

Department of Computer Science Institute for System
Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

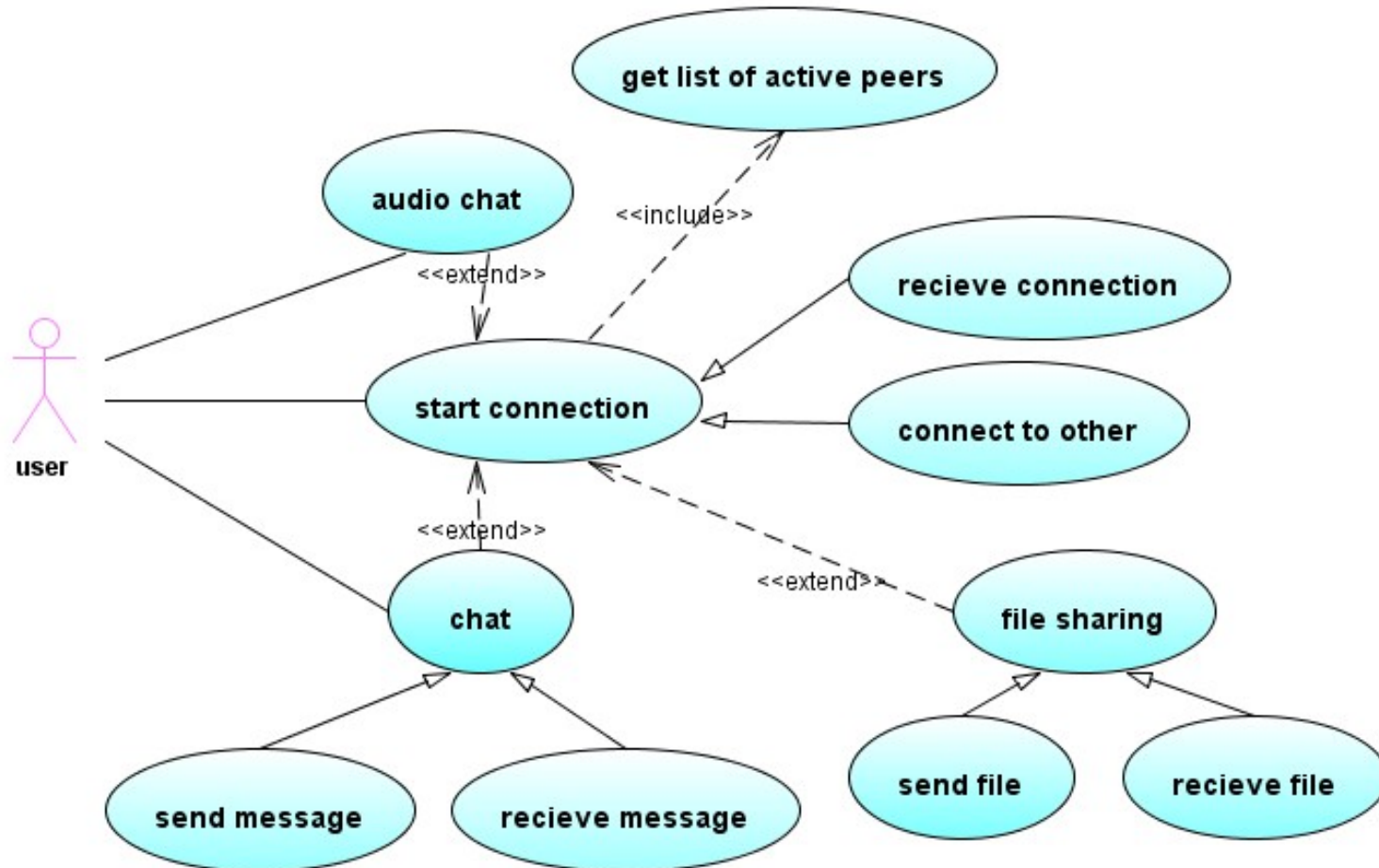
JXTA Chat and Content Sharing First Presentation

GroupNo. 8

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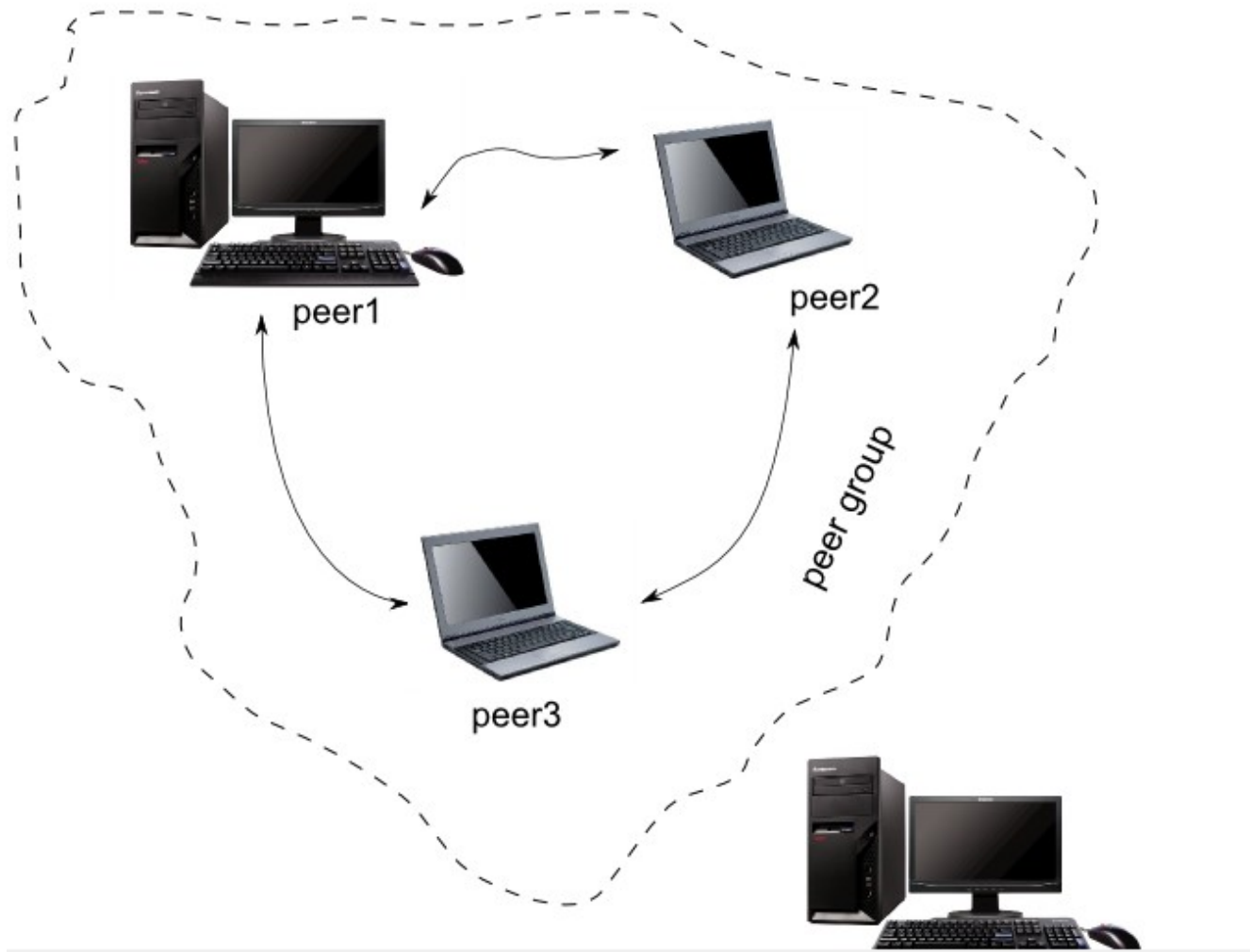
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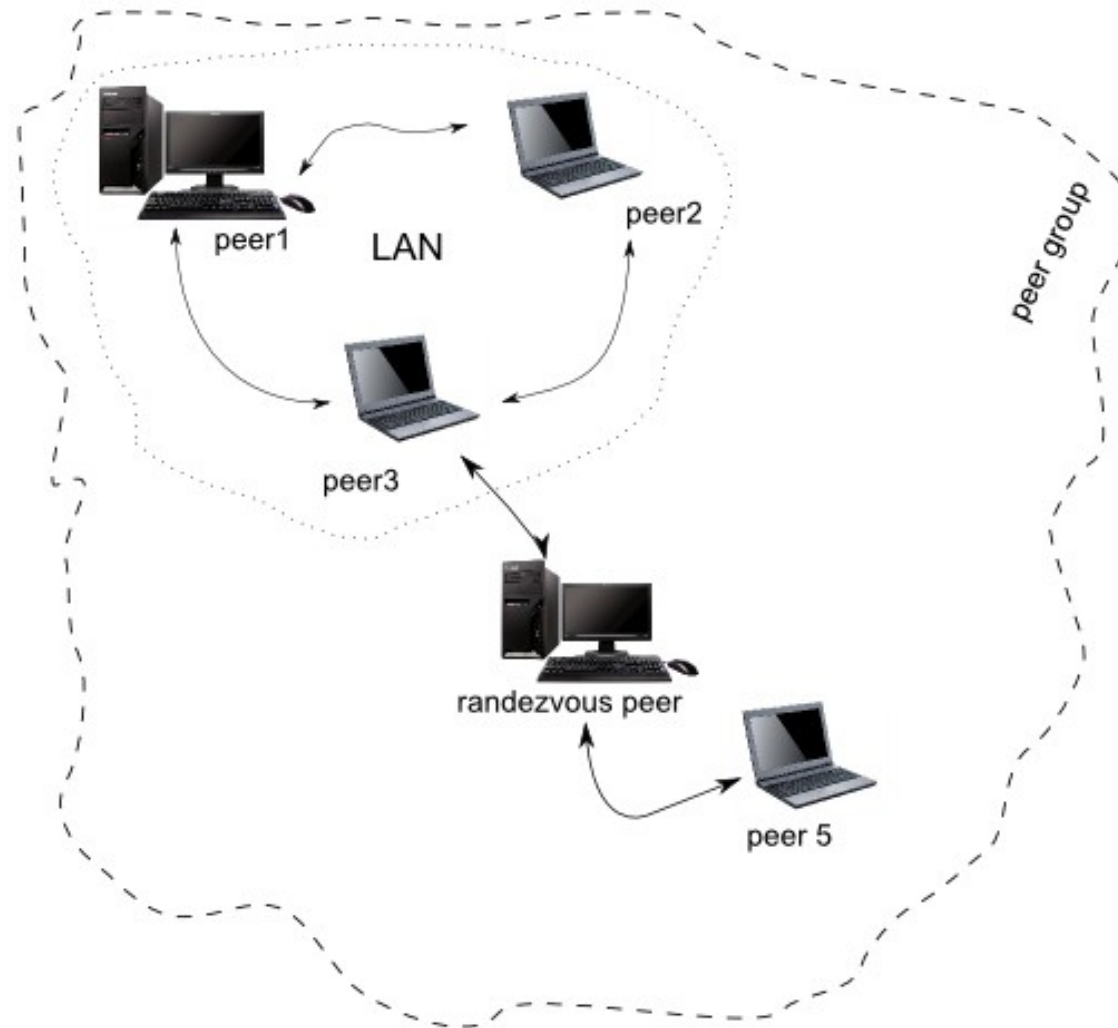
- User connect to the (peer) group by oppening the application;
- Login and password allow user's identification in the peer group;
- Application enables chatting (by sending an asynchronous messages), file sharing and audio conversation with other users/peers;
- User can choose a chat partner from the active users' list;
- User can define his own peer group.

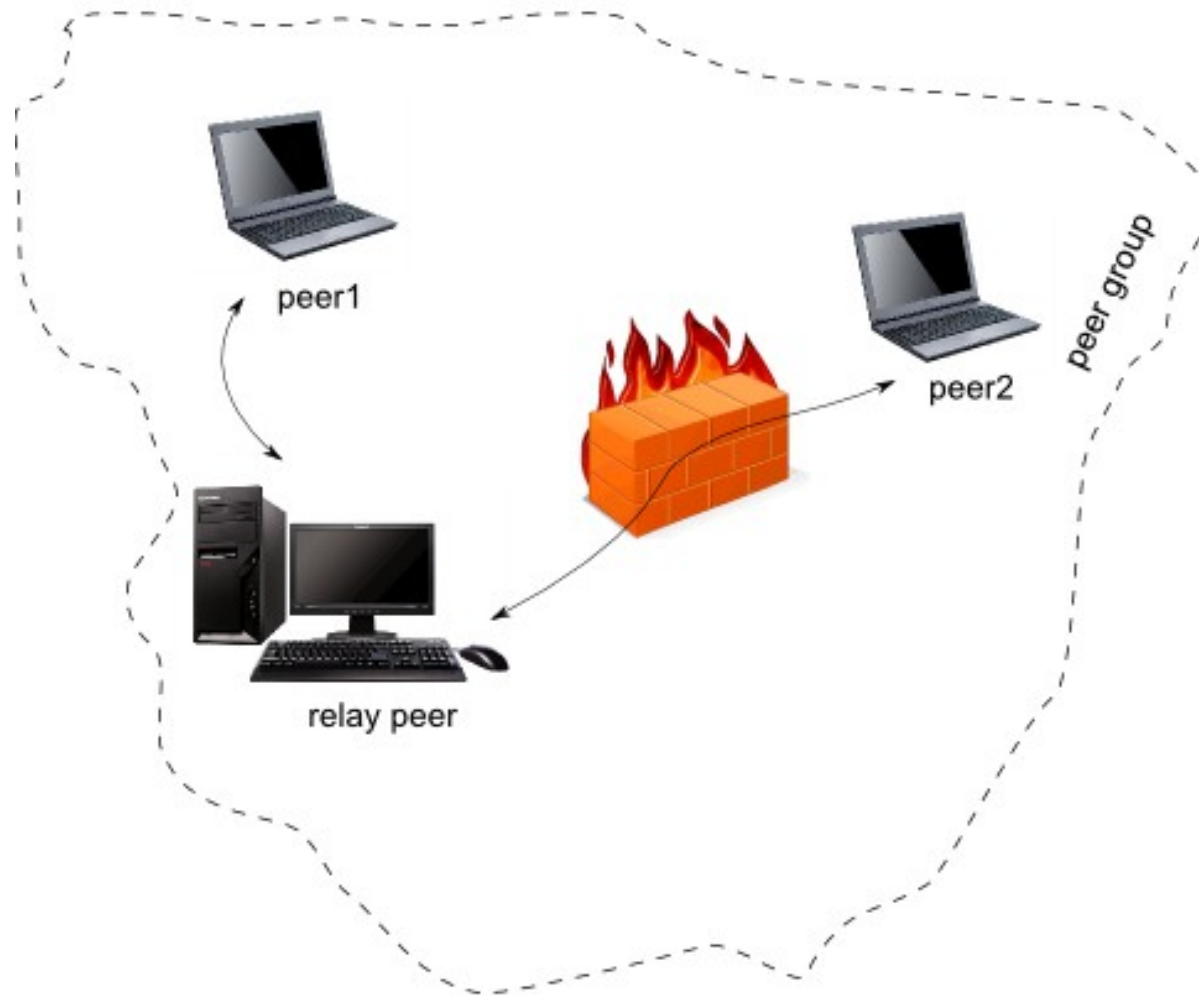


JXTA technology

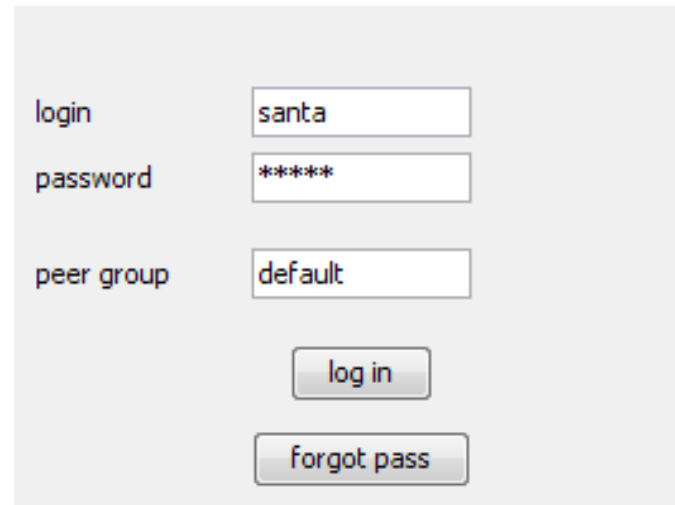
- Every peer has its unique ID;
- Peers can communicate with each other within one group;
- Peer group – collection of peers that had agreed upon a common set of services or interests;
- Edge peers and super peers;
- Super peers (rendezvous peers - in different subnets, relay peers - getting through the firewall/NAT device);
- Message – basic unit of data, which is exchanged between peers
- Peers communicate through pipe – message transfer mechanism











A screenshot of a login window interface. It features three input fields on the left, each with a corresponding label: 'login' with the value 'santa', 'password' with the value '*****', and 'peer group' with the value 'default'. Below the input fields are two buttons: 'log in' and 'forgot pass'.

login	<input type="text" value="santa"/>
password	<input type="password" value="*****"/>
peer group	<input type="text" value="default"/>

- Enables communication with peers behind firewall/NAT devices;
- Easiness in switching between peers groups;

- **30.10.2009 – First presentation - general schedule**
- 03.11.2009 – Start of implementation process
- 11.12.2009 – Alpha version
- **18.12.2009 – Second presentation**
- 04.01.2010 – Beta version
- 06.01.2010 – Validation
- **29.01.2010 – Final presentation**