

Assignment 2

Deadline: 08.03.06

Problem) - Chat-room

Your task is to develop a chat tool in Java. Your chat application should consist of a server and a client component.

The server should allow clients to create chat-rooms, list all existing rooms, join existing chat-rooms, or to leave a chat-room. Once created, chat-rooms store all data (messages sent to the room) for as long as they exist. If a chat-room has not been used for more than 7 days, it should be destroyed. The server should allow for multiple clients access.

The client should provide a GUI that enables a user to create a room, list the existing rooms, join one or more existing chat-rooms or to leave one or more rooms. If the user connects to a chat-room all previously sent messages of that room should be displayed. New messages sent by the user or other connected users should be shown to the user with a maximum delay of 0.5 seconds. To simplify the development of the client software, you can request the user to provide the location and name of the server object.

Part A) Sockets

Implement the chat-room application using only sockets (no RMI or CORBA).

Part B) RMI

Implement the chat-room application using only RMI (no Sockets or CORBA).

Part C) CORBA

Implement the chat-room application using only CORBA (no Sockets or RMI).

Handin:

Documented source code

All Binaries

Batch files to compile and run the different parts of the assignment

A detailed description of how you tested your code