



COMP4021

Chatroom Project

Overview

- Basic chatroom engine (10 marks)
- User name checking (10 marks)
- Logging in and logging out (20 marks)
- Chat message input and message color (15 marks)
- Automatic hyperlink (10 marks)
- Online user list (15 marks)
- User tag adding, and display (20 marks)

* Maximum 100 points, no bonus given.



Basic chatroom engine (10 marks)

- 4 marks: Basic system procedure (e.g. login, adding message, display message in the chat room, etc.)
- 4 marks: Appropriate transmission from client to server (e.g. the new message is added to the xml file)
- 2 marks: Appropriate user interface (the given one is ok)



User name checking (10 marks)

In “**login.html**”, complete the function “**checkInput()**”

- 4 marks: User name cannot be **empty**
- 4 marks: User name cannot contain **illegal** characters. Only numbers (0~9), English letters (a~z, A~Z), and “_” are legal
- 2 marks: If the user name fails the aforementioned conditions, alert (e.g. using javascript “**alert()**” function to display proper contents)

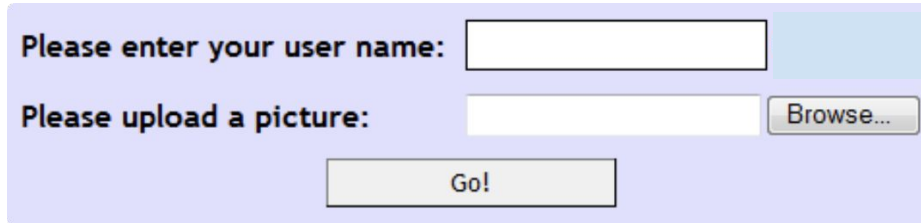
* User name is case sensitive



Logging in and logging out (20 marks)

Logging in:

- 5 marks: A user must enter a **name** and a **picture** to enter the chatroom. The picture will be used in online user list (see later slides)
- 5 marks: An error will be shown if any of the information is not correctly entered or selected
 - User “alert()” if the name fails the condition as mentioned in the previous slide
 - For other kinds of errors, “alert()” or redirecting to an error page are both acceptable



Please enter your user name:

Please upload a picture:

Logging in and logging out (20 marks)

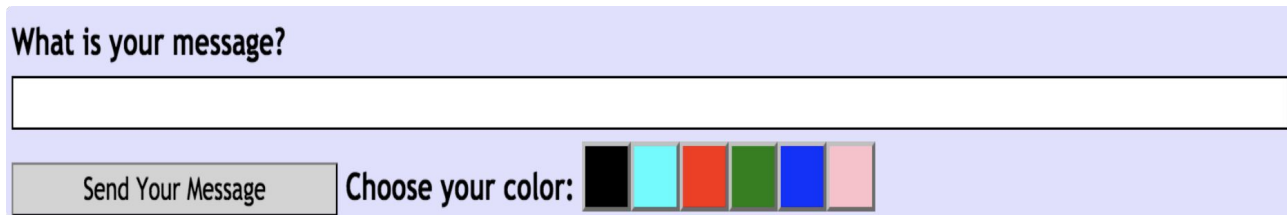
Logging out:

- 5 marks: There is a “Log out” button somewhere in the page
 - You can place the button anywhere you feel comfortable
 - You can use any way to display the button (e.g. `<div>`, `<button>`, etc.)
 - After clicking the button, the user will log out
- 5 marks: After logging out, redirect to the login page









Chat message input and message color (15 marks)

- 5 marks: User can enter the message in a text field and it is shown in the chat room once sent
- 5 marks: User can select a color by clicking on a color box
 - There should be at least **6** colors available for selecting
 - The default color is the first color shown in the interface (e.g. black in the figure below)
- 5 marks: The message is displayed using the selected color in the chat room



What is your message?

Choose your color:      


Automatic hyperlink (10 marks)

If a substring in the message is a URL, convert it to a hyperlink that:

- 4 marks: The hyperlink is displayed as an **underlined** text
- 6 marks: The user can click on the hyperlink to display it in a **new** browser window (if you replace the current page, get only 3 marks)

Please see the example in the following slide.

* We assume that a URL is a substring which starts with "**https://**" or "**http://**" and does not contain any **space**



Automatic hyperlink (10 marks)

Hyperlink example:



Bill:

Please look at `http://google.com` now!

Your code converts ‘`http://google.com`’
to a hyperlink automatically



Bill:

Please look at `http://google.com` now!



A clickable link

Online user list (15 marks)

- 2 marks: The user can click on a **button** to see the online user list. You can place it anywhere and use any way to display
- 4 marks: The online user list is shown in a **new** window (if you replace the current page, get only 2 marks)
- 9 marks: The list contains current user in the chat room system listed by their name (4 marks) and uploaded pictures (5 marks). The pictures are displayed using a predefined size (e.g. 50 by 50 pixels)

Please see the example in the following slide.



Online user list (15 marks)

Online user list example:

What is your message?




Send Your Message

Show Online User List Logout

a. There is a button in the interface

b. Show the list in a new page

Online User List - Windows Internet Explorer
http://localhost/chatroom/userlist.php

User Name	
	Bob
	Gibson
	Alice

User tag adding and display (20 marks)

- The user can click on an “Add tag” **button**. You can place it anywhere and use any way to display.
 - 5 marks: After the “Add tag” button is clicked, a **text** field where the user can write the tag and a “Submit tag” **button** shows up in the **same** page (hint: it can be achieved using Javascript hiding and showing element)
 - 2 marks: After the “Submit tag” button is clicked, the text field and the “Submit tag” button will be hidden
 - Note: 3 marks will be deducted if you implement this functionality by opening a new page in the browser




User tag adding and display (20 marks)

- 8 marks: In the chat room, the tags will be displayed after the name of the user.
 - For example, if “**Alice**” has tag “**sportsman**” and “**musician**”, you should display “**Alice (sportsman, musician): message**” in the chat room. The rule applies on all the messages of “**Alice**”
 - You can use any fancy style to display as long as the tags are shown behind the user name
- 5 marks: A user can have at most **three** tags. If a user already has three tags and one tag is added, the oldest one will be replaced.



Submission

- All your works must be developed in the “**htdocs**” directory if you are using XAMPP
 - All project files in the “**htdocs**” directory should be submitted. You could use sub-directories. You should compress them and submit a single zip file, in the format “**StudentId_Name_Chatroom.zip**”
 - Please remove unnecessary files (e.g. personal testing files) before you zip and submit the work
 - If you want to specify anything, write in a “**readme.txt**” file and include it in the zip file
 - Late submission has 20% penalty for each day
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Q&A

Please contact the TA ZHU Haoren (hzhual@connect.ust.hk) if you have any query about the project requirement.

