LAB 1: CHAT SYSTEM

1. Goals
- Building distributed systems
- Synchronous communication systems
- Introduction to Java Remote Method Invocation (RMI)

2. Prerequisites
- Java programming

3. Description
a) Build an RMI-based chat system, where participants can dynamically join, leave, exchange messages
b) Add a history feature to the chat system
c) Make the chat system persistent (persistent history of messages)
d) Implement a graphical user interface for the chat system

4. Methodologie
a) Define the interface of the remote object
b) Define the protocol for the interactions between the clients and the server. Who will call what method? For what? Which methods are remote?
c) Implement the object
d) Implement the server
e) Implement the client
f) Test

5. Software environment

Used software
- Java 2 SDK
- IDE (e.g. Eclipse)

Directory organization

Organize your directory as follows:

src/
    .java files
classes/
    .class files
doc/
    Javadoc API and HTML files
lib/
    .jar files