

CET 350 Technical Computing Using Java
Group Program 6 Chat (Revised)

Using an IDE, write a java chat application.

Use a frame, window, for the application.

Include a TextArea for the dialogue.

Include a TextField for the outgoing message.

Include a Button to send the message, enter from the TextField will also send the message.

Use a TextField to specify a port number for the application, the default will be 44004, when opened as a server.

Use a Button to open a server mode.

Use two TextFields to specify the host and port number of the server for the client.

Use a connect Button to establish a connection to the server from the client.

When the server receives a connection request it will open the bidirectional connection with the client.

Display all messages in the TextArea of both server and client and precede all messages from the appropriate origin, server or client.

Once connected, either the server or client can type a message in it's message TextField and press enter or press the Send Button to send the message. The message will appear in both the server and client TextArea with the appropriate origin identification.

Include a Button to Close the connection from either the server or the client.

The connections will close when the application is terminated even if the session was not closed.

Include a status TextArea at the bottom of the application.

Include a Thread so the application can be terminated at any time.

Include a set of radio buttons to change the text colors of the chat textfield, at least four colors.

Bonus: Make two chat windows, TextArea and related TextField and Buttons, which will support two chat sessions with two other applications.

Name your program Chat.java

At the top of the program, place a comment header containing:

- a. Your name(s)
- b. CET 350
- c. Group number
- d. Your e-mail address

Properly comment the program.

Only turn in a program that will compile without errors. A program that has compile errors will be returned unchecked. Late points will continue to accumulate until a program is turned in that compiles without errors.

