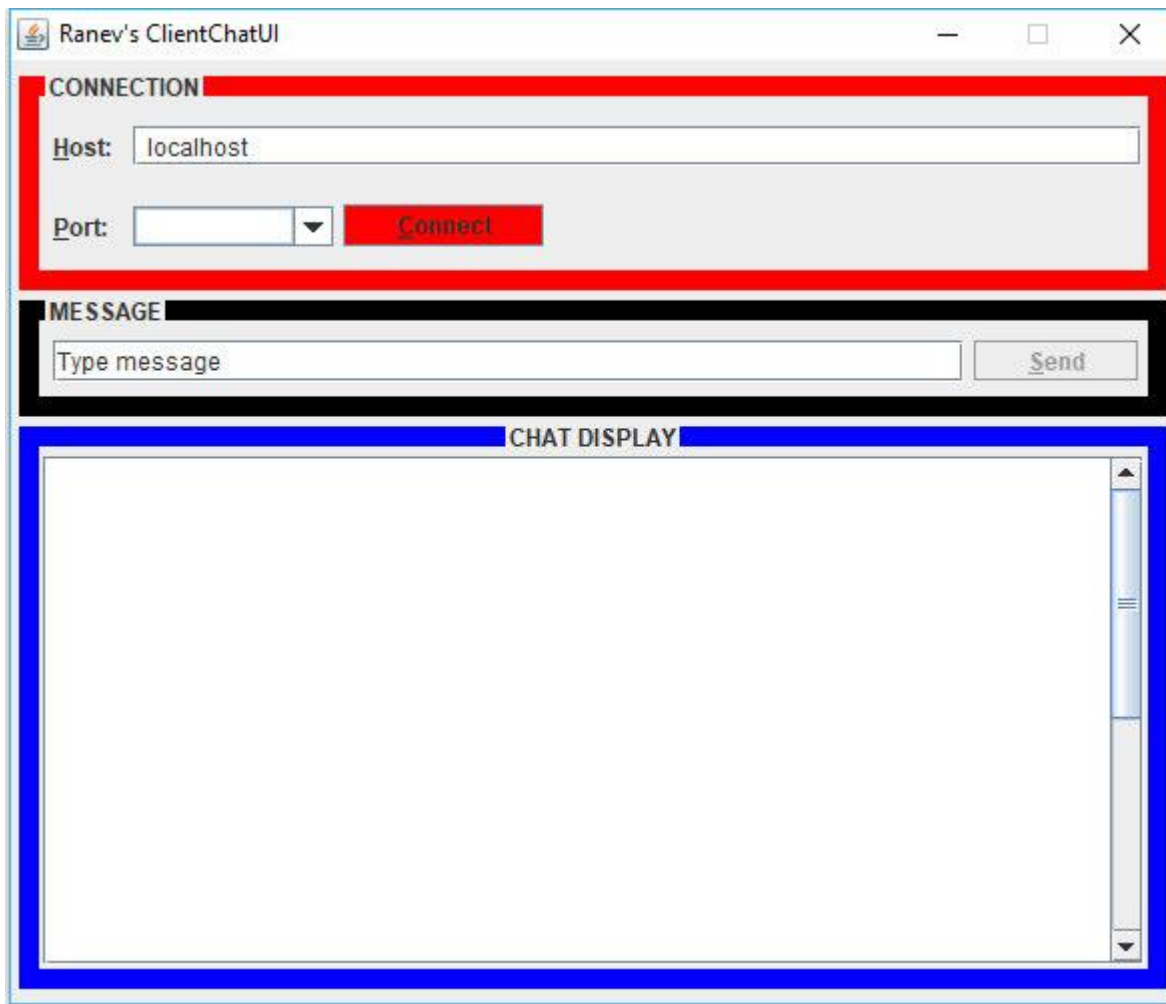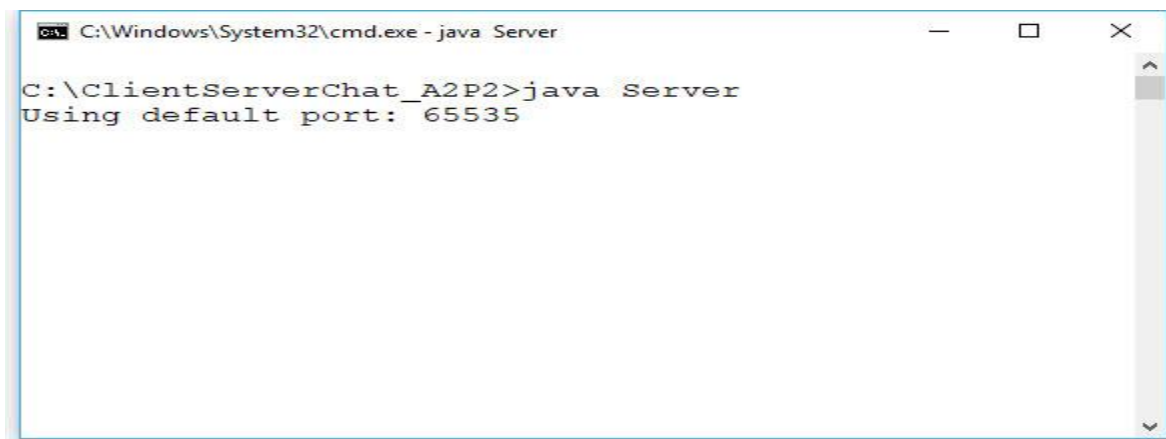# Client-Server Chat Screen Captures

1. Client and Server Started.
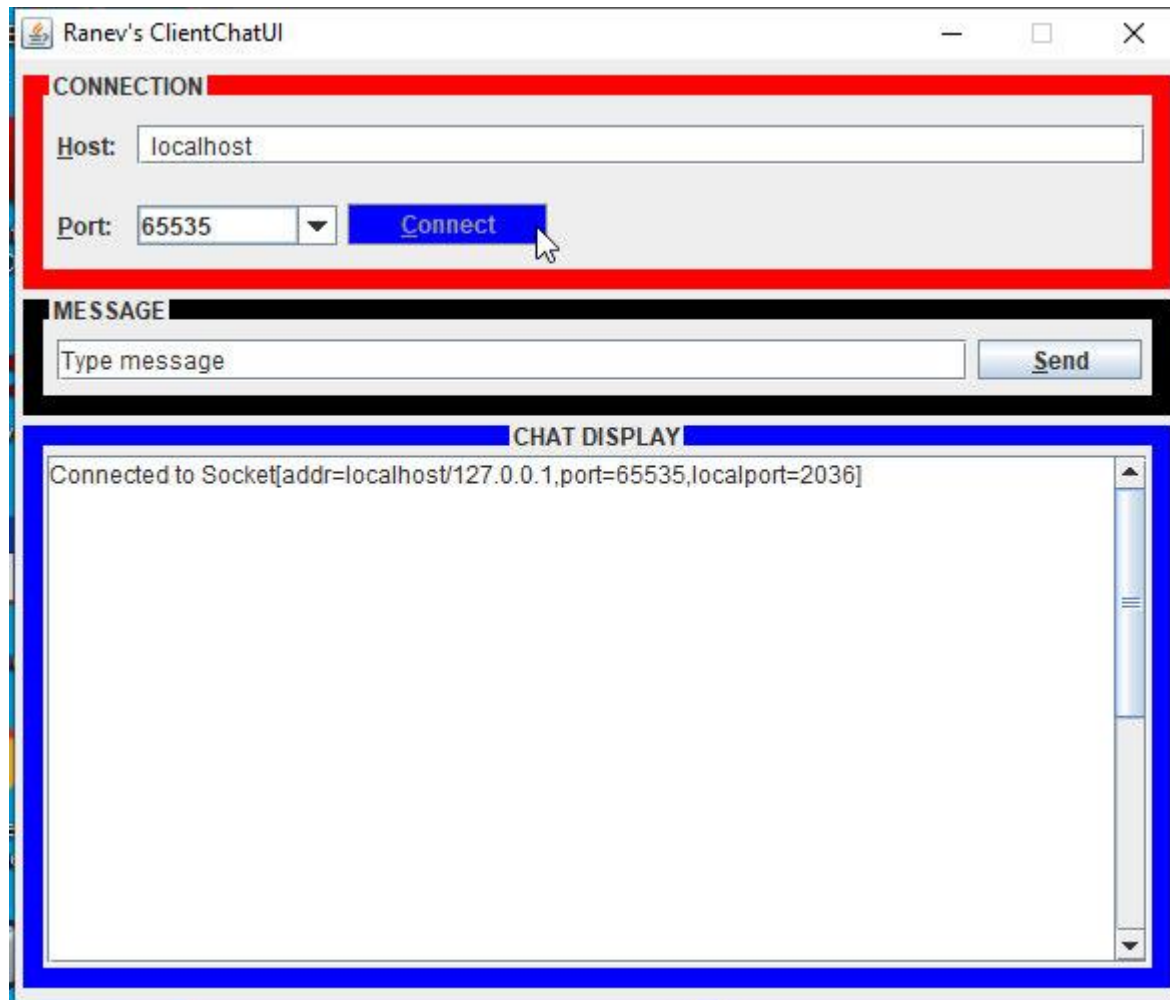
Chat Client Started

Server Started

Note: If port 65535 is has already been bound by other application or by your OS, try some other port. For example: 65000.

2. Client and Server Connected.

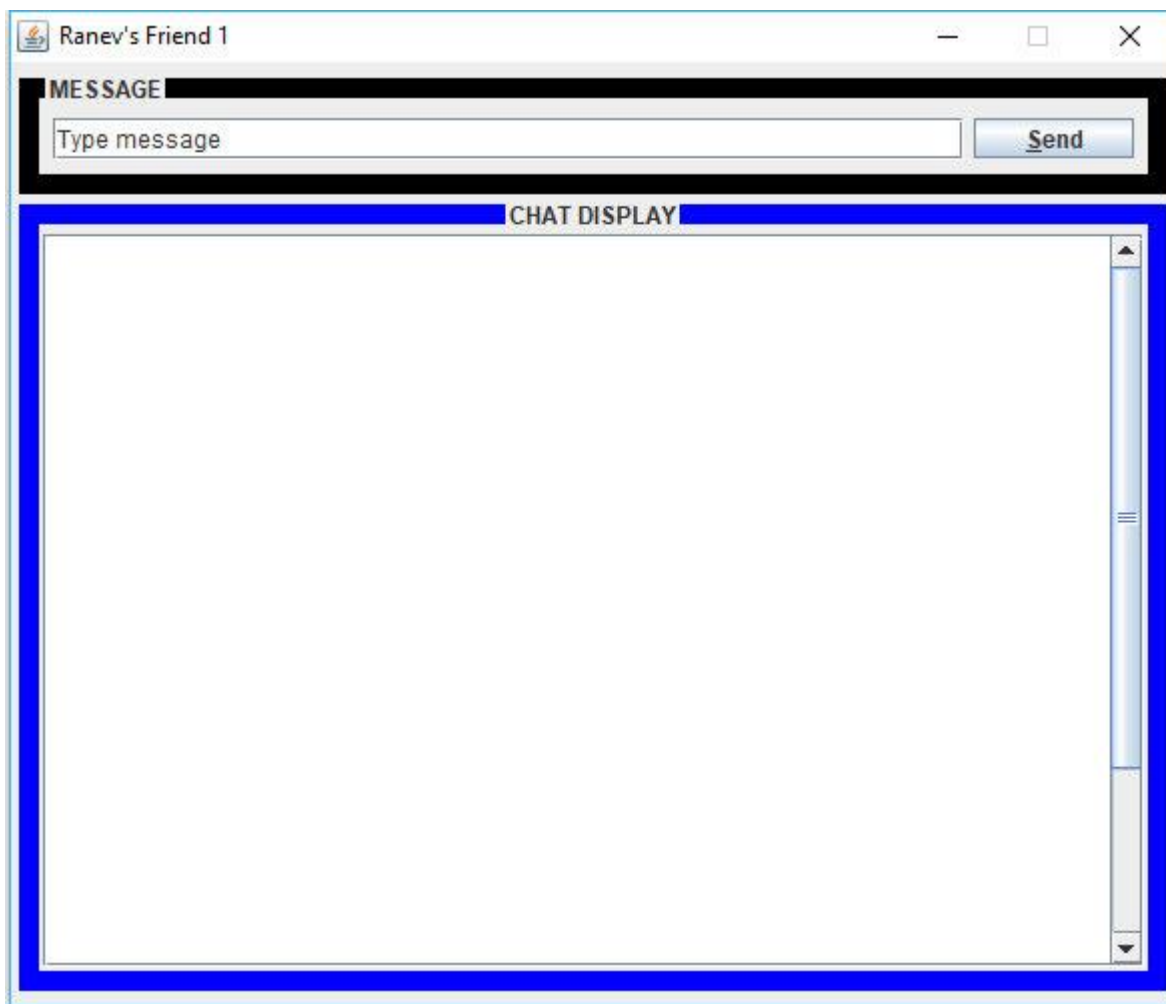Chat Client Connected on `localhost` and port 65535.

Server Connected to a Chat Client

The server launches the Server Chat Client.

3. Server Chat GUI after connection on port 65535.

4. Server Connected to three different Chat Clients on port 65535.

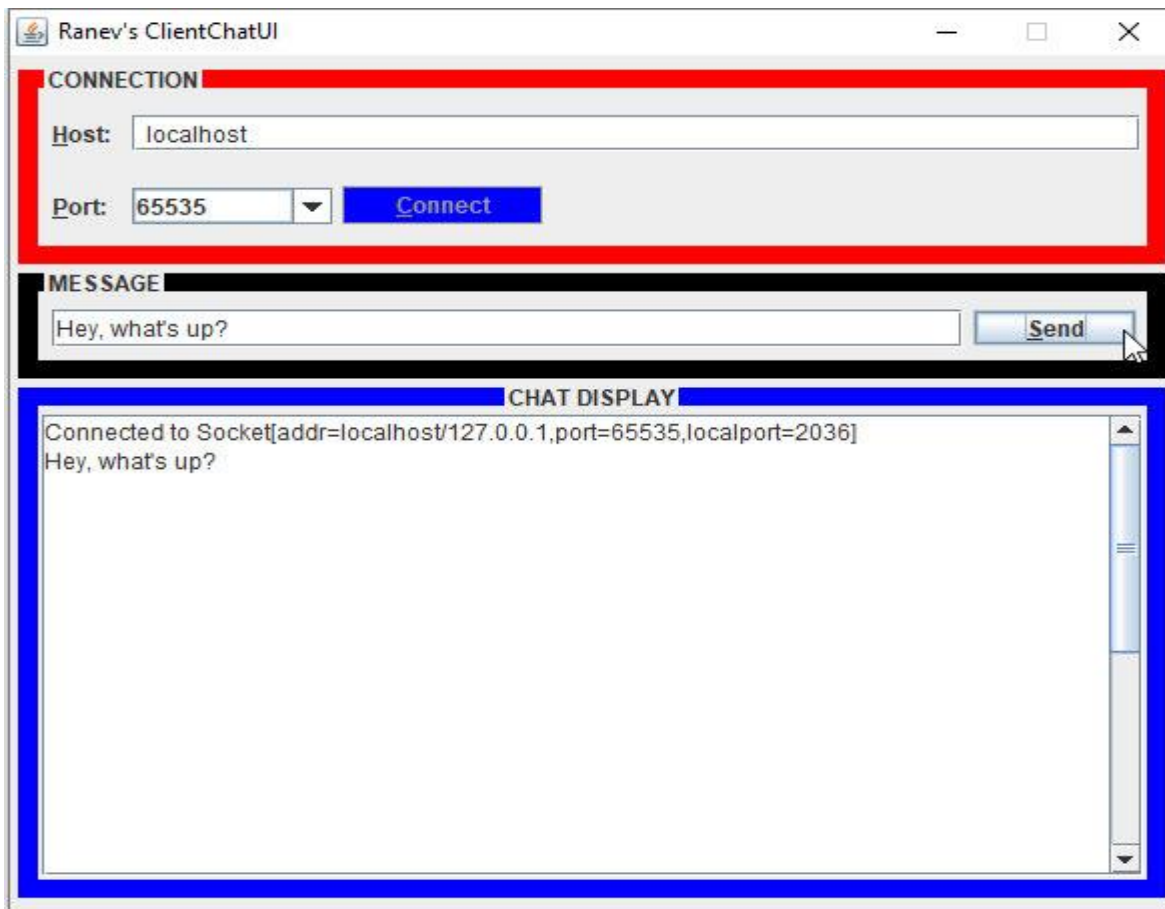5. Server Chat GUI for the second and third client.

Ranev's Friend 2 — □ ×

MESSAGE
Type message   Send

CHAT DISPLAY

Ranev's Friend 3 — □ ×

MESSAGE
Type message   Send

CHAT DISPLAY
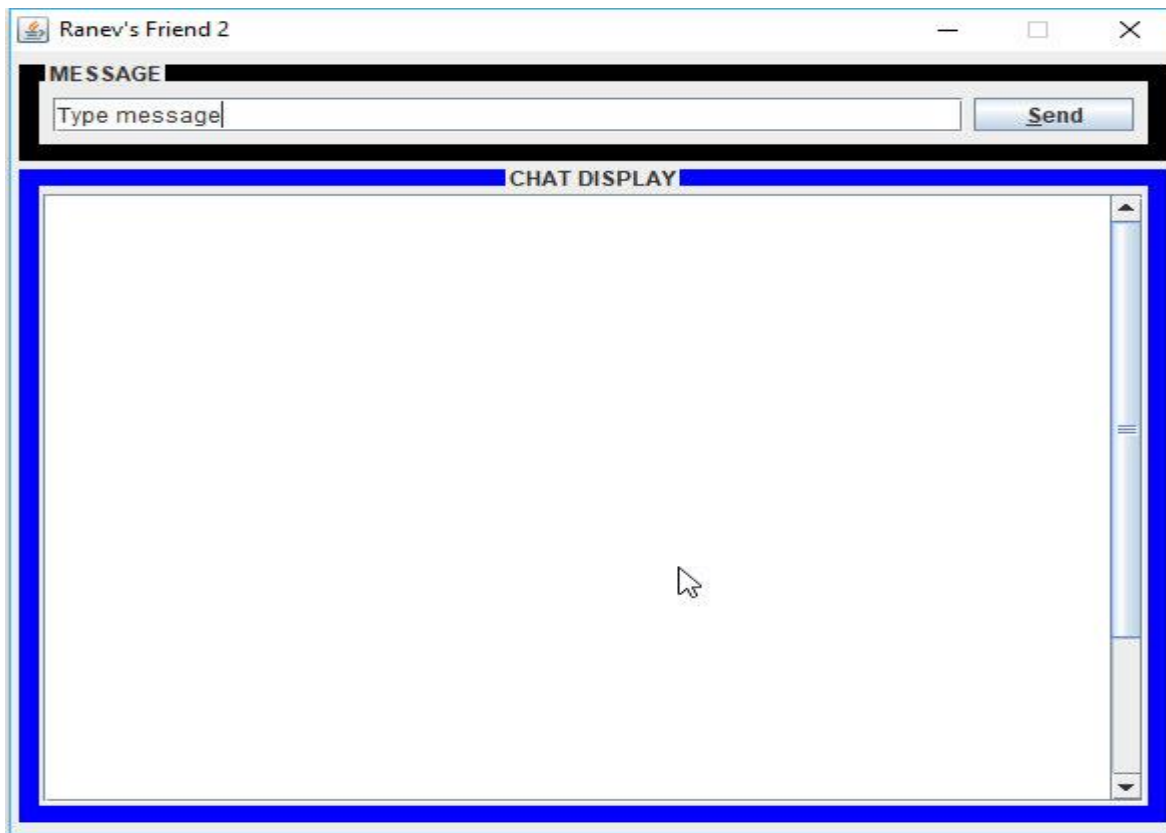
6. Client and Friend exchanging messages. Client starts the conversation.

Ranev's ClientChatUI   —   ☐   ✕

CONNECTION

Host: localhost

Port: 65535   ▼   **Connect**

MESSAGE

Hey, what's up?   **Send**

CHAT DISPLAY

Connected to Socket[addr=localhost/127.0.0.1,port=65535,localport=2036]
Hey, what's up?

Friend 1 receiving the message

Ranev's Friend 1   —   ☐   ✕

MESSAGE

Type message   **Send**

CHAT DISPLAY

October 18, 11:18 AM
Hey, what's up?

Friend 1 responding to the message
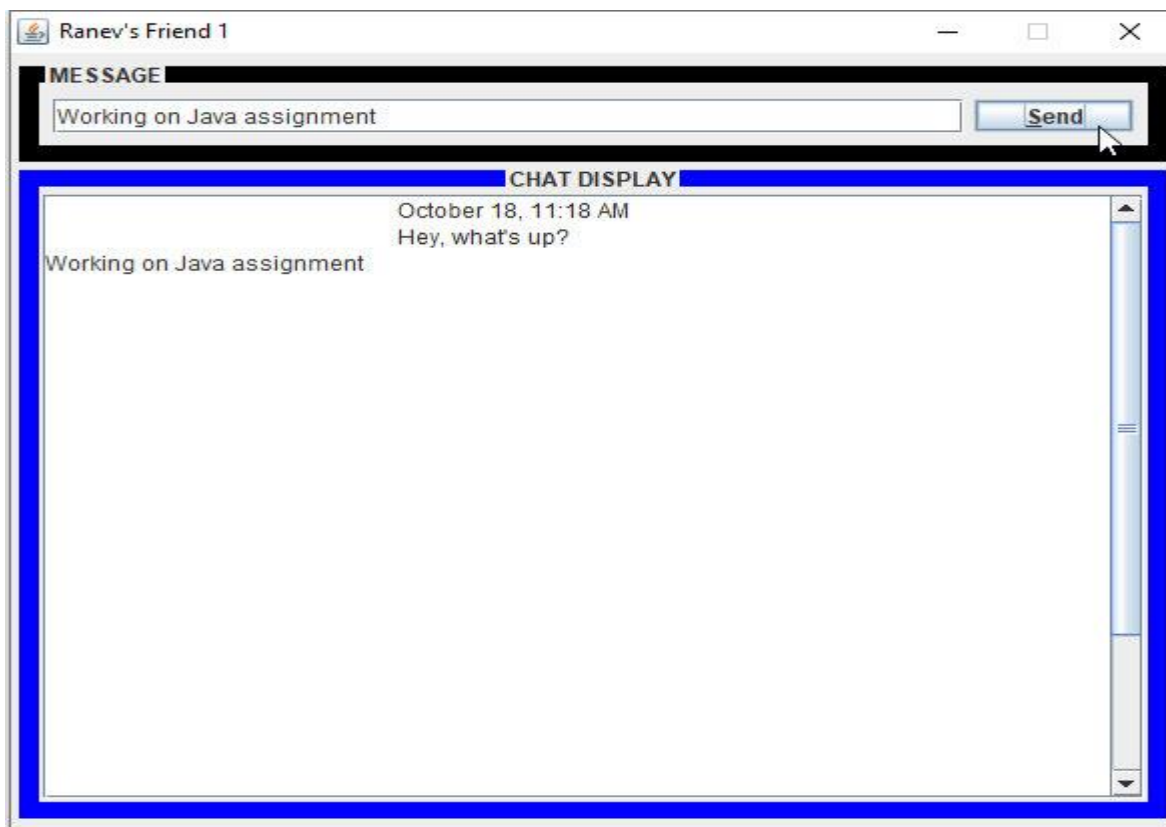
Client receiving the message

Client and Friend exchanging messages

Ranev's ClientChatUI — □ ×

Host: localhost

Port: 65535 ▼   Connect

MESSAGE

Me too. Can you give me the code?   Send
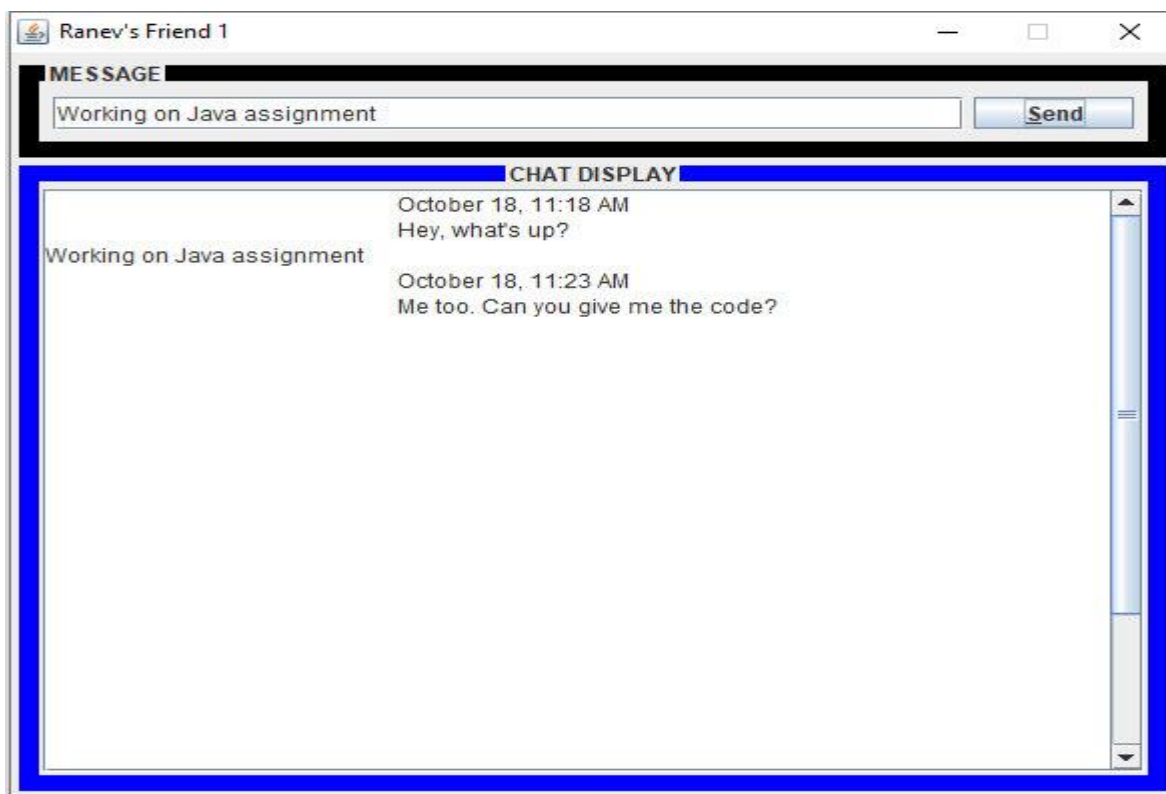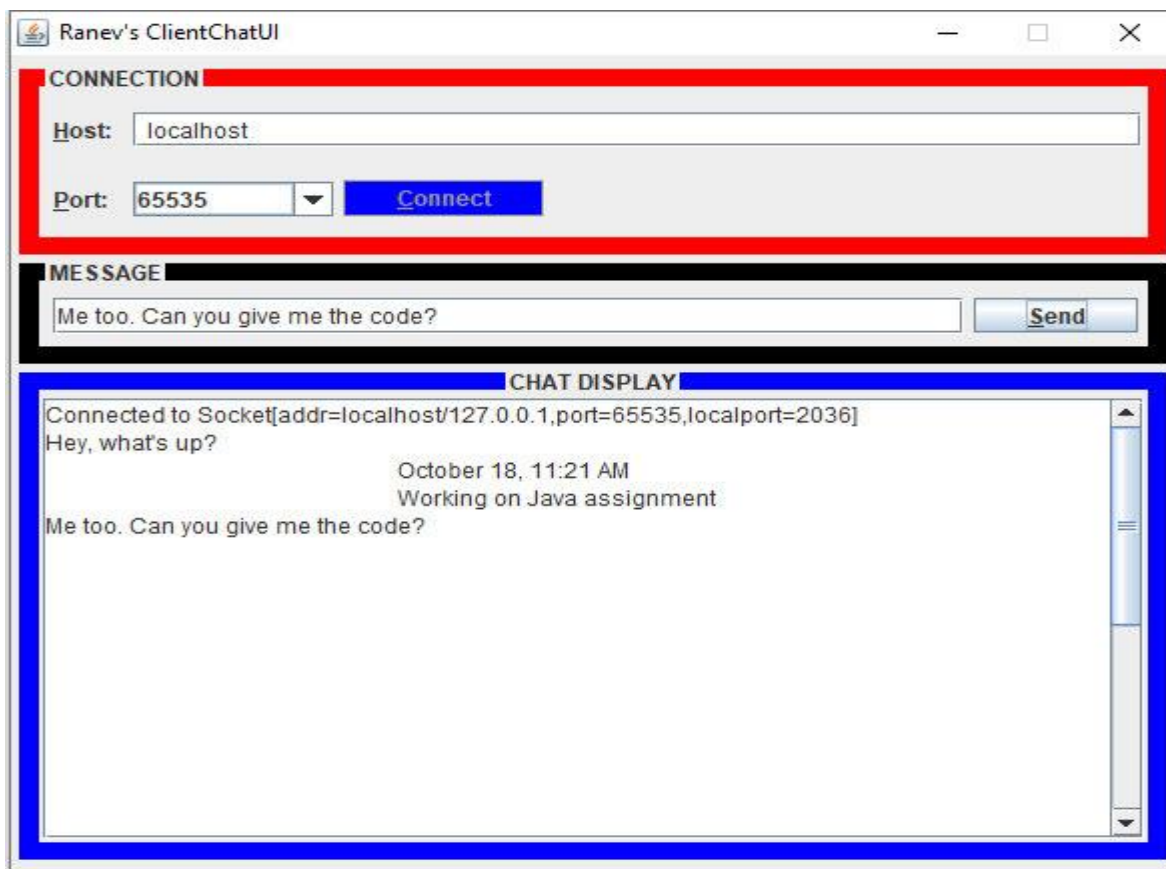
CHAT DISPLAY

Connected to Socket[addr=localhost/127.0.0.1,port=65535,localport=2036]
Hey, what's up?
                    October 18, 11:21 AM
                    Working on Java assignment
Me too. Can you give me the code?

Ranev's Friend 1 — □ ×

MESSAGE

Working on Java assignment   Send

CHAT DISPLAY

                    October 18, 11:18 AM
                    Hey, what's up?
Working on Java assignment

                    October 18, 11:23 AM
                    Me too. Can you give me the code?

Ranev's Friend 1

MESSAGE

| Absolutely not! We both will be in big trouble! | Send |

CHAT DISPLAY

October 18, 11:18 AM
Hey, what's up?
Working on Java assignment

October 18, 11:23 AM
Me too. Can you give me the code?
Absolutely not! We both will be in big trouble!

Ranev's ClientChatUI

CONNECTION

Host: localhost

Port: 65535   Connect

MESSAGE

| Me too. Can you give me the code? | Send |

CHAT DISPLAY

Connected to Socket[addr=localhost/127.0.0.1,port=65535,localport=2036]
Hey, what's up?
                    October 18, 11:21 AM
                    Working on Java assignment
Me too. Can you give me the code?
                    October 18, 11:27 AM
                    Absolutely not! We both will be in big trouble!

After sending `bye` the server Chat GUI (Friend 1) will receive a *closeChat()* call and will close.

A message `Server UI closed!` should be displayed on the console.

Client after receiving the `bye` message.

The Connect button is enabled and the Send button is disabled. The Client can make another connection to the server.
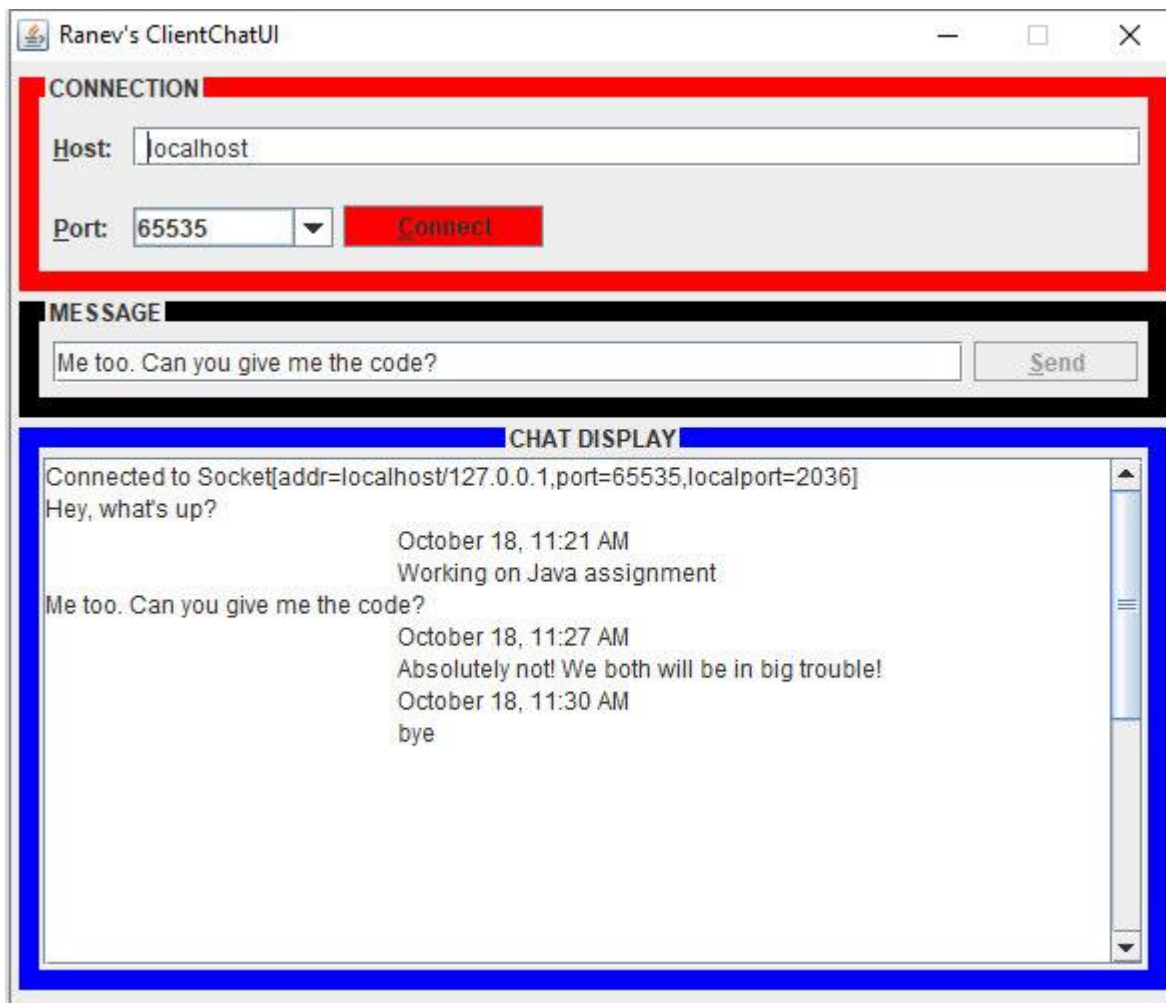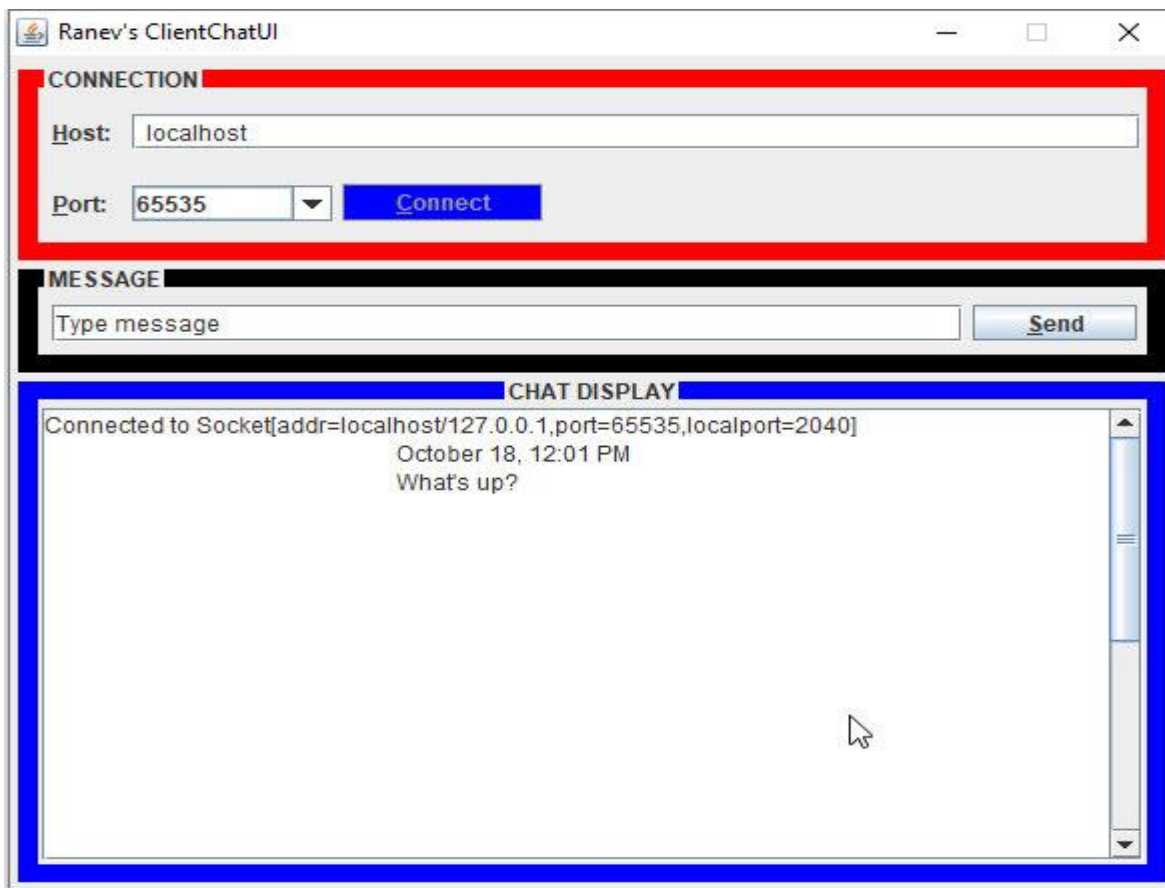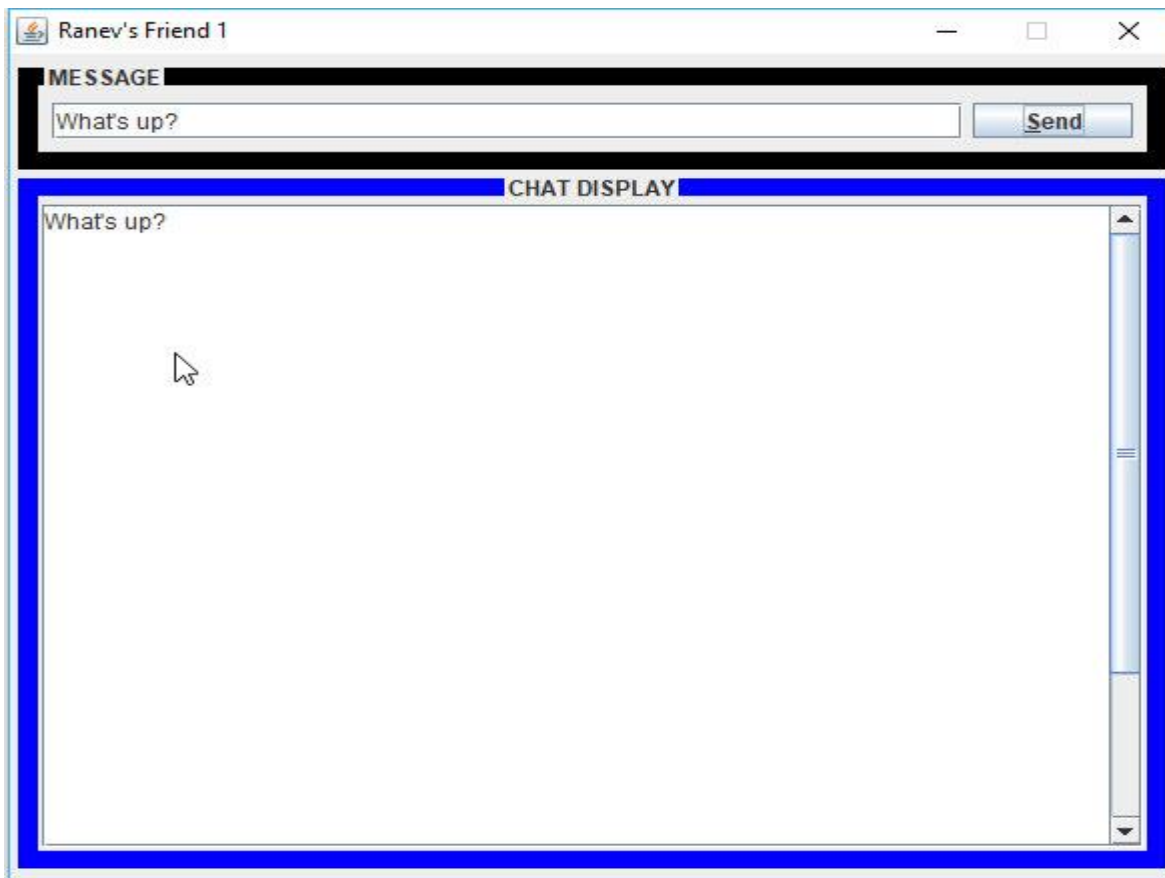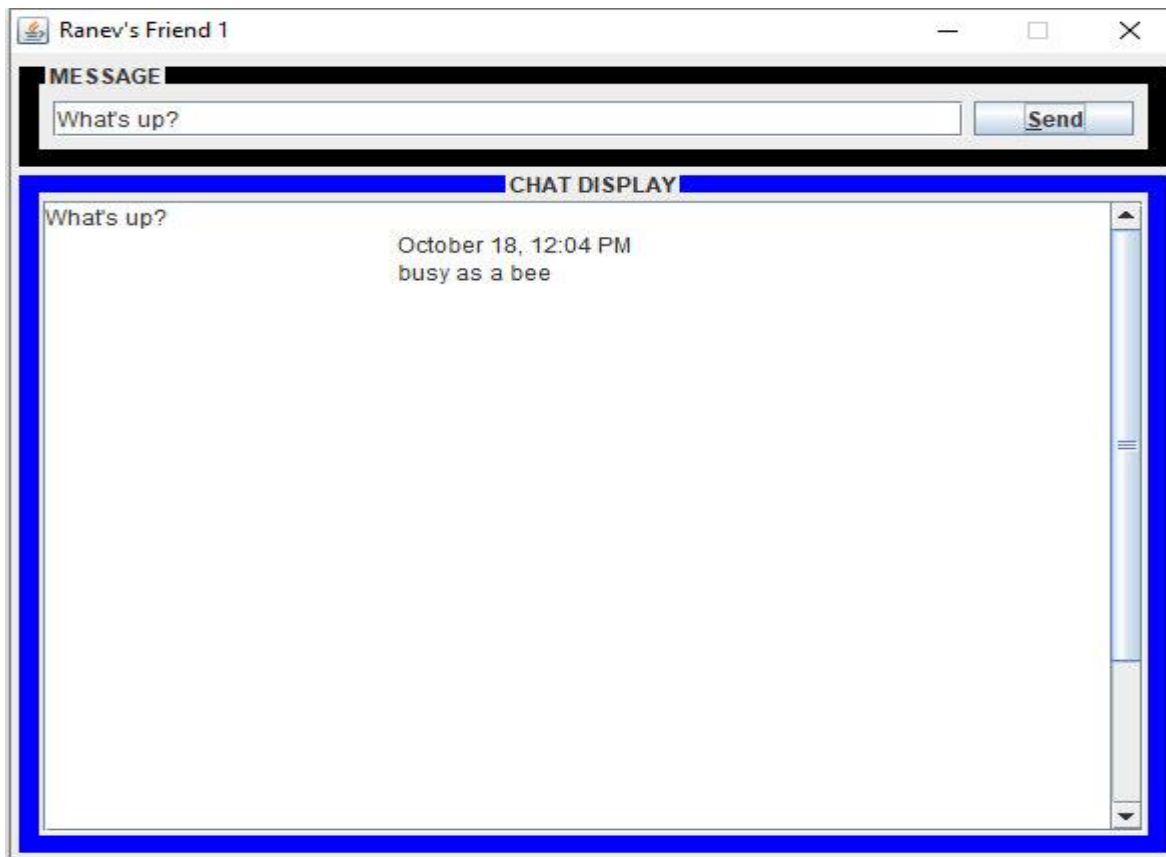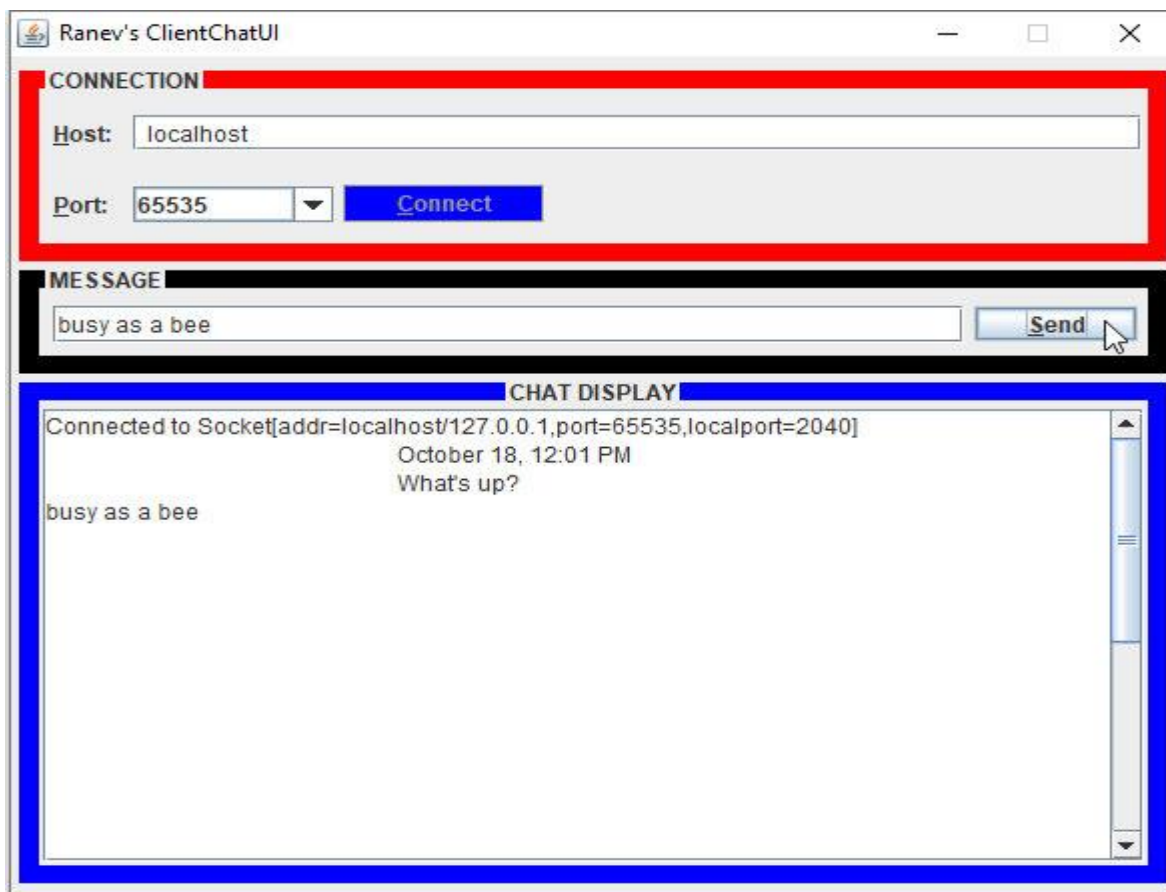
7. Client and Friend exchanging messages. Friend starts the conversation.

Ranev's Friend 1 — □ ✕

MESSAGE

What's up?   Send

CHAT DISPLAY

What's up?

Ranev's ClientChatUI — □ ✕

CONNECTION

Host: localhost

Port: 65535 ▼ Connect

MESSAGE

Type message   Send

CHAT DISPLAY

Connected to Socket[addr=localhost/127.0.0.1,port=65535,localport=2040]
October 18, 12:01 PM
What's up?

Friend and Client exchanging messages

Ranev's ClientChatUI

CONNECTION

Host: localhost

Port: 65535 ▼   Connect

MESSAGE

busy as a bee   Send

CHAT DISPLAY

Connected to Socket[addr=localhost/127.0.0.1,port=65535,localport=2040]
                    October 18, 12:01 PM
                    What's up?
busy as a bee

Ranev's Friend 1

MESSAGE

What's up?   Send

CHAT DISPLAY

What's up?
                    October 18, 12:04 PM
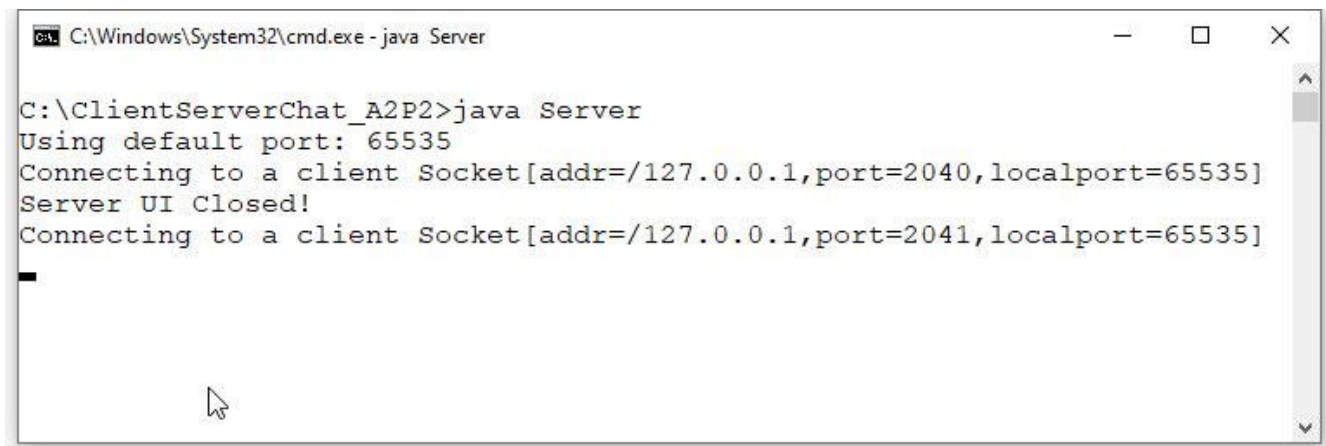   busy as a bee

Client sending `bye` message. The Friend receiving the massage will be closed but before closing it will send a confirmation message `bye`.
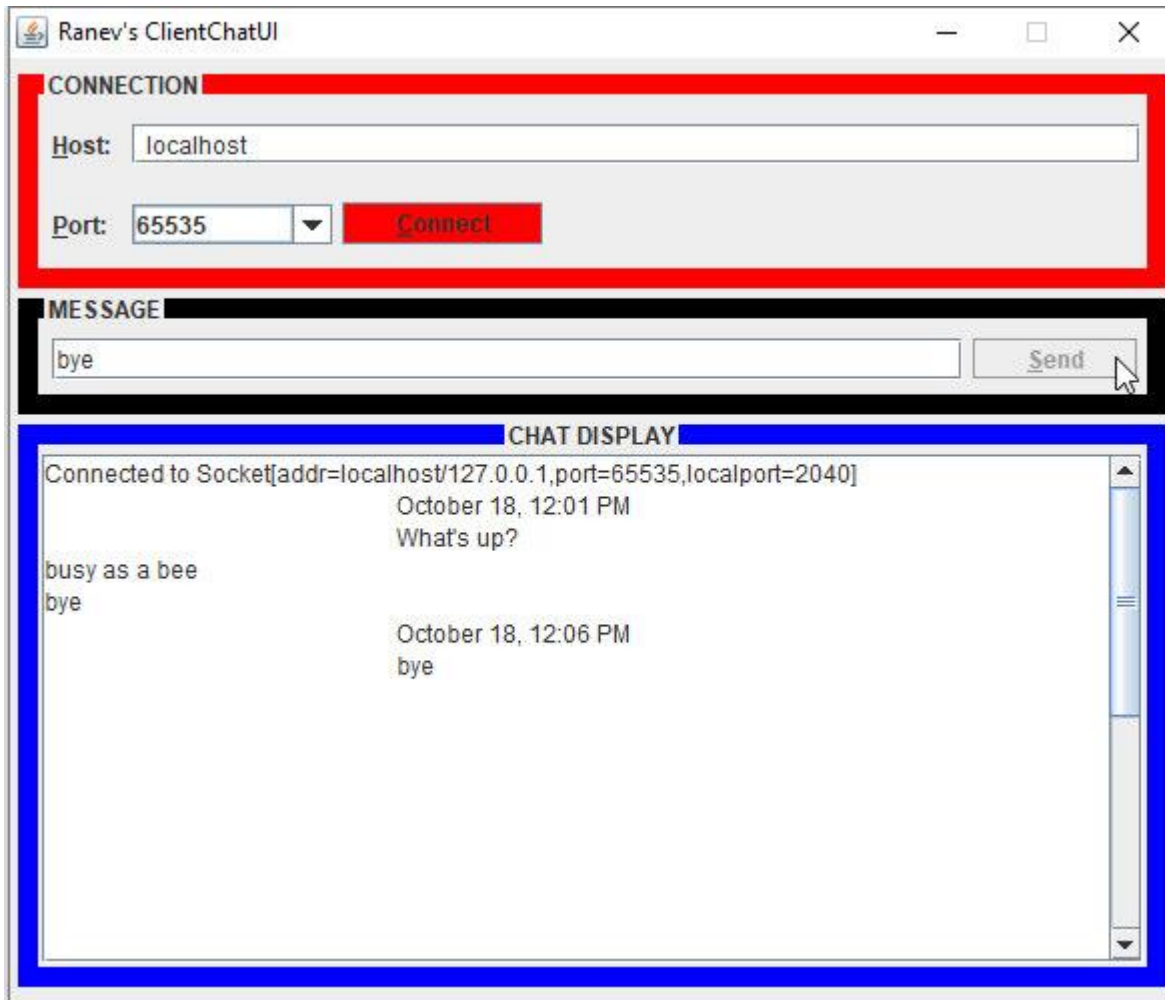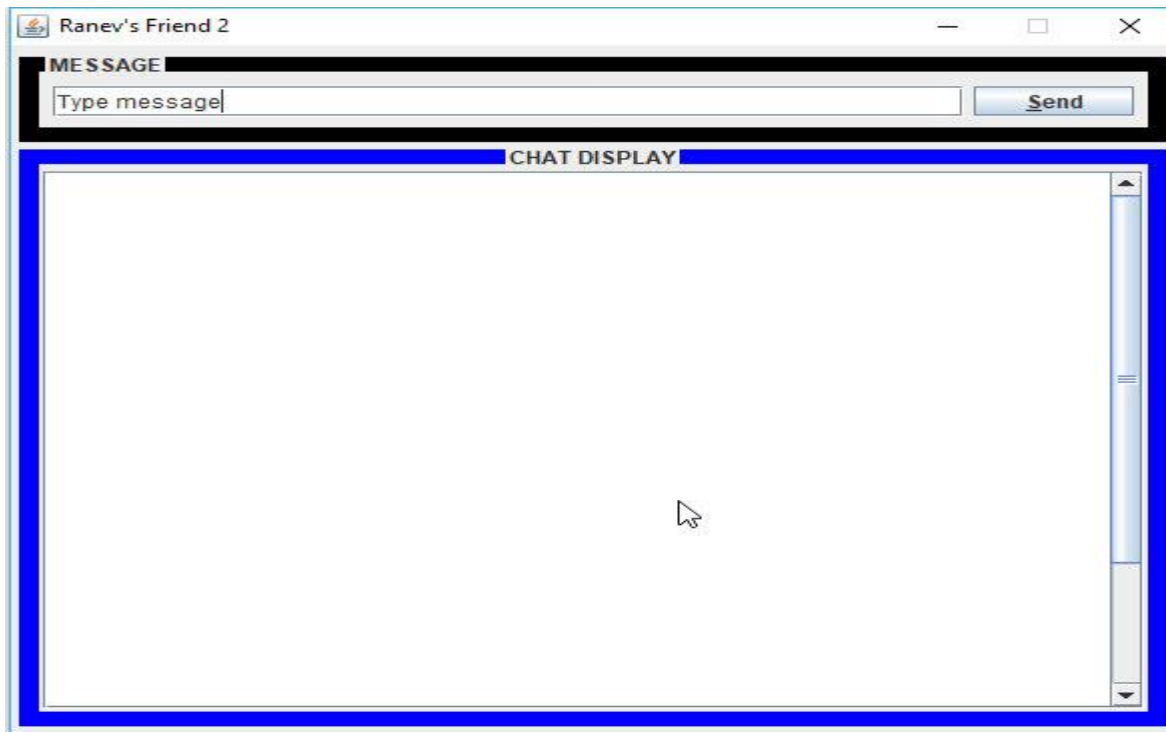
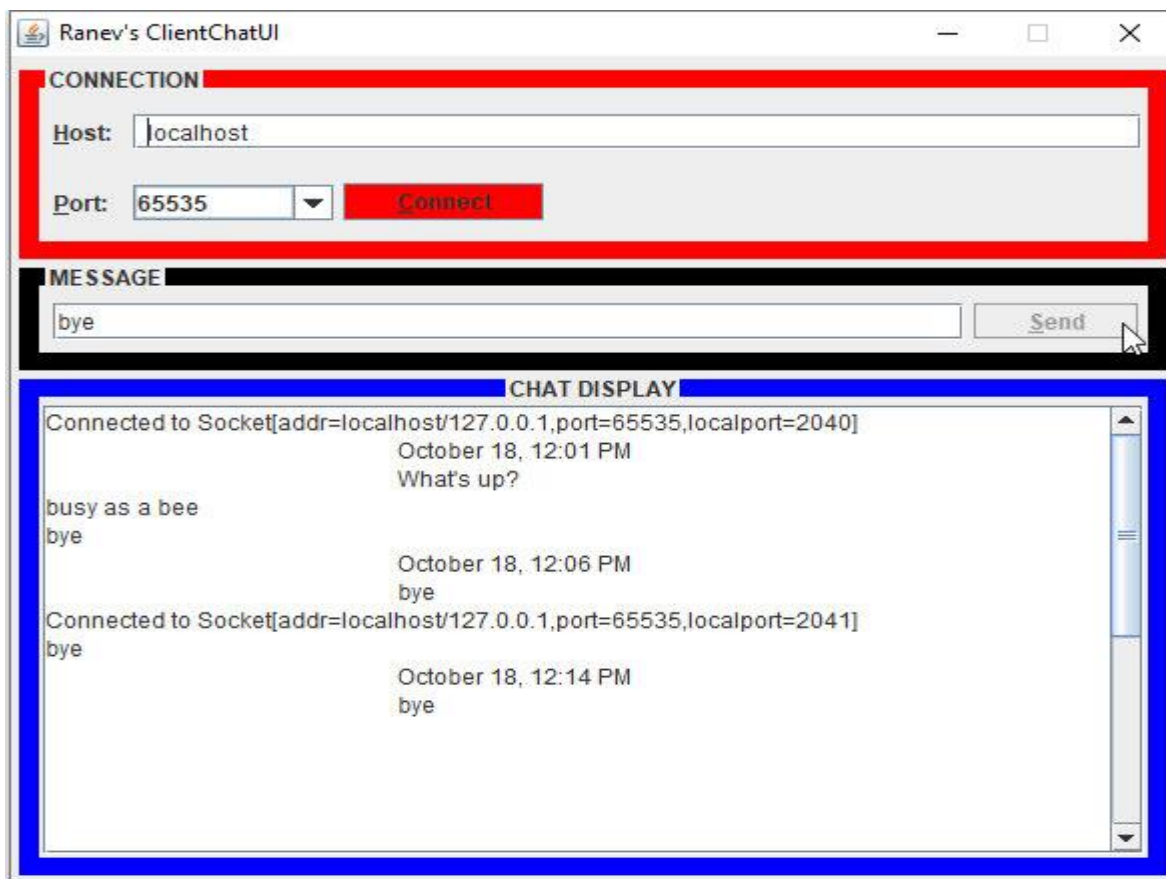9. Client connects to another Friend.
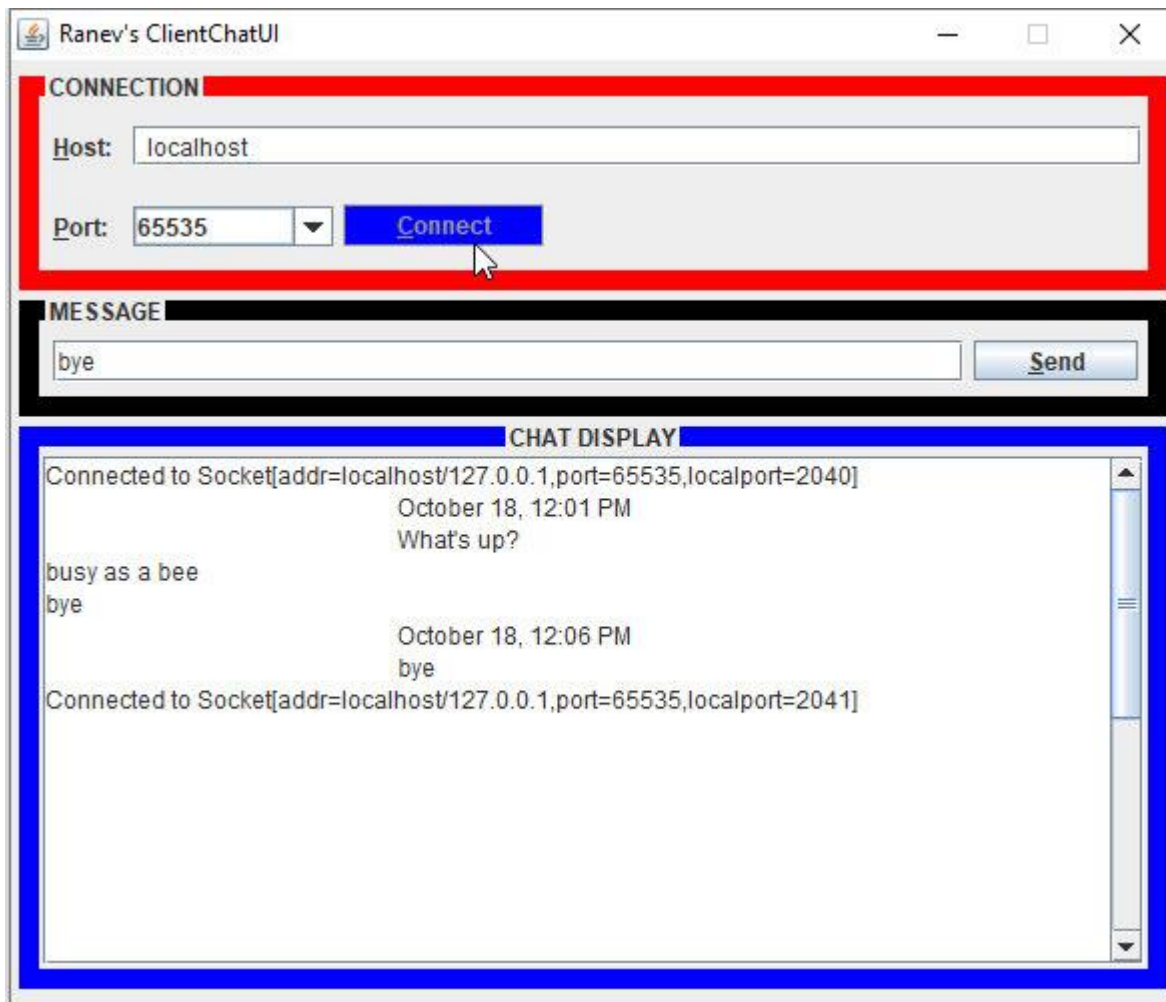
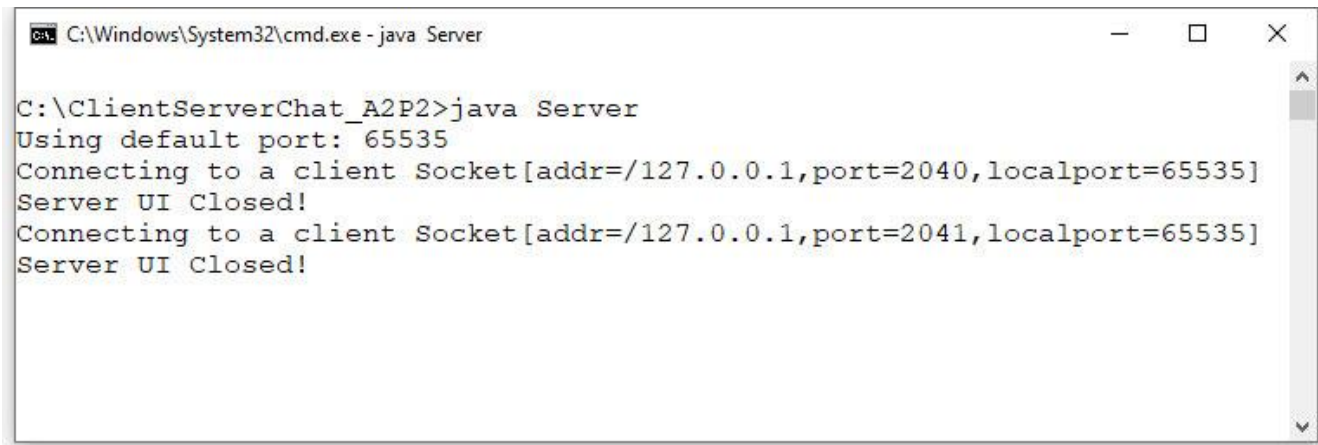Server establishes a new connection and starts a new Friend

New Friend 2.

Client send `bye` to the new Friend

Server after the `bye`



```
C:\Windows\System32\cmd.exe - java Server                    —    □    ×

C:\ClientServerChat_A2P2>java Server
Using default port: 65535
Connecting to a client Socket[addr=/127.0.0.1,port=2040,localport=65535]
Server UI Closed!
Connecting to a client Socket[addr=/127.0.0.1,port=2041,localport=65535]
Server UI Closed!
```

10. Client tries to connect to the server. Server is not available (not started)
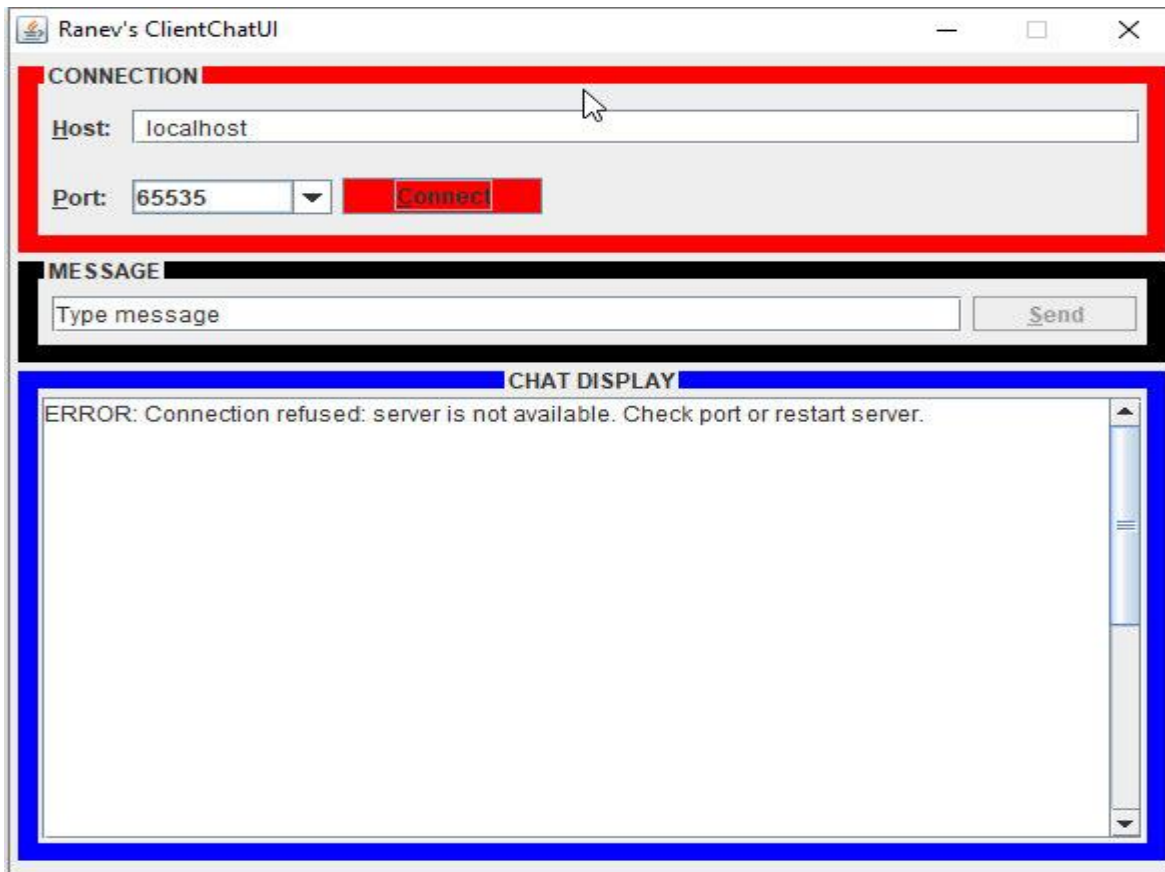
11. Client tries to connect to the server using a wrong port. Server is started.
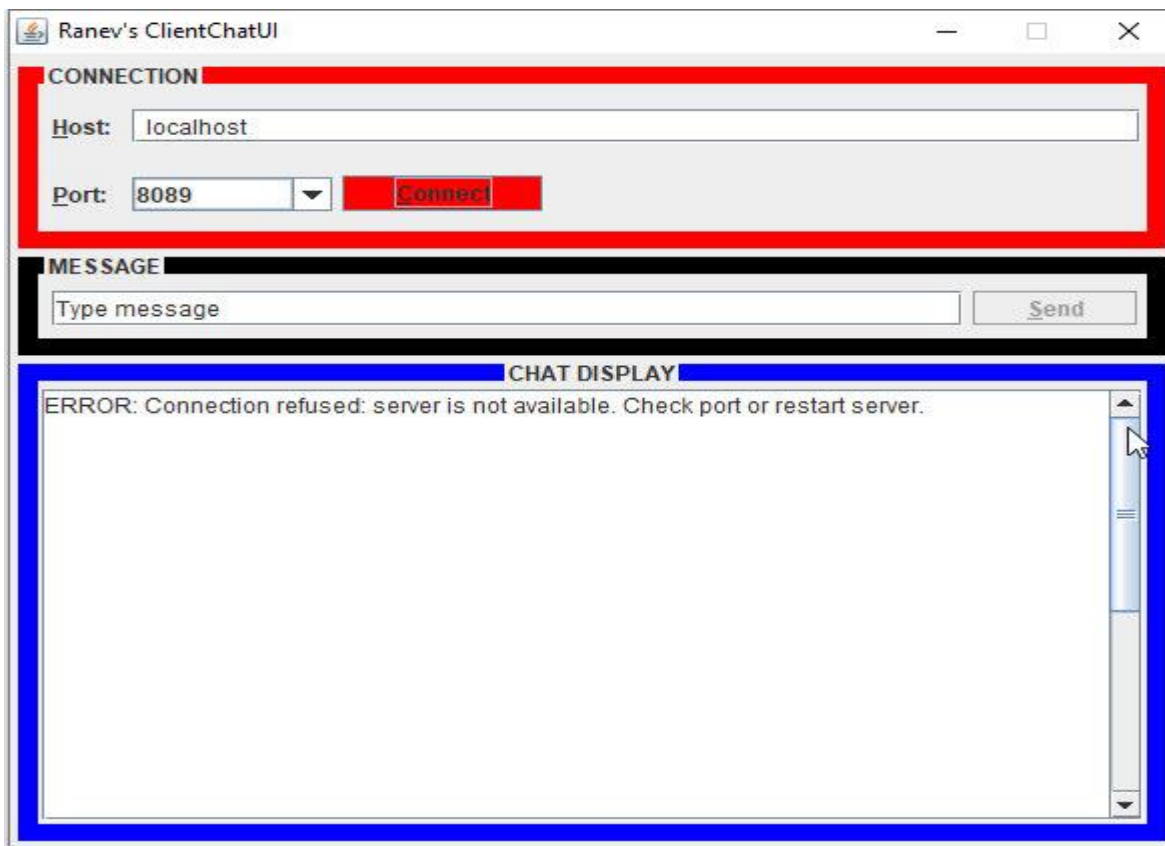
The JavaFX application must behave exactly the same as shown above. The GUI appearance will be a little bit deferent. For example, the vertical scroll bar of the chat display will not be visible (see Assignment 2 Part 1).