

KTH Chat

Documentation for KTH Chat v1.0

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Author: Viktor Gars

KTH Chat is a J2ME chat client that communicates via sockets with a JRC (Java Relay Chat) v1.0 server.

User Interface

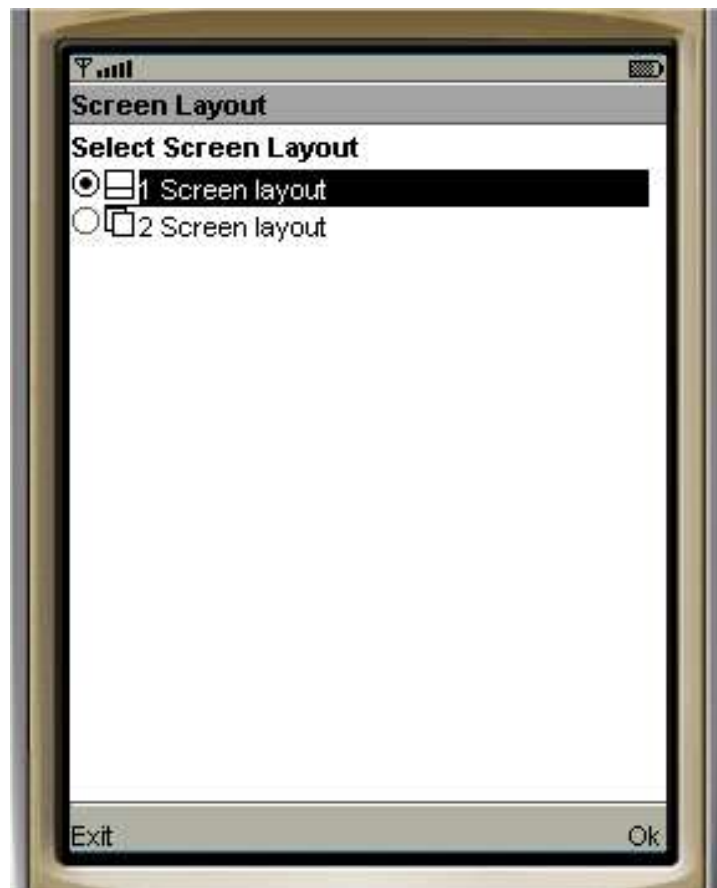
KTH Chat contains 5 main screens and here is a short description about them,



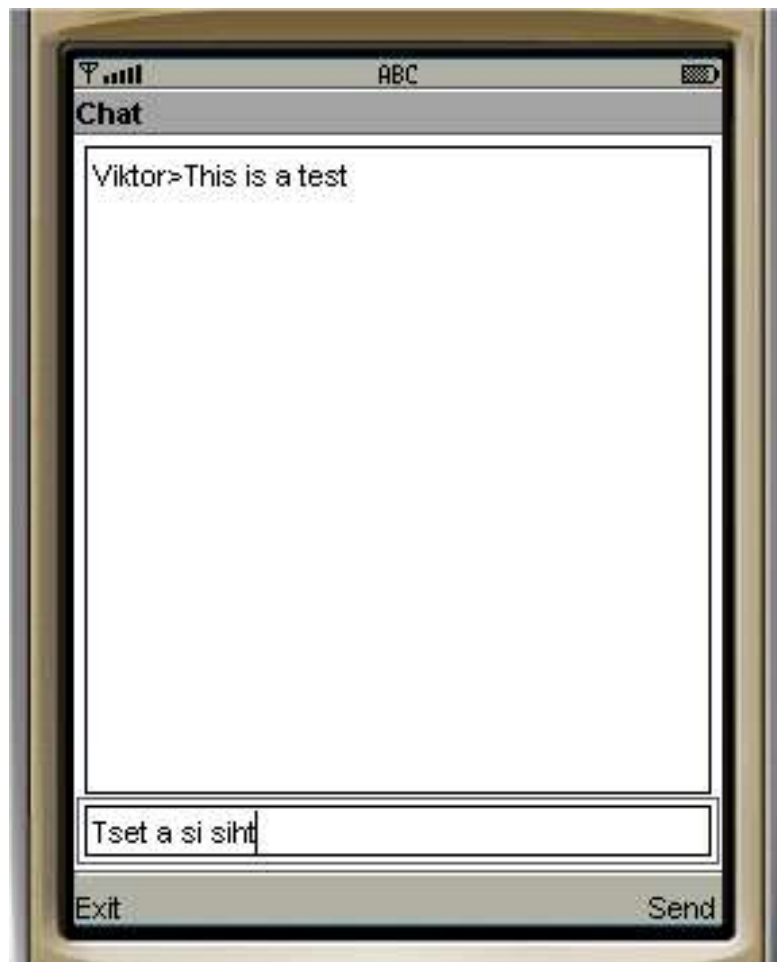
This is the first frame that is shown to the user and here the user can enter connection information and user information, this information can then be saved to RMS by selecting the option “Save Information”. To connect to the server press “Ok”.



When connecting to a server this screen will be shown and if the connection was successfully created you will get a message telling you that, if something went wrong you will get the option to go back and change the connection data.



When a connection is established the user can select between two different layout options, Split screen layout or two screen layout. Split screen layout will let the user read the chat and write chat messages on the same screen while two screen layout lets the user read the chat on one screen and move to another screen to write a message.



This is a example of what the split screen layout looks like. At the top there is a text area where all chat messages are displayed and below is the text box where the user can write his message.

