsIn = new JButton("Who is in");
whoIsIn.addActionListener(this);
whoIsIn.setEnabled(false);

JPanel downPanel = new JPanel();
downPanel.add(login);
downPanel.add(logout);
downPanel.add(whoIsIn);

add(downPanel, BorderLayout.SOUTH);
setDefaultCloseOperation(EXIT_ON_CLOSE);

setSize(400, 400);
setVisible(true);

textField.requestFocus();
}

void append(String str) {           // Appending the text in the TextArea
    textArea.append(str);
    textArea.setCaretPosition(textArea.getText().length() - 1);
}

void connectionFailed() {
    login.setEnabled(true);
}

```

```

        logout.setEnabled(false);
        whoIsIn.setEnabled(false);

        label.setText("Enter your username");
        textField.setText("Guest");

        tfPort.setText("" + defaultPort); tfServer.setText(defaultHost);

        tfServer.setEditable(false);
        tfPort.setEditable(false);

        textField.removeActionListener(this);
        connected = false;
    }

    @Override
    public void actionPerformed(ActionEvent event) {
        Object tempObject = event.getSource();

        if (tempObject == logout) {
            connectionFailed();
            client.sendMessage(new Message(Message.LOGOUT, ""));
            return;
        }

        if (tempObject == whoIsIn) {
            client.sendMessage(new Message(Message.WHOISIN, ""));
            return;
        }

        if (connected) { // Come from the JTextField
            client.sendMessage(new Message(Message.MESSAGE,
textField.getText()));
            textField.setText("");
            return;
        }

        if (tempObject == login) {
            String username = textField.getText().trim(); // A
connection request

            if (username.length() == 0)
                return;

            String server = tfServer.getText().trim();
            if (server.length() == 0)
                return;

            String portNumber = tfPort.getText().trim();
            if (portNumber.length() == 0)
                return;

            int port = 0;
            try {
                port = Integer.parseInt(portNumber);
            }
            catch (Exception exception) {
                return;
            }

            client = new Client(server, port, username, this);

            if (!client.start())
                return;

```

```

        textField.setText("");label.setText("Enter your message below");
        connected = true;

        login.setEnabled(false);

        logout.setEnabled(true);
        whoIsIn.setEnabled(true);

        tfServer.setEditable(false);
        tfPort.setEditable(false);

        textField.addActionListener(this);        // Action listener for
when the user enter a message
    }
}

public static void main(String[] args) {
    new ClientGUI("localhost", 1200);
}    // Start the whole server
@SuppressWarnings("unchecked")
private void initComponents() {
    setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
    javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
    getContentPane().setLayout(layout);
    layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
        .addGap(0, 400, Short.MAX_VALUE)
    );
    layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
        .addGap(0, 300, Short.MAX_VALUE)
    );
    pack();
}
}

```

Message.java

```

package NordChat;

import java.io.*;

public class Message implements Serializable {
    protected static final long serialVersionUID = 1112122200L;

    static final
        int WHOISIN = 0,
        MESSAGE = 1,
        LOGOUT = 2;

    private int type;
    private String message;

    Message(int type, String message) {
        this.type = type;
        this.message = message;
    }

    int getType() {
        return type;
    }
}

```



```

    }

    String getMessage() {
        return message;
    }
}

```

Server.java

```

import java.io.*;
import java.net.*;
import java.text.SimpleDateFormat;
import java.util.*;

/*
 * This server can be run as a console application or as a GUI
 * To run as a console application just:
 * > java Server
 * > java Server portNumber
 * If the port number is not specified 1200-port is used
 */

public class Server {
    private static int uniqueId;           // An unique ID-code for each
connection

    private ArrayList<ClientThread> clients; // The list of the Clients

    private ServerGUI serverAsGUI;         // An object of ServerGUI
(for gui running)

    private SimpleDateFormat simpleDateFormat;
    private int port;

    private boolean isRunning;             // The state of the server
(running/is stop)

    public Server(int port) {               // For a console running
        this(port, null);
    }

    public Server(int port, ServerGUI serverAsGUI) {
        this.serverAsGUI = serverAsGUI;
        this.port = port;
        simpleDateFormat = new SimpleDateFormat("HH:mm:ss");
        clients = new ArrayList<ClientThread>();
    }

    public void start() {
        isRunning = true;
        try {
            ServerSocket serverSocket = new ServerSocket(port);
            while (isRunning) {
                display("Server is waiting for Guests on the " + port + "
port.");
                Socket socket = serverSocket.accept();           // Accept
the connection

                if (!isRunning)
                    break;

                ClientThread thread = new ClientThread(socket); // Make a
thread for it
                clients.add(thread);                             // Saving in
the Clients list
            }
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}

```

```

        thread.start();
    }

    try {
        serverSocket.close();

        for (int i = 0; i < clients.size(); ++i) {
            ClientThread clientThread = clients.get(i);
            try {
                clientThread.sInput.close();
                clientThread.sOutput.close();
                clientThread.socket.close();
            }
            catch (IOException ioException) {}
        }
    }
    catch (Exception exception) {
        display("Exception closing the server and guests: " +
exception);
    }
}

catch (IOException ioException) {
    String message = SimpleDateFormat.format(new Date())
        + " IOException on the new ServerSocket: " + ioException
+ "\n";
    display(message);
}

}

protected void stop() {
    isRunning = false;

    try {
        new Socket("localhost", port);
    }
    catch (Exception exception) {}
}

private void display(String message) { // Displaying the
event
    String time = SimpleDateFormat.format(new Date()) + " " + message;
    if (serverAsGUI == null)
        System.out.println(time);
    else
        serverAsGUI.appendEvent(time + "\n");
}

private synchronized void broadcast(String message) {
    String time = SimpleDateFormat.format(new Date());
    String messageLf = time + " " + message + "\n";

    if (serverAsGUI == null)
        System.out.print(messageLf);
    else
        serverAsGUI.appendRoom(messageLf); // Append in the room
window

    for (int i = clients.size(); --i >= 0; ) { // The loop in the
reverse order because of the opportunity // to deleting
disconnected guest
        ClientThread clientThread = clients.get(i);

```

```

        if (!clientThread.writeMessage(messageLf)) {
            clients.remove(i);
            display("Disconnected Guest " + clientThread.username);
        }
    }
}

synchronized void remove(int id) {
    for (int i = 0; i < clients.size(); ++i) {
        ClientThread clientThread = clients.get(i);

        if (clientThread.id == id) {
            clients.remove(i);
            return;
        }
    }
}

// ----

public static void main(String[] args) {
    int portNumber = 1200;
    switch (args.length) {
        case 1:
            try {
                portNumber = Integer.parseInt(args[0]);
            }
            catch (Exception exception) {
                System.out.println("Invalid port number.");
                System.out.println("Usage is: > java Server
[portNumber]");
                return;
            }
        case 0:
            break;
        default:
            System.out.println("Usage is: > java Server [portNumber]");
            return;
    }

    Server server = new Server(portNumber);
    server.start();
}

class ClientThread extends Thread {
    Socket socket;

    ObjectInputStream sInput;
    ObjectOutputStream sOutput;

    int id;
    String username;
    Message clientMessage;
    String currentDate;

    ClientThread(Socket socket) {
        id = ++uniqueId;
        this.socket = socket;

        System.out.println("Thread trying to create Object Input/Output
Streams");
        try {
            sOutput = new ObjectOutputStream(socket.getOutputStream());
            sInput = new ObjectInputStream(socket.getInputStream());

```

```

        username = (String) sInput.readObject();
        display(username + " is connected.");
    }
    catch (IOException exception) {
        display("Exception creating new Input/output Streams: " +
exception);
        return;
    }
    catch (ClassNotFoundException exception) {
    }

    currentDate = new Date().toString() + "\n";
}

@Override
public void run() {
    boolean keepGoing = true;
    while (keepGoing) {
        try {
            clientMessage = (Message) sInput.readObject();
        }
        catch (IOException exception) {
            display(username + " Exception reading Streams: " +
exception);
            break;
        }
        catch (ClassNotFoundException exception) {
            break;
        }

        String message = clientMessage.getMessage(); //
The message part

        switch (clientMessage.getType()) { //
Switcher of the types
            case Message.MESSAGE:
                broadcast(username + ": " + message);
                break;
            case Message.LOGOUT:
                display(username + " disconnected with a LOGOUT
message.");
                keepGoing = false;
                break;
            case Message.WHOISIN:
                writeMessage("List of the guests connected at " +
simpleDateFormat.format(new
Date()) + "\n");

                for (int i = 0; i < clients.size(); ++i) {
                    ClientThread clientThread = clients.get(i);
                    writeMessage((i + 1) + ") " +
clientThread.username + " since " +
clientThread.currentDate);
                }
                break;
            }
        }

        remove(id); // Removing adm-id
        close();
    }

    private void close() {

```

```

        try {
            if (sOutput != null)
                sOutput.close();
        }
        catch (Exception exception) {}

        try {
            if (sInput != null)
                sInput.close();
        }
        catch (Exception exception) {}

        try {
            if (socket != null)
                socket.close();
        }
        catch (Exception exception) {}
    }

    private boolean writeMessage(String message) {
        if (!socket.isConnected()) {
            close();
            return false;
        }

        try {
            sOutput.writeObject(message);
        }
        catch (IOException exception) {
            display("Error sending message to " + username);
            display(exception.toString());
        }

        return true;
    }
}
}

```

ServerGUI.java

```

package NordChat;

import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class ServerGUI extends JFrame implements ActionListener,
WindowListener {
    private static final long serialVersionUID = 1L;

    private JButton stopStart;
    private JTextArea chat, event;
    private JTextField tPortNumber;
    private Server server;

    ServerGUI(int port) {
        super("NordChat (Server)");
        server = null;

        JPanel nord = new JPanel();

        nord.add(new JLabel("Port: "));

        tPortNumber = new JTextField(" " + port);
    }
}

```

```

        nord.add(tPortNumber);

        stopStart = new JButton("Start");
        stopStart.addActionListener(this);
        nord.add(stopStart);

        add(nord, BorderLayout.NORTH); // The
event and chat room

        JPanel center = new JPanel(new GridLayout(2, 1));

        chat = new JTextArea(90, 90);
        chat.setEditable(false);
        appendRoom("Chating room\n");
        center.add(new JScrollPane(chat));

        event = new JTextArea(90, 90);
        event.setEditable(false);
        appendEvent("Events log.\n");

        center.add(new JScrollPane(event));
        add(center);

        addWindowListener(this);
        setSize(400, 500);
        setVisible(true);
    }

    void appendRoom(String str) { // Append a message to
the two JTextAreas
        chat.append(str);
        chat.setCaretPosition(chat.getText().length() - 1);
    }

    void appendEvent(String str) {
        event.append(str);
        event.setCaretPosition(chat.getText().length() - 1);
    }

    @Override
    public void actionPerformed(ActionEvent event) {
        if (server != null) {
            server.stop();
            server = null;
            tPortNumber.setEditable(true);
            stopStart.setText("Starting");

            return;
        }

        int port = 0;
        try {
            port = Integer.parseInt(tPortNumber.getText().trim());
        }
        catch (Exception exception) {
            appendEvent("Invalid port number");

            return;
        }

        server = new Server(port, this);

        new ServerRunning().start();
    }

```

```

        stopStart.setText("Stop");
        tPortNumber.setEditable(false);
    }

    public static void main(String[] arg) {                // Starting the
server
        new ServerGUI(1200);
    }

    @Override
    public void windowClosing(WindowEvent event) {        // Closing by Windows
event
        if (server != null) {
            try {
                server.stop();
            }
            catch (Exception eClose) {}
            server = null;
        }

        dispose();
        System.exit(0);
    }

    @Override
    public void windowClosed(WindowEvent event) {}
    @Override
    public void windowOpened(WindowEvent event) {}
    @Override
    public void windowIconified(WindowEvent event) {}
    @Override
    public void windowDeiconified(WindowEvent event) {}
    @Override
    public void windowActivated(WindowEvent event) {}
    @Override
    public void windowDeactivated(WindowEvent event) {}

    class ServerRunning extends Thread {
        @Override
        public void run() {
            server.start();                                // Should executing until
if fails

            stopStart.setText("Start");
            tPortNumber.setEditable(true);
            appendEvent("Server is stopped\n");
            server = null;
        }
    }
}

```

Результат работы программы:

