package a;

import com.sun.security.ntlm.Server;

import java.io.DataInputStream;

import java.io.IOException;

import java.net.Socket;

import java.util.logging.Level;

import java.util.logging.Logger;

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public class ServerThread extends Thread{

private ChattingServer server;

private Socket socket;

//Constructor

public ServerThread(ChattingServer server, Socket socket) {

this.server = server;

this.socket = socket;

//Starting the thread

start();

}

public void run () {

try {

DataInputStream inputs = new DataInputStream(socket.getInputStream());

//while loop for continuous process of reading mess

while (true) {

String mess = inputs.readUTF();

//informing

System.out.println("Message Sending" + mess);

server.sendToAll(mess);

}

} catch (IOException ie) {

ie.printStackTrace();

}

finally {

server.removeConnection(socket);

}

}

}