TTM4100 - Project Group 101

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Group members:

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Explanation of design

The client will only send and receive messages to and from the server. It starts by creating a TCP connection with the server. To be able to send messages to the chat, the client must first request a logon with a username to the server. After logon, the client will send and receive messages to and from the server. To quit the session, the client sends a logout request.
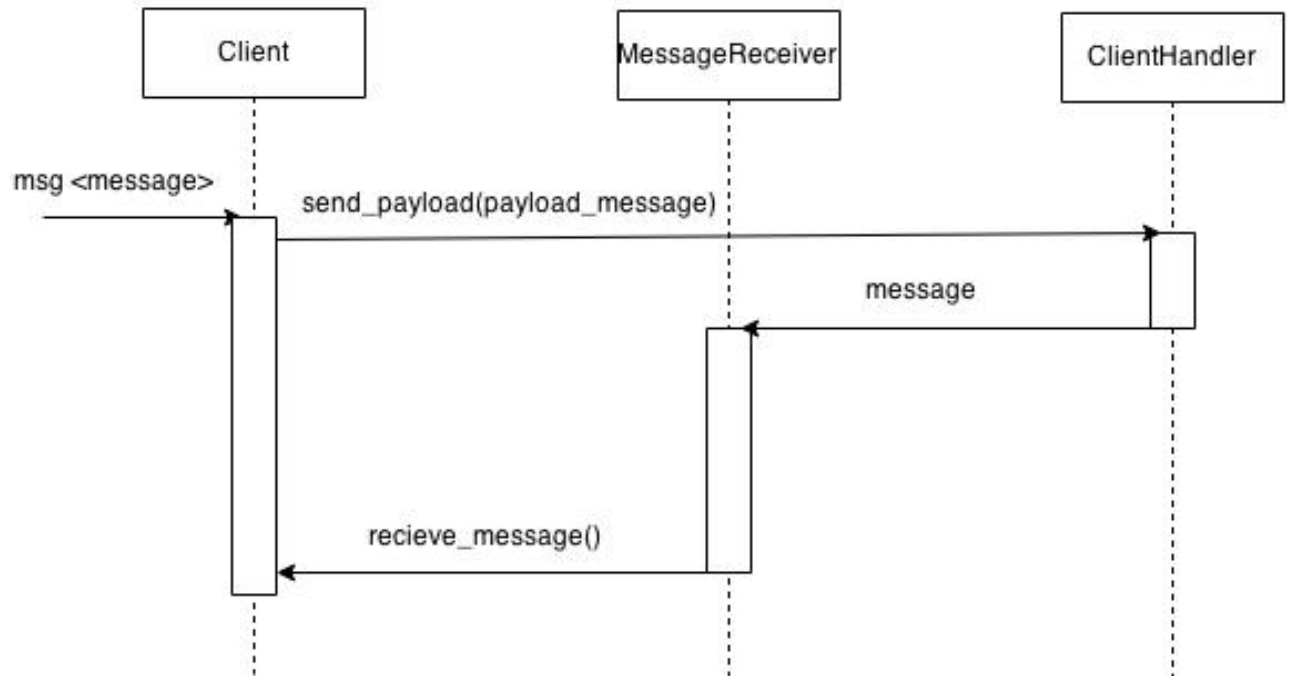
The server will always run, waiting for new connections and accepting them. It accepts logon requests with valid usernames. While users are logged on, it receives messages and sends them to all users. For other requests, it responds to the requesting user. After receiving a logout request, it logs out the user preventing it from communicating with the other users.
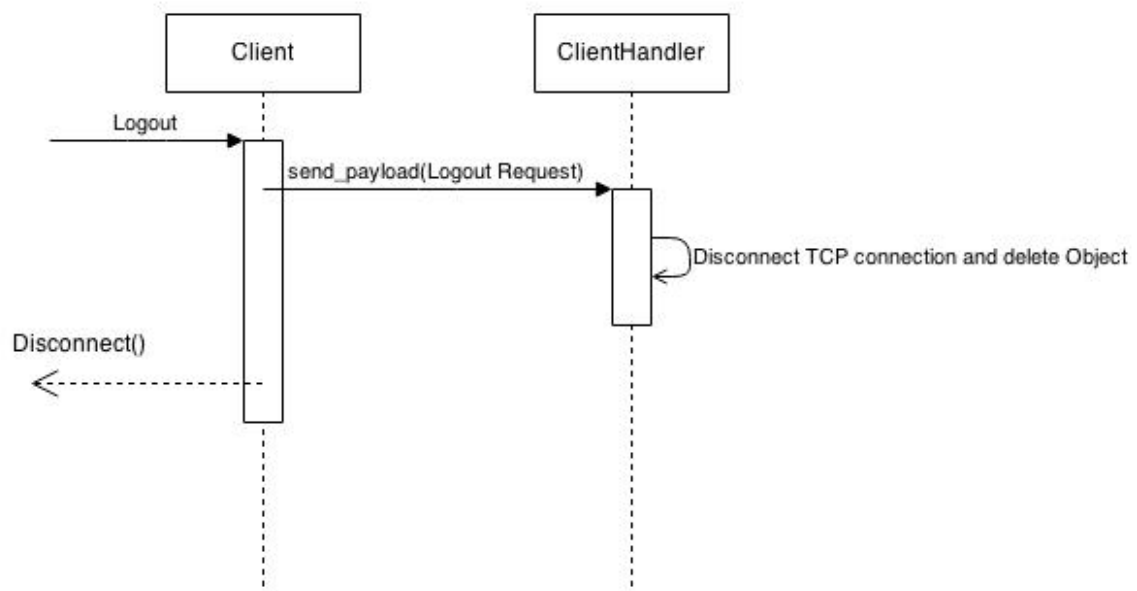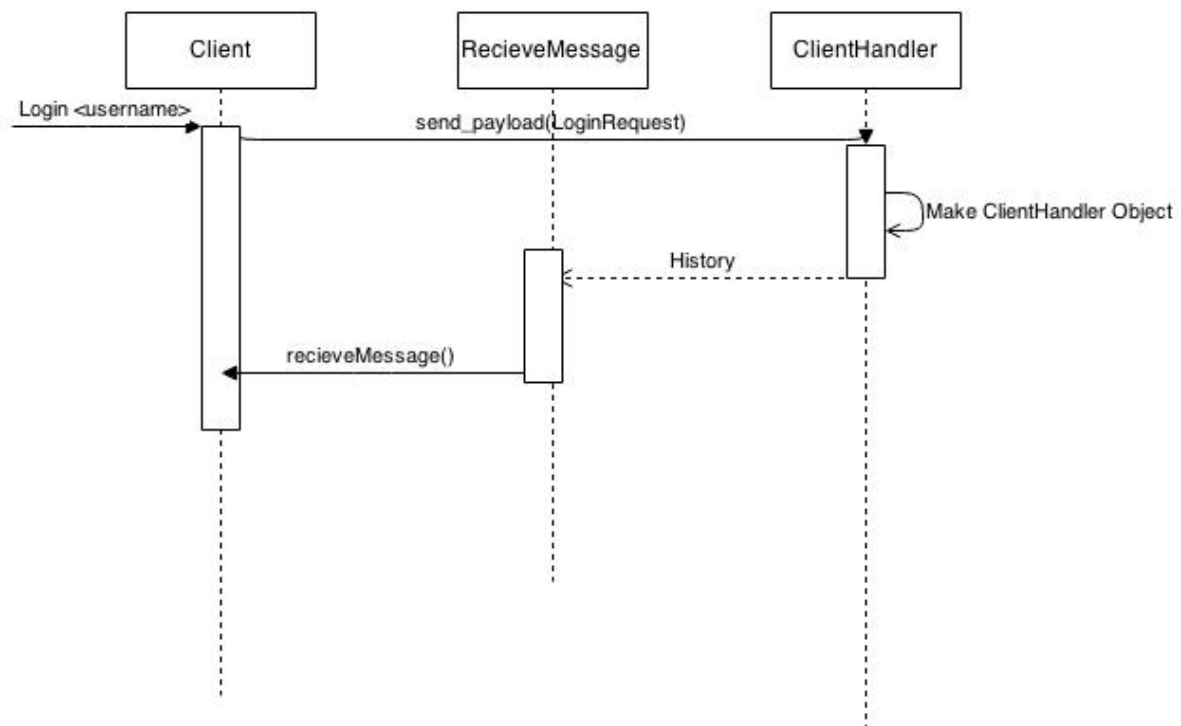
The class diagram
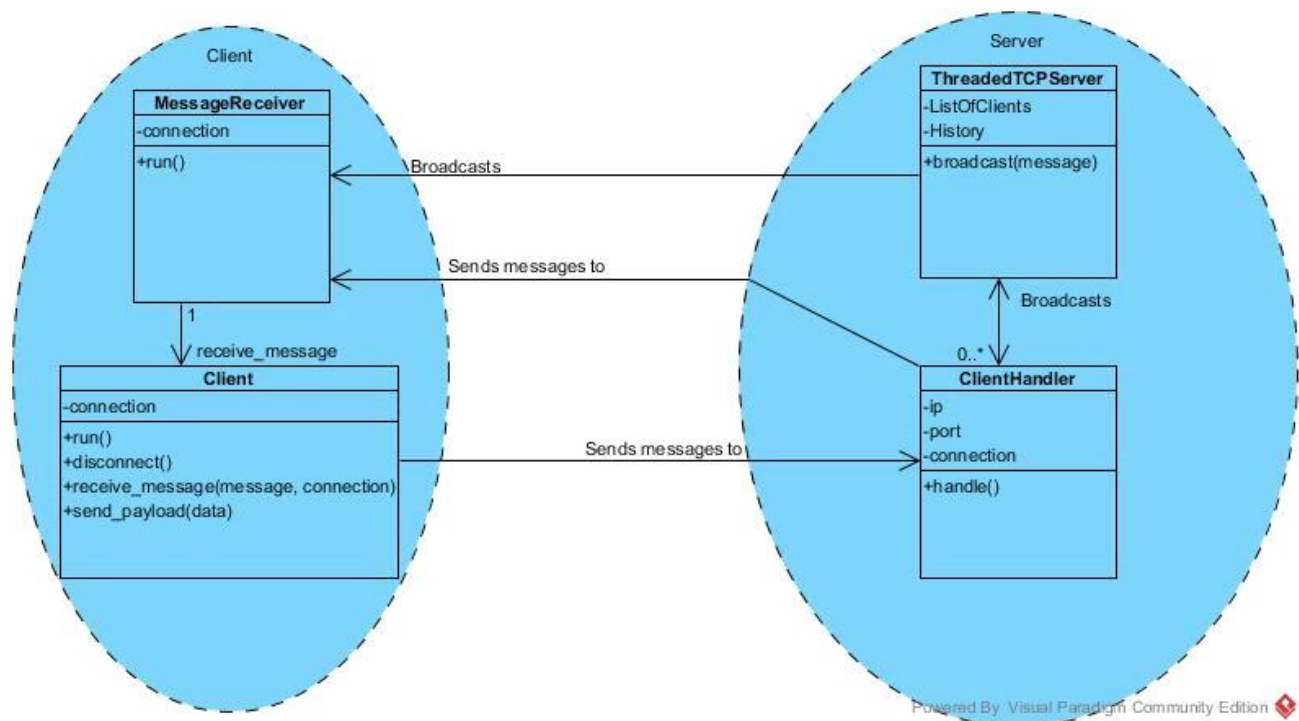
The sequence diagrams:
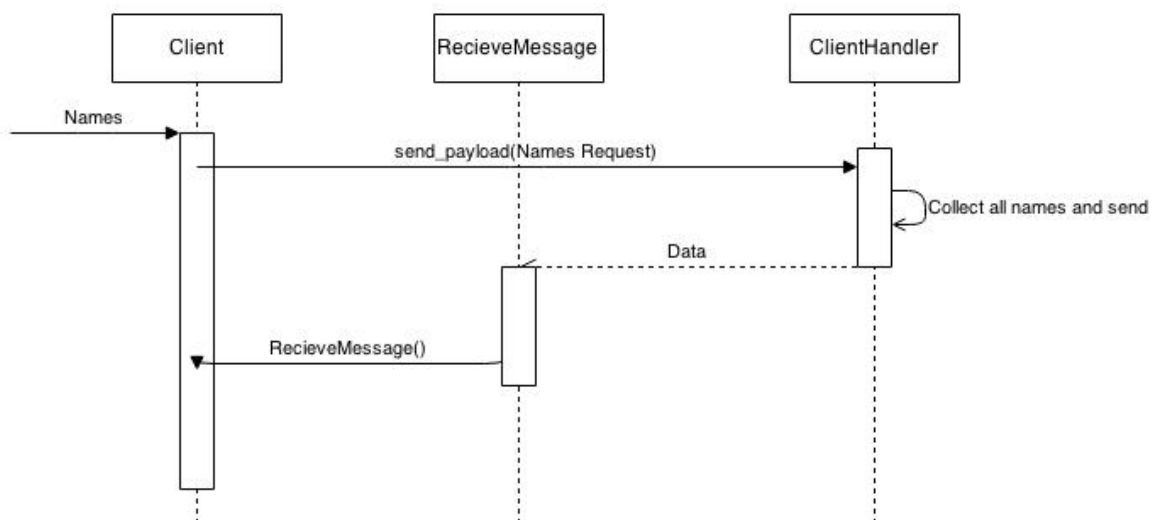
msg <message>

LOGOUT

Login<username>

Names

Error

Not Logged in or Unrecognized request

Client	RecieveMessage	ClientHandler

Message

Send Message

Unrecognized request/Not logged in

Error

RecieveMessage()