1. Systemüberblick, Eintritt chatroom, logindata, befehle
2. Technische Aspekte TCP, Port, Client-Server, Push oder Pull, KommSchema, Timeout, Codierung, Errors
3. Technische Details, befehle, javaObjekte,
4. Ablauf
5. Known Problems

deleteChatroom

Java Chat Protokoll

# Initialization

Variables:

String STANDARD\_USER = “STANDARD\_USER”

String ERR\_USERNAME = “####”

When the socket connection successfully connected to server, the client has to send the username to the server with the ChatMessage INITIALIZE to the GENERAL\_CHAT\_ROOM and with the STANDARD\_USER as messageText.

Now the real username can be send with the same type and room. The next object from Server can be ERR\_USERNAME, if the username has already been taken and the next object is the errorcode. Now a new username has to be send until the username has not been taken.

# Reading from server

Variables:

SERVER\_CALL = “###”

Usage:

If server sends SERVER\_CALL the client can print the sent message, else it should not be printed.

# Writing to Server

Variables:

GENERAL\_CHATROOM = “GENERAL”

Usage:

Is the name of the general chatroom in which the user can just use the provided server commands.

## Client

Variables:

String username : username of user

String chatroom : name of current chatroom

## ChatMessage

The client has to send ChatMessage objects;

String text: Message content

String nameOfChatroom: Name of the chatroom that is written to

Int messageType: Type of message

Functions:

getText() : String text

getType(): int type

getChatRoomName(): String chatRoomName

## MessageTypes

LOGOUT = 0, sends the logout message to the server

Sent to GENERAL\_CHATROOM

MESSAGE = 1, sends a normal message to the server, is not displayed if user is in chatroom GENERAL\_CHATROOM

Sent to chatroom

LIST\_USERS = 2, lists all users on the server

Sent to GENERAL\_CHATROOM

JOIN\_CHATROOM = 3, prompts a question which chatroom the server wants to join

Sent to GENERAL\_CHATROOM

LIST\_CHATROOMS = 4, lists all chatrooms available

CHATROOM\_LOGOUT = 5, removes the user from the chatroom that he/she is currently in

CREATE\_CHATROOM = 6, creates a chatroom on the server, messageText contains new roomname

Should update client roomname

Sent to GENERAL\_CHATROOM

ERROR = 7, server intern error

IN\_CHATROOM = 8, prompts chatroom the client is currently in

Sent to GENERAL\_CHATROOM

USERS\_IN\_CHATROOM = 9, prompts all users in current chatroom, if in general lists all users

Sent to GENERAL\_CHATROOM

ERR\_USERNAME = 10

INITIALIZE = 11

Sent to GENERAL\_CHATROOM

HELP\_SERVER = 12, prompts all commands that can be used (commands are changeable from clientside though)

Sent to GENERAL\_CHATROOM