**Chat App**

Project Summary

**Overview**

The Chat App is a functional prototype, although not a finished product. It consists of two modules, a client module and a server module. With a single instance of the server running, many instances of the client module can connect to the server. Once connected, they can register, and once registered they can login.

Once logged in, the users can see who else is logged in, and they can send a message to any user. They also can send a message to the group chat box.

**Testing**

Because of some late design changes, and significant time constraints, most testing was done on a rather informal basis. In addition, most unit testing is done interactively, instead of using JUnit or something similar.

**Active Bugs**

Group chat messages also show up in open personal message boxes. This could be fixed if I had more time, but as it stands, it stays. I believe it just needs a different message listener for the group chat box.