Programming Project #4:

Simple Chat for Client and Sever



CIS 296 - Project 4

By:

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Design and Implementation

Using my experience from CIS 427 this semester, and the guide for setting up a network connection given by Prof. Baugh, I set up the ChatApp program in NetBeans.

I created two standard Client and Server just to be able to set/get the IP Address and the Port value for each side of the ChatApp users.

Then I worked on the Network Connection where I set up the functions to startConnection(), closeConnection(), and send messages between the Client and Server.

Lastly, I set up the ServerApp.java and ClientApp.java. Originally, I wanted to just create one ChatApp file, however I was running into problems when trying to run two programs simultaneously on the NetBeans IDE, so I made a ServerApp.java and ClientApp.java. Here, the code was identical for both sides, expect that in the ServerApp.java file, the isServer boolean value was true, and in the ClientApp.java file, the isServer boolean value was false. This setup made it difficult to implement the feature to use the words “You” and “Friend” when sending messages, which is why I stuck to using “Server” and “Client” in the message text box when sending messages form one application to the other.

Also, because the requirement that said I didn’t have to make a GUI was mentioned, I decided to simply hardcode the GUI layout, which made creating the Server and Client screens easier, given I had to split my original code into those two files. Looking back, I realized that I didn’t add a button onto the GUI layout, but I’m a bit too lazy to go back and do it now given that the primary functionality of the program works.

In conclusion, I learned a lot from this class, but this semester has me burned out and I’m ready to take Mobile Apps with you next semester!