This document describes a protocol of communication between client and server for a simple chat application.

Application use the socket type: TCP.

Client should send to the connected socket a sequence (concatenation) of commands.

Sequence shouldn’t contain more than 512 characters.

Not allowed to use symbols like “\n”, “\t”, etc.

Server replies with outgoing message after each command. On each incoming message server sends a message which starts with “Server reply: ..“.

Others server replies start with “Message: ..”.

Valid user name can’t contain more than 12 characters (you can use only [a-zA-Z0-9]).

Command should start with prefix (‘%’, 0x25).

Parameters must begin with (‘-‘, 0x226).

Parameters and command should be separated with a (' ', 0x20).

Example of the command : “%write -w -l Message to write %”.

//Сервер на си (select poll, epoll)