

PROJECT SUMMARY

Title: TalkyTalky
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I have developed a Chat Application named TalkyTalky which consists of a chat server and an indefinite number of chat users (Talkers). The application is a web-based application, so besides Java language, I used JavaScript and html for graphical designs, and servlet to create the server.

First, users are required to have an eclipse program to run TalkyTalky and additional jar files (javax.websocket.jar, javax.json.jar, javax.servlet.jar, ..) are required to run the code. Also, internet is required before using the system.

Then, users run the project on eclipse to run the chat server, open Internet browser, and type <http://localhost:1992/ChatApp/> to start using TalkyTalky. If the server is off, users are not able to use the application.

Features that Chat app is supposed to work:

- One-to-one communication
- One-to-many communication
- User registration
- User login/logout
- History retrieving
- Notifications for login/logout
- Differentiating between online and offline users

Features that TalkyTalky works:

- One-to-one communication
- One-to-many communication
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- Differentiating between online and offline users

All Talkers (Users of TalkyTalky) are required to register before being able to communicate with other Talkers. If the input username is unique, not existing in the user list, and the input password is not empty, then the registration is successful. The existing users now can log in TalkyTalky with their username and corresponding password. Once login is successful, the users are sent to the chatting page. The screen displays who's online/offline and notifies who logged in/out. Whichever a user types in the chat box it's available for all online users to see the message. For private chat, with keyword "/to " and username and ":" it is sent only to the specific user. For example, **"/to zoey: hi zoey!"** this message is sent to a user with username zoey and only zoey and the user who sent the message are able to see the message on their own screens. Unfortunately, history retrieving feature is not available in TalkyTalky at this time, but will add the feature and some additional features later for self-satisfaction. By clicking logout button, users logout successfully.

Struggles:

WebSockets, JavaScript, Servlet, and html were all new to me, so I had hard time figuring out making interactions between languages