

ASSIGNMENT 5

CS 522

Submitted By-

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In this assignment, you will combine the client and server apps from the previous Chat app assignments into a single Chat app, that will allow bidirectional communication between different Android devices.

All your projects for this submission should target Marshmallow (Android 6.0, API 23).

1. To allow the chat app to wait until a message is received, we defined a service to manage the thread, which runs in background. When a message is sent from server side, the client is listening for any request, and as a request is made, the service responds and the message is received.
2. This logic of using service component allows the application to not depend or do any work on main thread, especially network operations.
3. The chat service also binds to a UDP packet for sending and receiving messages. It provides a binder for allowing the UI to call into service operation for sending a message.
4. Also, when a message is received, it automatically updates the UI.
5. For this assignment, we only made one application which runs on two emulators for sending and receiving messages from either end.
6. The application also provides features like customizing user name and client port using settings button on action bar, and shows all the peers that have send the message to the current client, and clicking on a peer name will display that peer information.

Note-

The zip archive “Yugaank_Sharma” contains 1 folders and 3 files, Chat App folder, APK file, chat application video and README.pdf