

Chatterbox Project Writeup

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Things you should know for running on your computer, and for grading:

- You have to start the server before starting any client programs
- Private chat is not fully implemented.
- I use the netty and protobuf libraries. I believe neither require you to download things to run on your system, but it's good to know they are there.

Structure of the code:

- There are three major sections: Client, Server and Shared. There is only intended to be one instance of the server where as there are many instances of the client. The server and client have initializers to get them going, handlers to handle communication, and controllers to perform specific tasks. There can be many clients, but each only has one static controller.
- The login screen requires the user to press the button in order to log in. If the user doesn't have an account, it automatically registers them for one, which should persist until the server goes offline.
- The user's history persists in a text file, which is unloaded and reloaded on the start up of a client
- On both the Client and server side, there is a switch statement which handles which kind of message is being received and behaves accordingly
- One logs out by closing the window
- Each Class contains it's own unit tests

Other Things to Note

- The github is <https://github.com/pixieofhugs/ChatterboxX> and includes all of the documents for the project (including this one)