Programming Project #4

CIS 296 – University of Michigan – Dearborn
Prof. John P. Baugh

Points: _____ / 200
Due Date: December 7, 2018 at 11:59 p.m.

Objectives

- To understand GUI applications better
- To understand sockets and networking in Java better
- To implement a simple chat client and server

Instructions

You may work in teams **of up to 3 people.**

You will build a chat client in JavaFX, which should send messages to server software, which you will also write. You may utilize the code in Chapter 33 of the textbook (Networking) as a solid starting point to help you figure out how to make the software run. The **server** does not need a GUI. It can just report the messages that it is sending through, along with any other messages, to the console from which it was spawned.
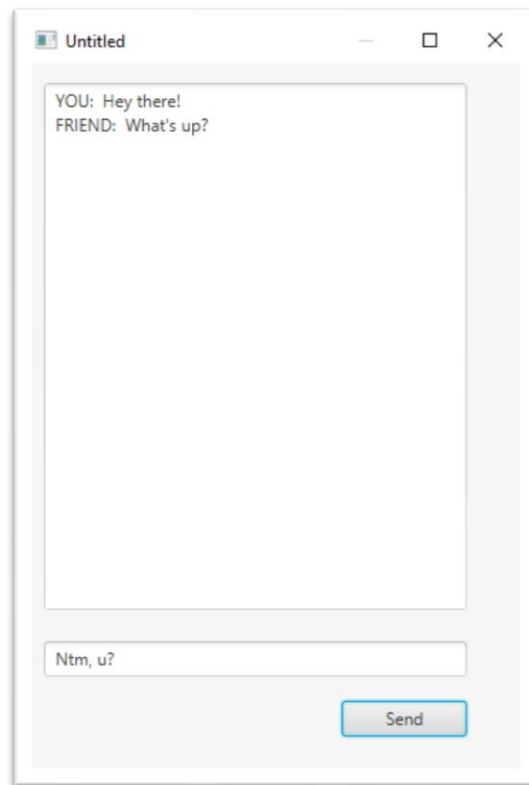
The chat window should just have a large space (e.g., text area, list view) to hold the entire conversation. It should have a text field to enter the current message, and a button to send it.

Obviously YOU refers to the individual typing in the current window, and FRIEND is the other client instance. The server only needs to handle two clients at a time. They're always called YOU and FRIEND. "YOU" is always you, and "FRIEND" refers to the other person, from the perspective of the client software.

The server software should write the full conversation to console, as well.

Deliverables / Submission Instructions

You must turn in a short report discussing how you went about designing and implementing your project, and which team members did what part(s). All team member names must be listed on the cover/first page of the report, or they will not receive credit. Only one team member should upload the assignment.

Zip your NetBeans/JavaFX project up with the report at the TOP level of the project, and upload to Canvas.