

Client Chat Application Documentation

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Introduction

- Purpose

The Client Chat Application is a simple WPF (Windows Presentation Foundation) application that enables users to connect to a chat service, send and receive messages, and disconnect from the service. It demonstrates the use of Windows Communication Foundation (WCF) to implement a client-server chat interaction. One of its possible approaches is to be a chat in some online game.

- Prerequisites

To run the Client Chat Application, you need:

- Windows operating system.
- .NET Framework installed.
- IDE (for development and building).

Application Overview

- Description

The Client Chat Application is a user-friendly chat interface that allows users to connect to a chat service and engage in real-time text conversations with other connected users. Users can send and receive messages, and the chat history is displayed in the application window.

- Features

- Connect to the chat service using a chosen username.
- Send messages to other users.
- Receive messages from other users.
- Disconnect from the chat service.
- Clear the chat display.

- Technologies Used

- Windows Presentation Foundation (WPF) for the user interface.
- Windows Communication Foundation (WCF) for client-server communication.
- C# programming language for application logic.

User Interface

- Main Window

The main application window displays the chat user interface.

- Connect/Disconnect

The "Connect" button allows users to connect to the chat service using a chosen username. Once connected, the button changes to "Disconnect" to allow users to disconnect from the chat service.

- Chat Display

The chat display area shows the conversation history between users. Messages are displayed with timestamps.

- Message Input

The text box at the bottom of the window allows users to input messages to send to other users.

- Clear Chat Button

The "Clear Chat" button clears the chat display area, removing all messages.

Functionality

- Connecting to the Chat Service
 - Click the "Connect" button.
 - Enter a desired username.
 - If the username is available, you'll be connected and can start chatting.
- Disconnecting from the Chat Service
 - Click the "Disconnect" button.

- You'll be disconnected from the chat service.
- Sending and Receiving Messages
- Type a message in the input text box.
- Press the "Enter" key to send the message.
- You'll receive messages from other connected users in the chat display area.
- Clearing the Chat Display
- Click the "Clear Chat" button.
- The chat display area will be cleared of all messages.

Usage Instructions

- Running the Application
1. Ensure you have the required prerequisites installed.
 2. Run the ChatHost as an administrator from your computer.
 3. Run the .xaml program to open an interactive app.
 4. Run the .xaml program one more time to simulate another user.
 5. Use your chat.