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\*/

package chatroom;

import java.io.DataInputStream;

import java.io.DataOutputStream;

import java.io.IOException;

import java.net.Socket;

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public class ThreadSever extends Thread{

public Socket client;

public Server server;

private String nickName;

private DataOutputStream dos;

private DataInputStream dis;

private boolean run;

public ThreadSever(Server server, Socket client){

try {

this.server=server;

this.client=client;

dos= new DataOutputStream(client.getOutputStream());

dis= new DataInputStream(client.getInputStream());

run=true;

this.start();

} catch (IOException e) {

e.printStackTrace();

}

}

public void run(){

// xữ lý đăng nhập

String msg=null;

while(run){

nickName=getMSG();

System.err.println("Nick Name: "+ nickName);

if(nickName.compareTo("0")==0){

logout();

}

else {

if(checkNick(nickName)){

sendMSG("0");

}

else{

server.user.append(nickName+" đã kết nối với room\n");

server.sendAll(nickName,nickName+" đã vào room với anh em\n");

server.listUser.put(nickName, this);

server.sendAllUpdate(nickName);

sendMSG("1");

diplayAllUser();

while(run){

int stt = Integer.parseInt(getMSG());

switch(stt){

case 0:

run=false;

server.listUser.remove(this.nickName);

exit();

break;

case 1:

msg = getMSG();

server.sendAll(nickName,nickName+" : "+msg);

break;

}

}

}

}

}

}

private void logout() {

try {

dos.close();

dis.close();

client.close();

} catch (IOException e) {

e.printStackTrace();

}

}

private void exit(){

try {

server.sendAllUpdate(nickName);

dos.close();

dis.close();

client.close();

server.user.append(nickName+" đã thoát\n");

server.sendAll(nickName,nickName+" đã thoát\n");

} catch (IOException e) {

e.printStackTrace();

}

}

private boolean checkNick(String nick){

return server.listUser.containsKey(nick);

}

private void sendMSG(String data){

try {

dos.writeUTF(data);

dos.flush();

} catch (IOException e) {

e.printStackTrace();

}

}

public void sendMSG(String msg1,String msg2){

sendMSG(msg1);

sendMSG(msg2);

}

private String getMSG(){

String data=null;

try {

data=dis.readUTF();

} catch (IOException e) {

e.printStackTrace();

}

return data;

}

private void diplayAllUser(){

String name = server.getAllName();

sendMSG("4");

sendMSG(name);

}

}