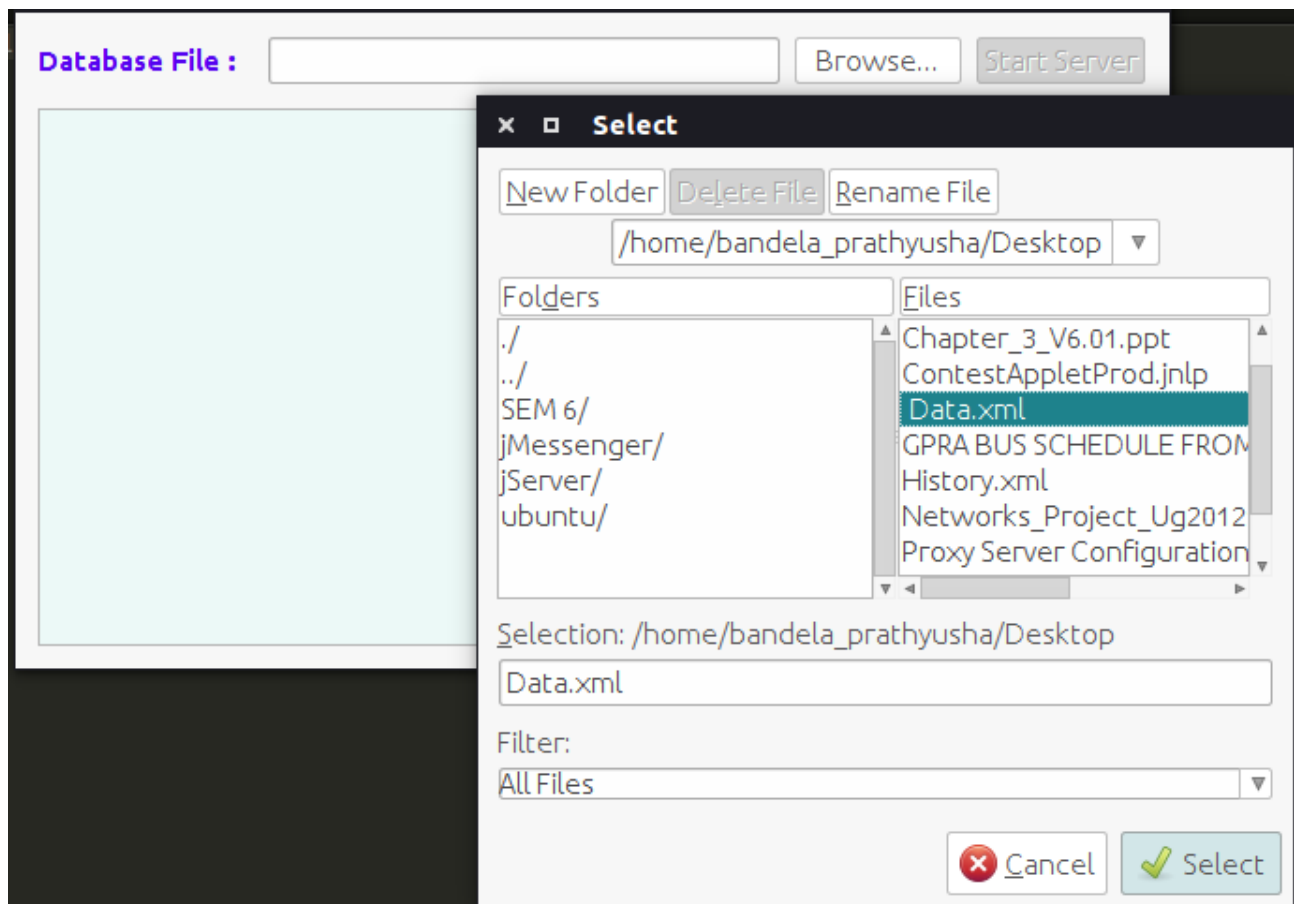


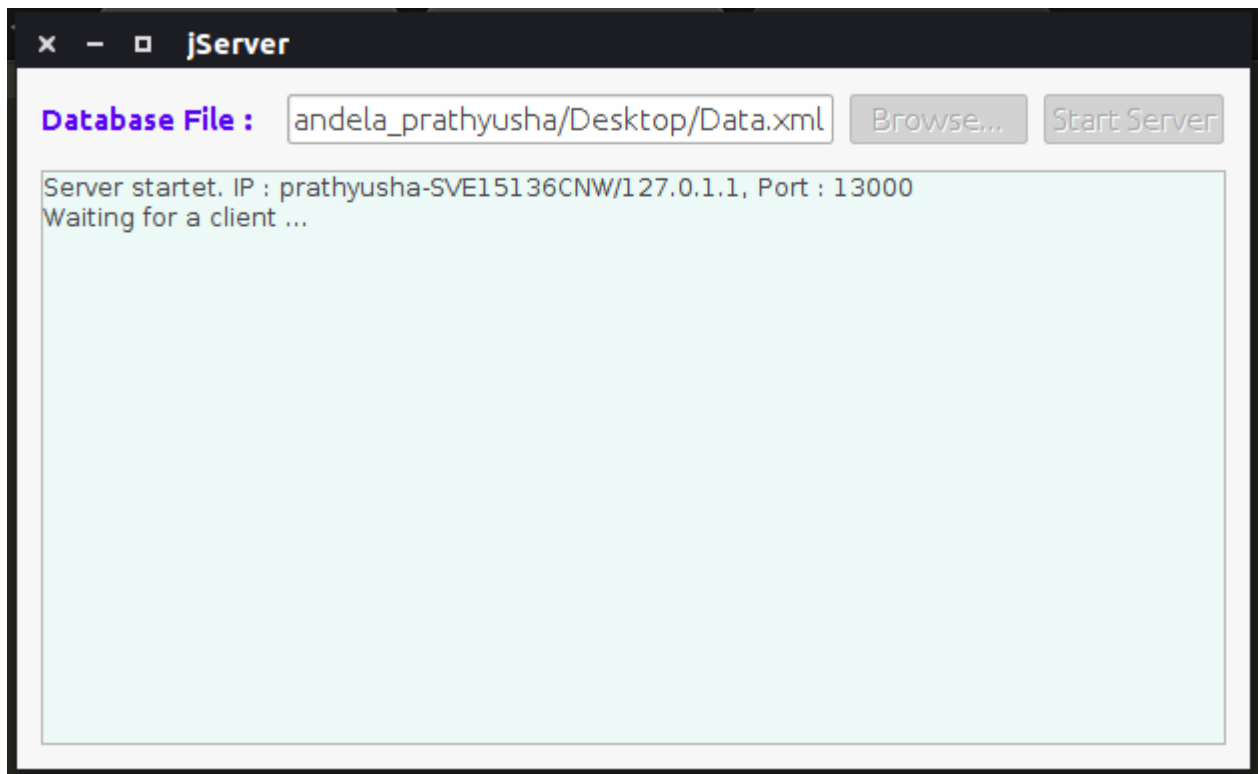
## A Multi-User Chat Application.

### 1. Server:

- After executing the jServer class, it pops out the Graphical User Interface of jServer. The database file(data.xml) which consists of user names and passwords of all the users should be browsed and uploaded.

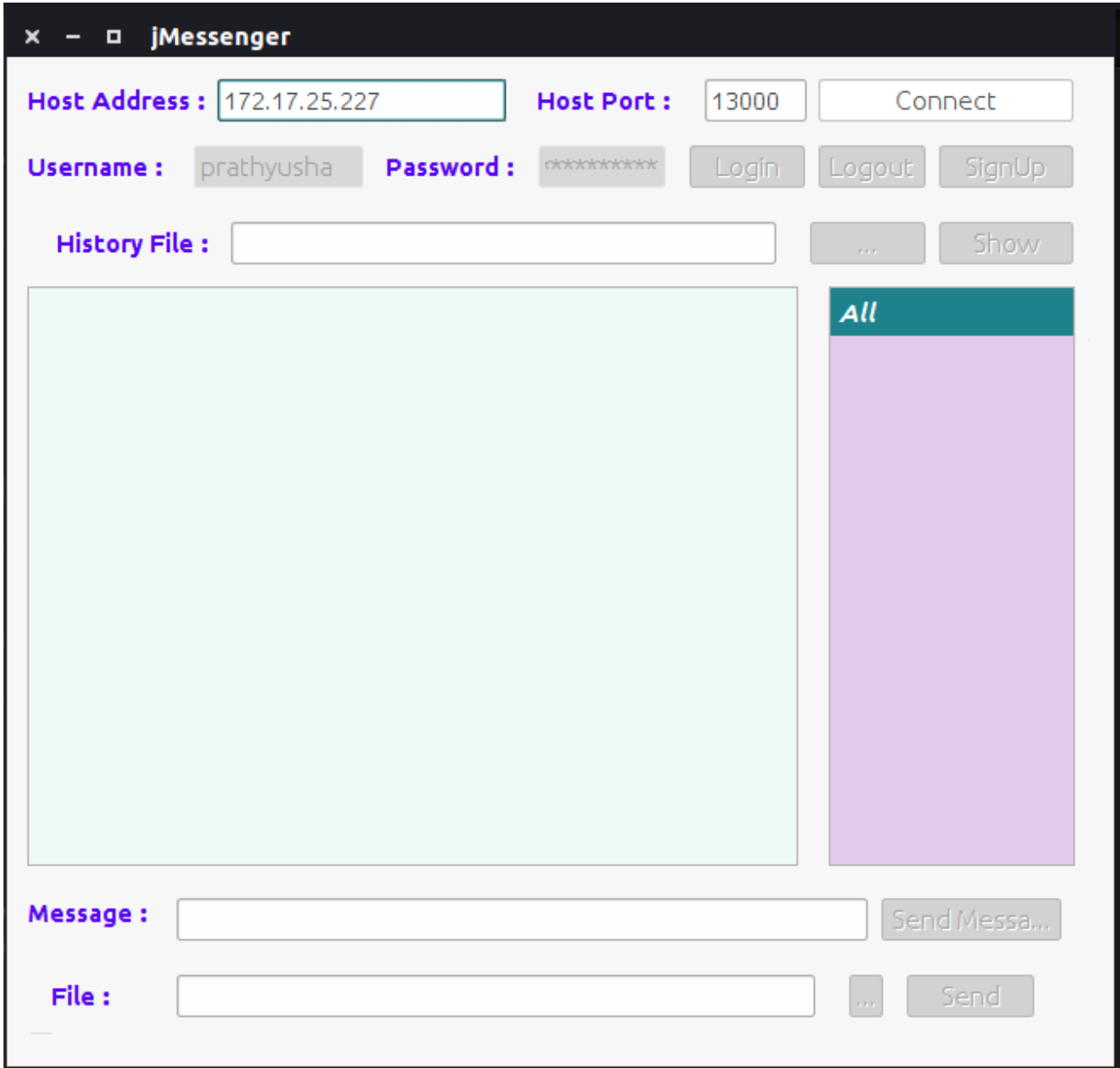


- Start the server after uploading the valid database file, shown below. After starting the server, the IP address and the port number is shown on the server window.



## Client.

- After executing the jMessengerr class, it pops out the Graphical user Interface of jMessenger. The ip-address of the server machine and the port number on which the server is waiting should be entered, and connect to the server by pressing the “Connect” button.



The screenshot shows the jMessenger graphical user interface. The window title is "jMessenger". It features several input fields and buttons for user interaction. The "Host Address" field contains "172.17.25.227" and the "Host Port" field contains "13000". A "Connect" button is located to the right of the port field. Below these, the "Username" field contains "prathyusha" and the "Password" field contains "\*\*\*\*\*". There are "Login", "Logout", and "SignUp" buttons. A "History File" field is followed by a file selection button (three dots) and a "Show" button. The main area is divided into a large light blue chat window on the left and a purple sidebar on the right with a teal header labeled "All". At the bottom, there is a "Message" input field with a "Send Messa..." button, and a "File" input field with a file selection button (three dots) and a "Send" button.

Host Address :	<input type="text" value="172.17.25.227"/>	Host Port :	<input type="text" value="13000"/>	<input type="button" value="Connect"/>
Username :	<input type="text" value="prathyusha"/>	Password :	<input type="password" value="*****"/>	<input type="button" value="Login"/> <input type="button" value="Logout"/> <input type="button" value="SignUp"/>
History File :	<input type="text"/>	<input type="button" value="..."/>	<input type="button" value="Show"/>	
Message :		<input type="text"/>	<input <="" td="" type="button" value="Send Messa..."/>	
File :		<input type="text"/>	<input type="button" value="..."/>	<input type="button" value="Send"/>

- After pressing the connect button the jmessenger shows default setup username and password, enables login and signup button as shown below.

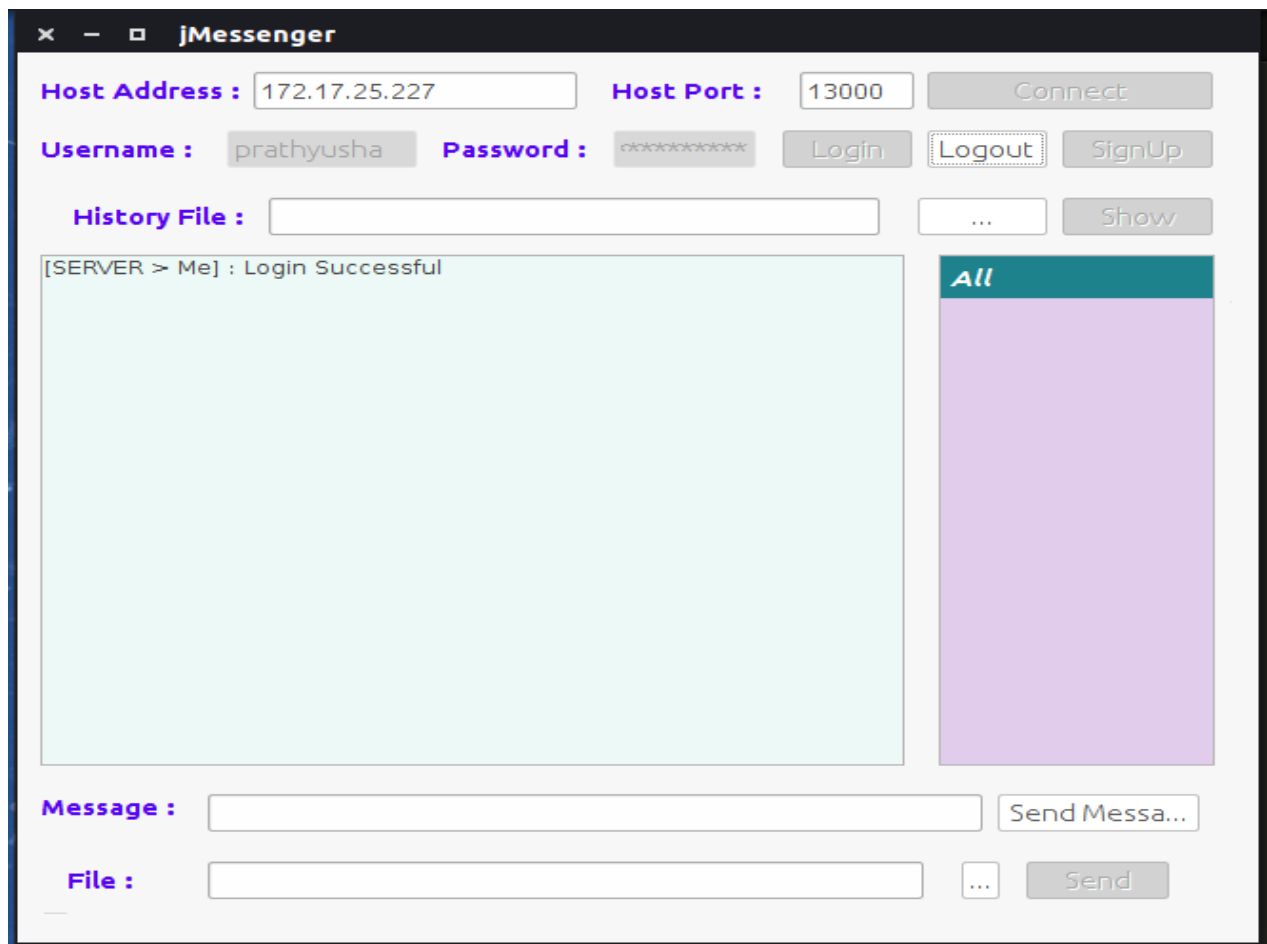
The screenshot shows the jMessenger application window. The title bar reads 'jMessenger'. The interface includes the following elements:

- Host Address :** A text input field containing '172.17.25.227'.
- Host Port :** A text input field containing '13000'.
- Connect** button: A grey button located to the right of the Host Port field.
- Username :** A text input field containing 'prathyusha'.
- Password :** A text input field containing '\*\*\*\*\*'.
- Login** button: A grey button located to the right of the Password field.
- Logout** button: A grey button located to the right of the Login button.
- SignUp** button: A grey button located to the right of the Logout button.
- History File :** A text input field.
- ...** button: A small button with three dots, located to the right of the History File field.
- Show** button: A grey button located to the right of the ... button.
- Message :** A large text input field for sending messages.
- Send Messa...** button: A grey button located to the right of the Message field.
- File :** A text input field for sending files.
- ...** button: A small button with three dots, located to the right of the File field.
- Send** button: A grey button located to the right of the ... button.

The main content area is divided into two sections:

- Left Section:** A large, empty light blue rectangular area.
- Right Section:** A vertical panel with a teal header labeled 'All' and a light purple body.

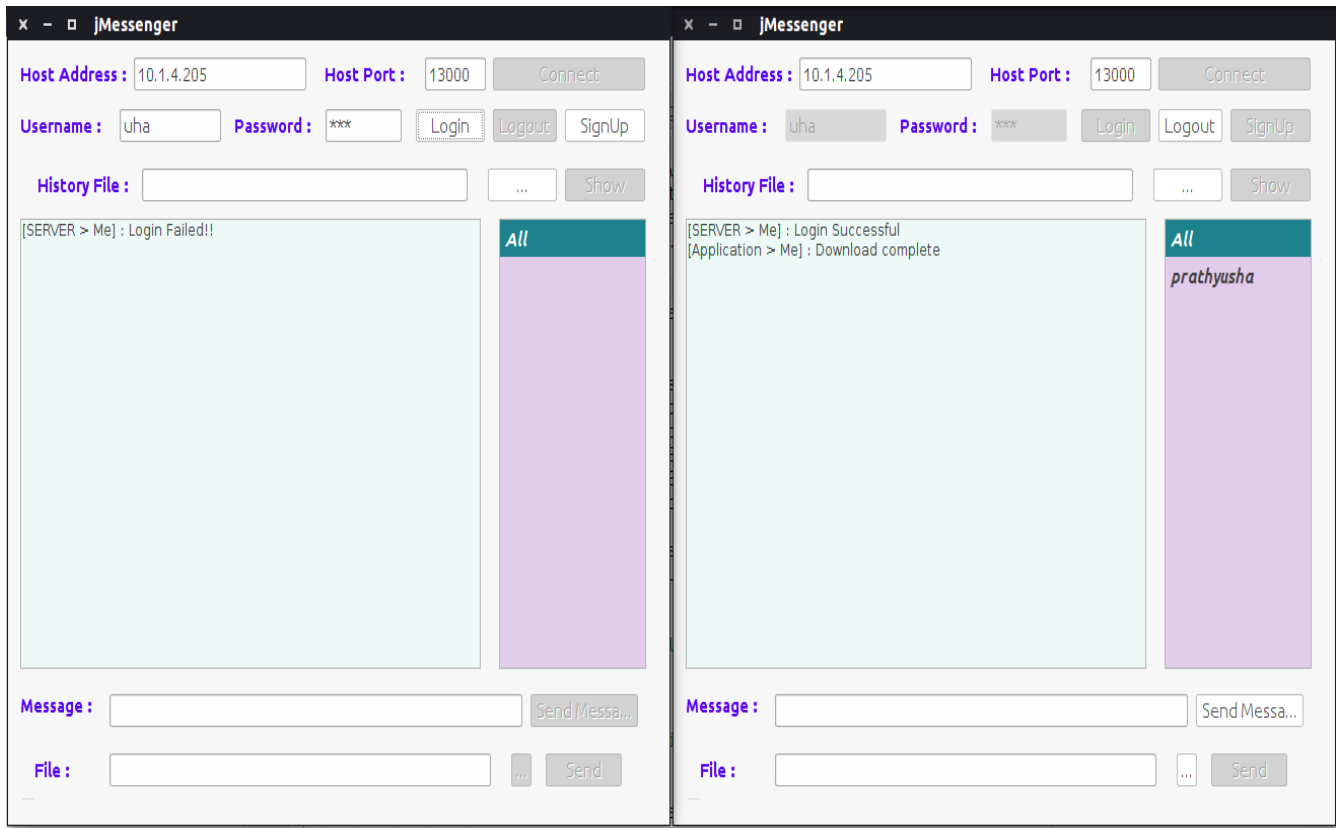
- Anyuser can login by using his/her username and password,these username and password are verified with the database uploaded at server,if the username and password are correct login happens as shown below.



- On the server window Client thread starts, and user login information is also displayed, as shown below.



- If a user is already logged in he cannot login again, and if user details doesnot match ,an error is shown as below.



- Newuser canalso be added by using signup (by pressing the sign up button ) ,their details are automatically updated in the database at server.Once a newuser sign'sup he is automatically logged in as shown

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□

jMessenger

Host Address :

Host Port :

Connect

Username :

Password :

Login

Logout

SignUp

History File :

...

Show

[SERVER > Me] : Singup Successful  
[SERVER > Me] : Login Successful

All

Message :

Send Messa...

File :

...

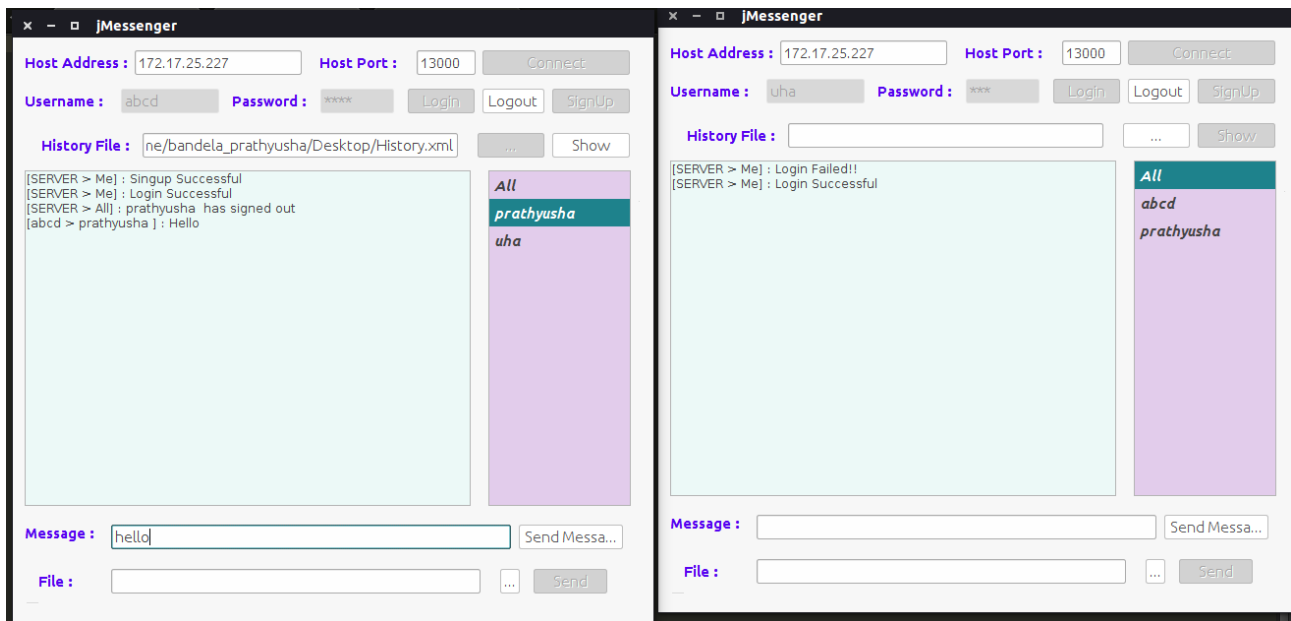
Send



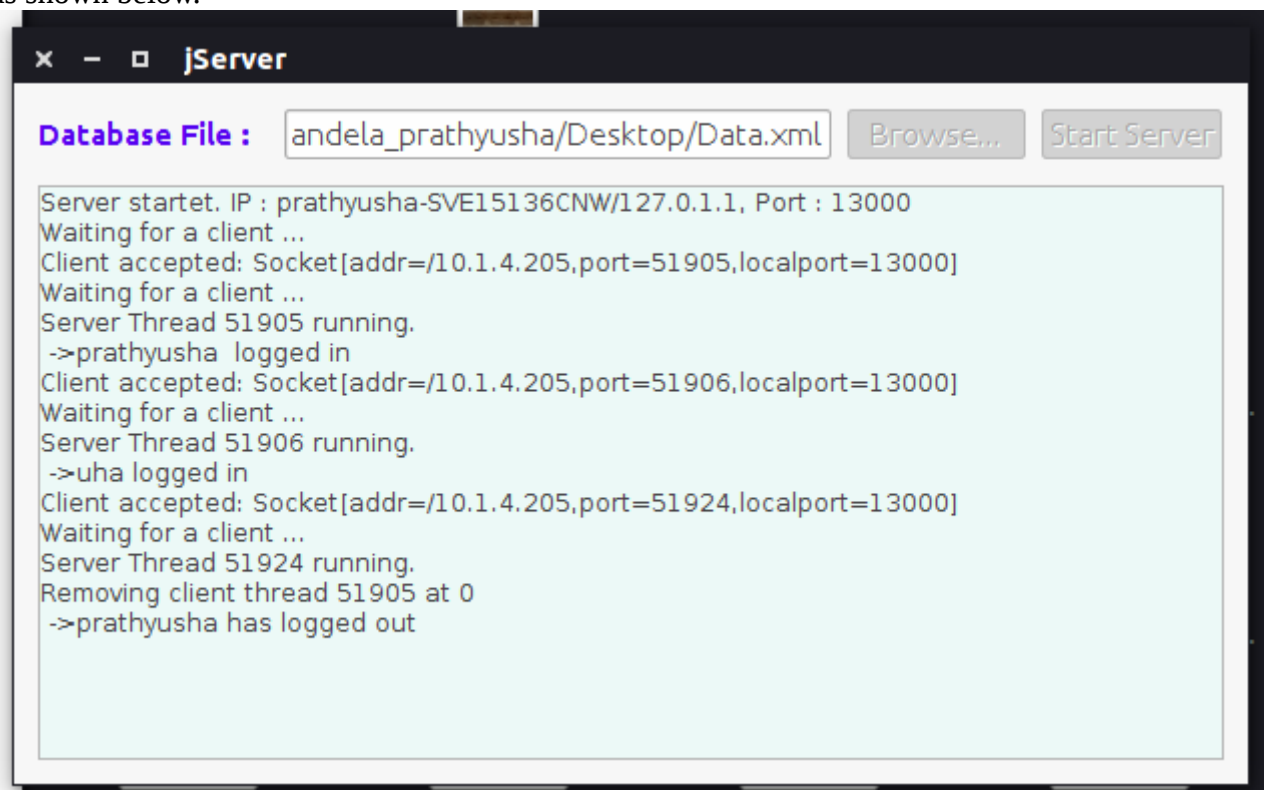
- Once the user is logged in he can see all the persons who are online at that moment as shown below.
- If the user wants to send message to all he has to select all and send the message, it will be displayed as below

The screenshot shows the jMessenger application window. At the top, there are fields for Host Address (172.17.25.227) and Host Port (13000), with a Connect button. Below these are fields for Username (prathyusha) and Password (masked with asterisks), with Login, Logout, and SignUp buttons. A History File field is also present with a Show button. The main area is divided into two panes: a light blue pane on the left showing a message history with entries like "[SERVER > Me] : Login Successful" and "[abcd > Me] : Hello", and a purple pane on the right showing a list of online users: "All", "abcd", and "uha". At the bottom, there is a Message input field with a Send Message button, and a File input field with a Send button.

- If the user wants to send message to only a particular user he has to select him and send the message , it will be displayed as below.

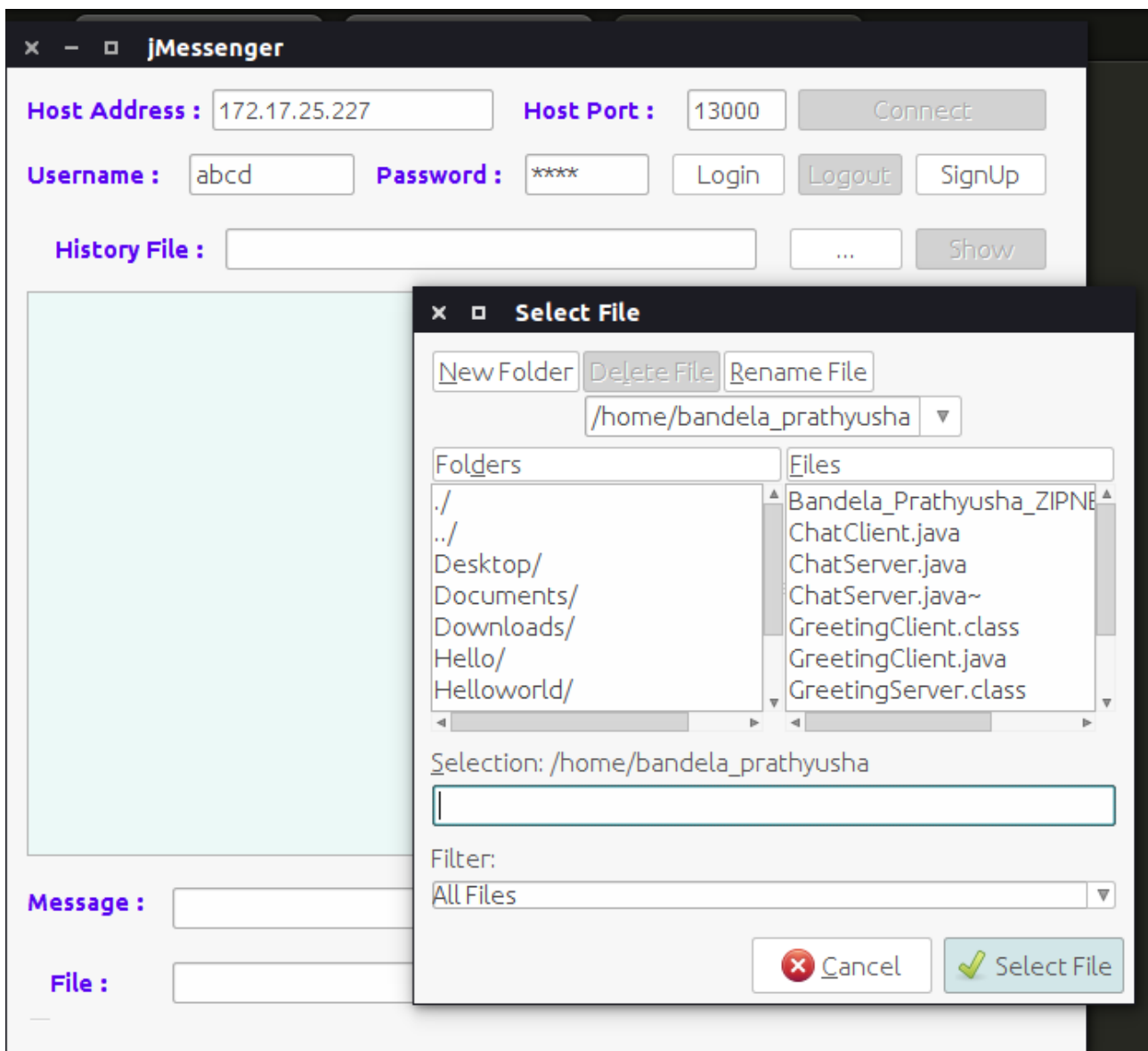


After the user sends his messages ,he can signout using the “Logout” button.Once any user signouts his chat window is closed and the server informs all other users that this particular user signed out. The client thread is terminated and the signout information is also displayed on the server window as shown below.



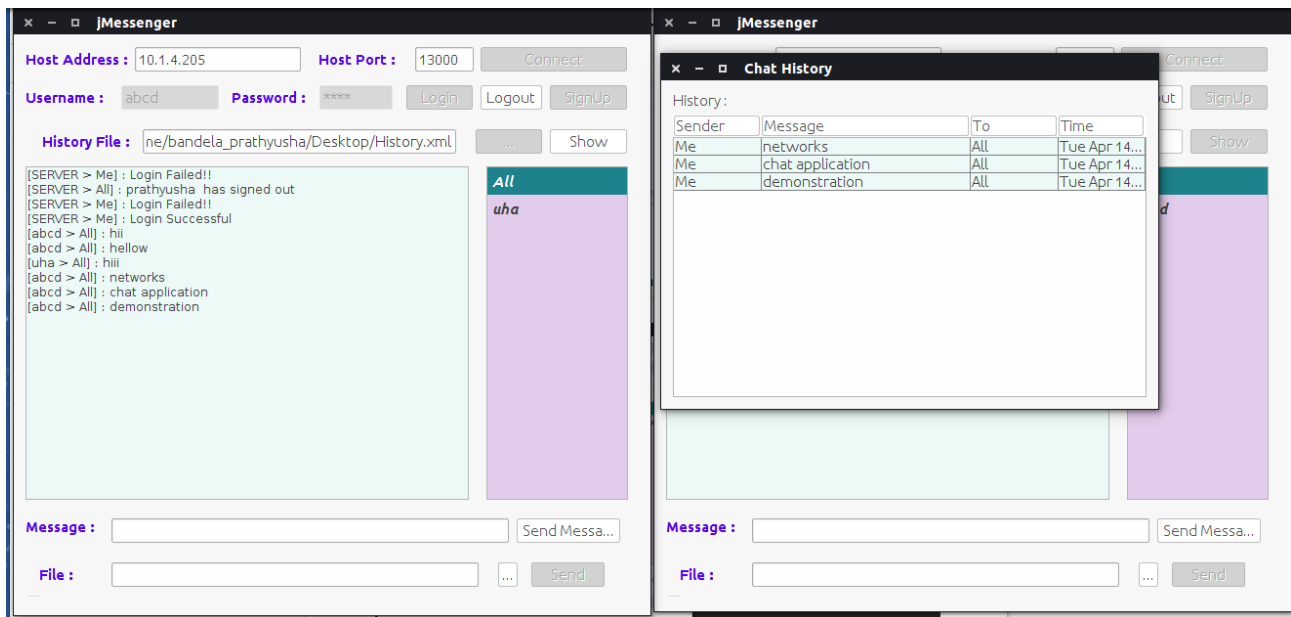
## History

- If a user wants to save his chat history ,he can upload a blank xml file in history column as below.



Once the file is selected and uploaded ,the file saves the chat of this particular user from that moment.

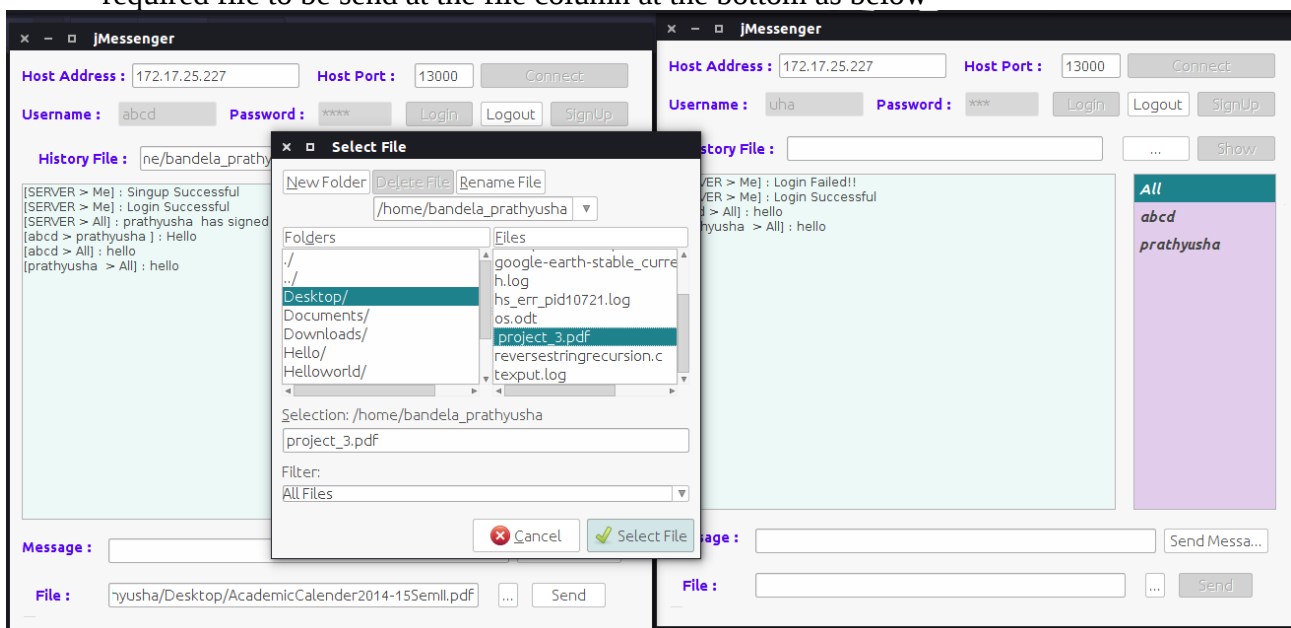
- If the user wants to see his chat history, the history window is made visible by pressing the “show” button. The format of the chat history is as shown below.



The above figure shows the chat history of the user abcd.

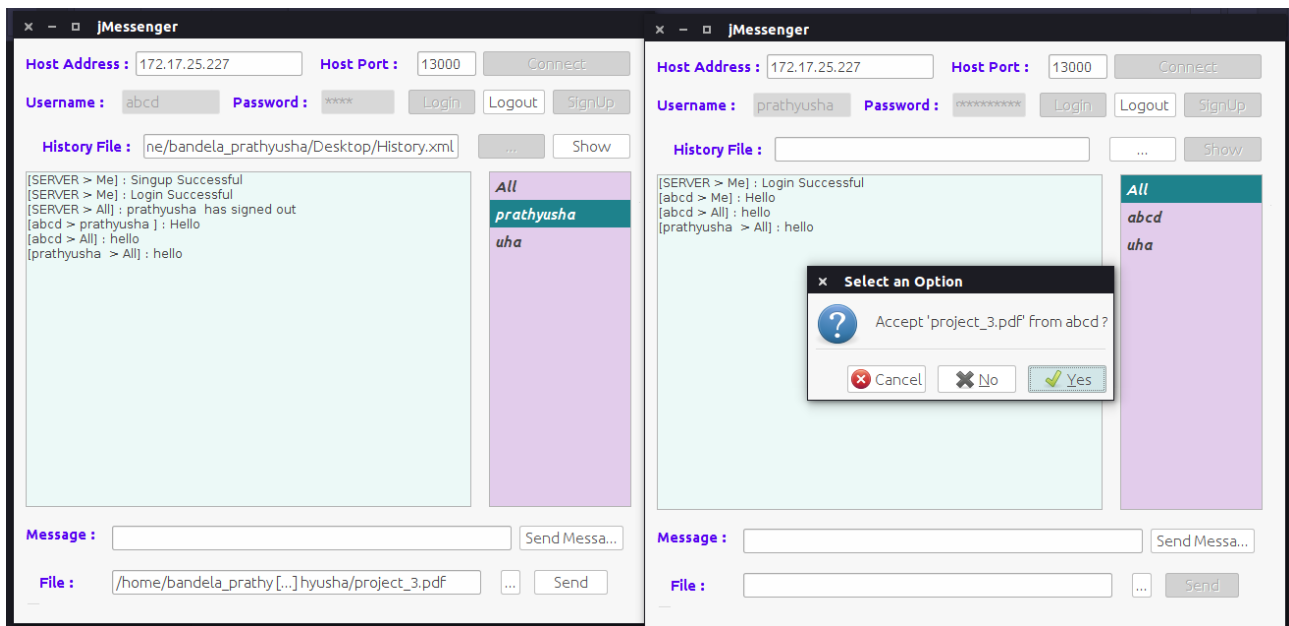
### Filetransfer-

- In our chat application not only messages but also files can be exchanged between users. If the user wants to send a file to a particular user, he selects the user and then uploads the required file to be sent at the file column at the bottom as below

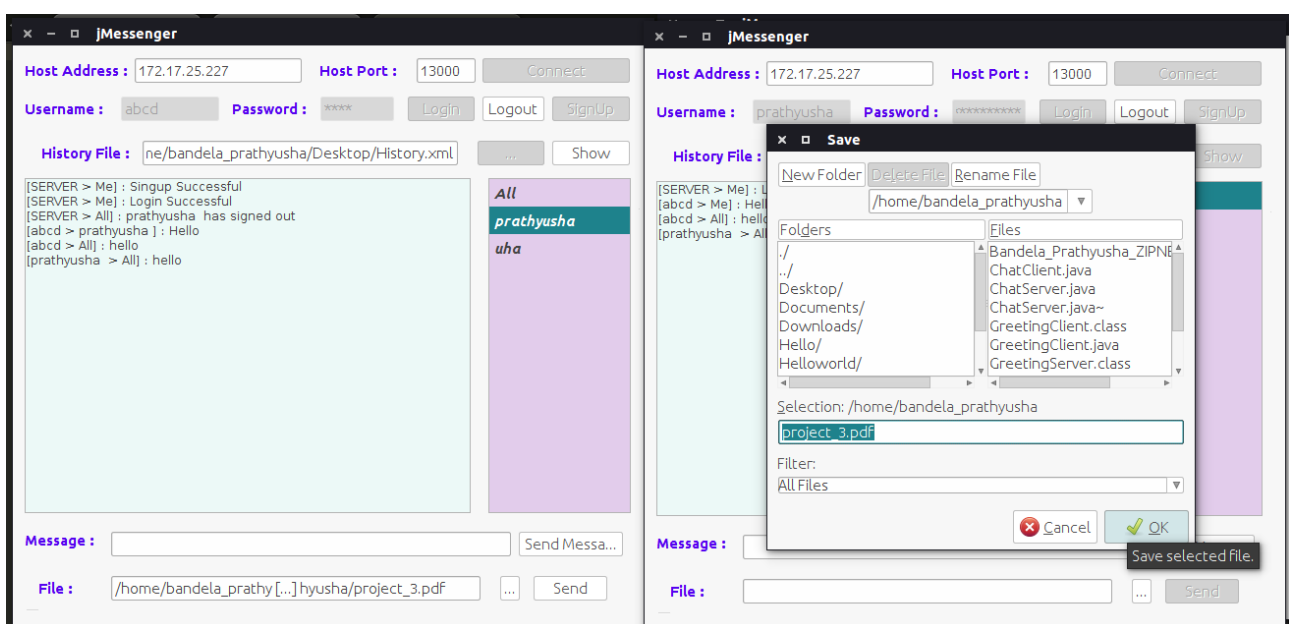


In the above fig user “abcd” is sending a file to user “prathyusha”

- Once the file is sent by the user, the receiver receives a popup asking whether he is willing to receive the file from that particular user

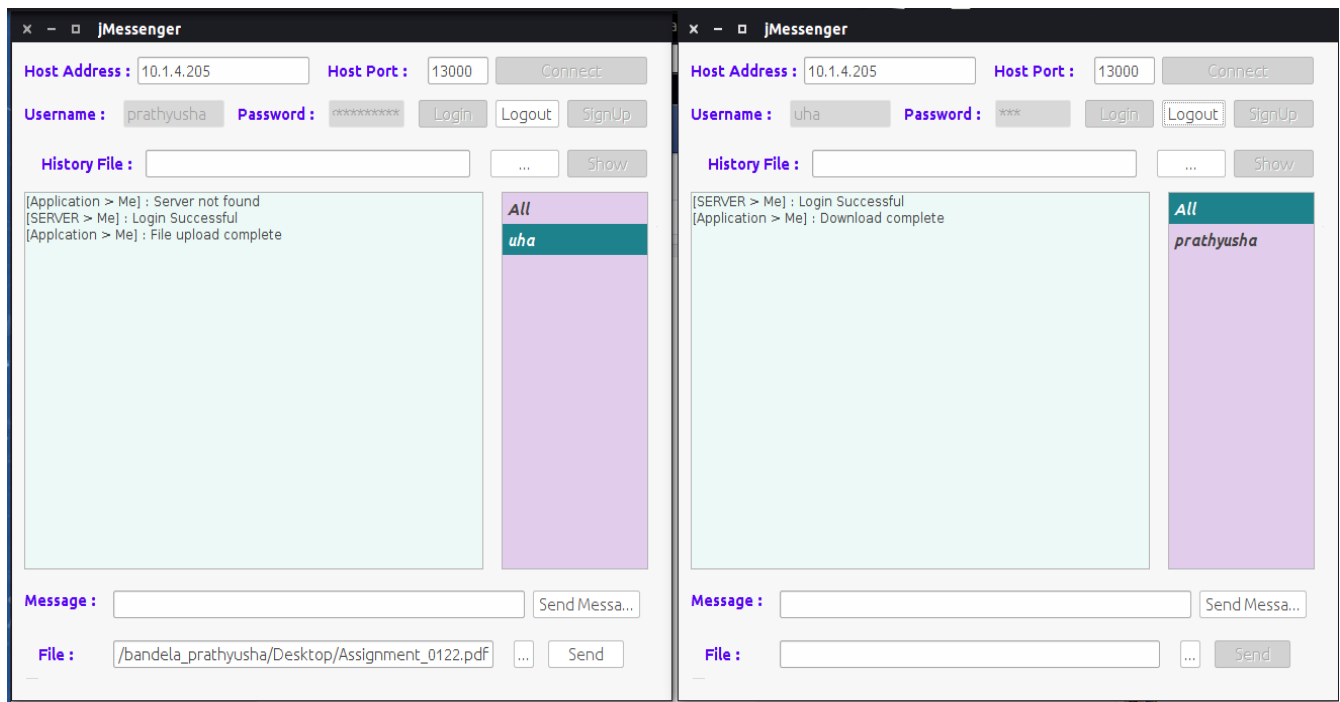


- In the above figure ,user “prathyusha” gets a popup asking whether to accept a file from the user”abcd”.
- If the user selects yes then the file can be stored at the required place by the receiver.



In the above figure user “prathyusha” can save file received from “abcd” wherever required.

- After successful file transfer, the output of the download is displayed on both the sender and the receiver window as shown below.



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