



# Chatting Room Application Specifications

## Client Side Application Specification:

- Sign in or Sign up as a first time user.
- Showing Online/Offline status of clients on the contacts list.  
*(Hint: Use a JList or JTree with Custom Cell Renderer )*
- User notification when another user becomes online.
- Ability to set status to different modes: Available, Busy, and Away.  
*(Hint: Use a different icon for each status. No special features are required for each status. This is just an icon that indicates the availability of the user.)*
- Ability to save a chat session on a file.
- Send emotions
- Ability to transfer files to another client from the contact list (text, sound, movie ... etc).
- Sign out
- Exit



### **Server Side Application:**

The server application should have a simple GUI that starts the service and allows some administration facilities (i.e. allow the administrator to view certain reports and statistics about the users). The details are as follows:

- Ability to start / stop the server.
- Allow users to signup (i.e. registration of first time users) and store their information (name, email, username, password, gender, country, ... etc)
- Accept connections and store information about clients' status.
- Ability to send an announcement message to all online users (For Example to advertise for a product or to announce the release of a newer version of the chat program).
- View the number of online and offline users.
- Show some statistics about the users.  
*(Hint: Display it as graphs, charts and/or any other components)*
- **Please design a USER FRIENDLY GUI for your application. (Make the user happy to use your program ;-) (Use Swing Components).**
- **It is recommended that you use a 3<sup>rd</sup> party LookAndFeel.**
- **Please package your work in an executable jar file (easy to use by users).**

### **Bonus:**

***Remember: All the above mentioned basic functionality SHOULD BE COMPLETED (and tested) before attempting to work on any bonus features from the list below.***

- One to One Chat
- Allow clients to send emails to each other through your chatting program. Then make sure that when the client registers and signs up for the first time, his username and password should be automatically sent to his email address. (Hint: See Java Mail API.)



### **Project Delivery**

Delivery Date: 2<sup>nd</sup> of February, 2016

Delivery Package:

- Executable JAR files
- Client's Netbeans project
- Server's Netbeans project
- Database schema and/or database backup
- Any 3<sup>rd</sup> party APIs
- Read me file that describes how to run and use the project and the team members' names.

Please, pack all of the pre-mentioned items on a CD and deliver it on the Date.

### **Support**

Don't hesitate to ask for support at office #1023

Or Call me: 0114 67 55 230

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