

Assignment 3

Deadline: 22.03.06

Problem) - Chat-room

Your task is to develop a chat tool. 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.

C# & Remoting

Implement the chat-room application using only C# and Remoting (using SOAP and HTTP).

Java & Web Services

Implement the chat-room application using only Java and Axis 1 or Axis 2 Web Services (no RMI / CORBA or Sockets)

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