Lillian Krohn SE 319 HW1 - Chat Application

Solution Approach

My solution approach was to follow the guidelines of the lab and to have both a client file and a server file. These files work together to create a functioning chat application that can host multiple users, allowing them to chat with each other. The class Runnable() was implemented to utilize threads and transfer data to the client, along with redistributing the data to both the client and the server. In order to add more users to the chat room, the client file must be run multiple times.

Required Output

1.1 - Connect to Server

a. Upon starting the client, it comes up with a prompt asking for a username.



- **b.** After the user enters a name, the client is connected to the server.
- Client View:

```
Problems @ Javadoc Declaration □ Console 
Client [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/F
> Enter Username: Lily
Welcome to the chatroom, Lily!
```

- Server View:

```
Problems @ Javadoc Declaration Console S

Server [Java Application] /Library/Java/Java/JirtualMachines/jdk1.8.0_151.jdk/Contents/Home/bin/java (Jan 27, 2019, 8 ServerSocket[addr=0.0.0.0/0.0.0.0,localport=4444]

A user is connecting...

Lily has successfully been connected to the server
```

1.2 - Send a message to the server

- **a.** The user name and chat message are shown on the client console, and then sent to the server.
- Client View:

```
Problems @ Javadoc Declaration ☐ Console ☒

Client [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/Home/bin/java (Jan 2 > Enter Username: Lily

Welcome to the charroom, Lily!

Hello world
```

Server View:

```
Problems @ Javadoc Declaration □ Console ⊠

Server [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/Home/bin/java (Jan ServerSocket[addr=0.0.0.0/0.0.0,localport=4444]

A user is connecting...

Lily has successfully been connected to the server

Lily: Hello world
```

Added users can view the messages as well. For example:

- Client View (new user Peter):

```
Client [Java Application] /Library/Java/JavaVirtualMachines/j
> Enter Username: Peter
Welcome to the chatroom, Peter!
I'm here!
```

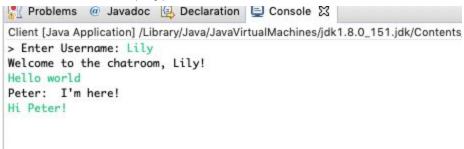
- Server View (new user Peter and John):

```
Problems @ Javadoc Declaration Console Server [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Content ServerSocket[addr=0.0.0.0/0.0.0.0,localport=4444]

A user is connecting...
Lily has successfully been connected to the server Lily: Hello world

A user is connecting...
Peter has successfully been connected to the server A user is connecting...
John has successfully been connected to the server Peter: I'm here!
```

- **b.** The server then broadcasts messages to all the other connected clients.
- Client View (Lily):



Client View (John):



- Client View (Peter):

```
Problems @ Javadoc Declaration Console Console Collect [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/Home/bin/java (Jan 2: > Enter Username: Peter Welcome to the chatroom, Peter!

I'm here!

Lily: Hi Peter!
```

- **c.** Messages are then printed in both the client and server consoles.
- Client View (Lily):

```
Client [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/He > Enter Username: Lily
Welcome to the chatroom, Lily!
Hello world
Peter: I'm here!
Hi Peter!
Peter: How is everyone doing today?
John: I'm doing well, what about you Peter?
```

Client View (John):

```
Client [Java Application] /Library/Java/JavavirtualMachines/joki...
> Enter Username: John
Welcome to the chatroom, John!
Peter: I'm here!
Lily: Hi Peter!
Peter: How is everyone doing today?
I'm doing well, what about you Peter?
```

- Client View (Peter):

```
Client [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Cd > Enter Username: Peter Welcome to the chatroom, Peter! I'm here! Lily: Hi Peter! How is everyone doing today? John: I'm doing well, what about you Peter?
```

- Server View:

