

Problem Statement

You will create a small IRC like chat application in this lab exercise.

Your Chat application has a Chatroom with active few users. The users can broadcast messages to the Chatroom. If any user wants to know the chat history, the Chatroom provides a print of the chat logs.

Some code will be pre-written to help you with the design of the application. You are supposed to think in Object Orient Programming paradigm to fill out the remaining code.

Input

The problem has no inputs.

You will have to implement the following methods -

1. `printLog()` // prints the chat logs to the console.
2. `receiveUserChat(String message)` // Store the message sent by a user into a String array
3. `writeMessage()` // The message generation part will be implemented, you have to figure out a way to broadcast the message to the ChatRoom.

In addition, you should write a comment explaining what each of the line in the existing template does.

Output

Print the chat logs. (The evaluation for the problem will be manual)

Lab Discussion

1. What is the purpose of 'static' variable `autold` in the `User.java` class?
2. Understand the String data structure. How is this different from char Array in C?
3. How can you create a random integer in the range [40,45]?

Submission

1. You will create a user account on <http://it114.spoj.pl>.
2. Join the course 'Object Oriented Programming'.
3. Go to the URL <http://it114.spoj.pl/IT114/units/page/1/> for code templates.
4. Submit your solutions on the URL <http://it114.spoj.pl/IT114/units/problem/2/>.