# **Chat Application using Interprocess Communication**

# OPERATING SYSTEMS LAB PROJECT

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#### **PROBLEM STATEMENT**

**Title:** Develop a chat application using Interprocess Communication.

Use any one of the methods to implement IPC and develop a chat application which can handle multiple clients.

Multiple clients should also simultaneously be able to chat with the server.

The client/user also must be able to see his/her message history.

### **Inter-Process Communication**

A process can be of two types namely Independent processes and Cooperating processes. An independent process is not affected by the execution of other processes while a co-operating process can be affected by other executing processes.

Inter-process communication (IPC) is a mechanism which allows processes to communicate with each other and synchronize their actions. The communication between these processes can be seen as a method of co-operation between them. Processes can communicate with each other using these two ways:

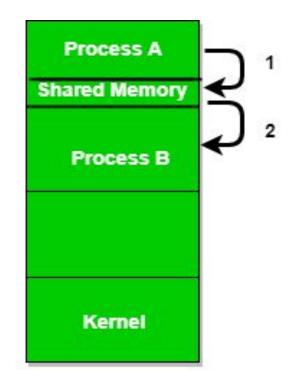
- 1. Shared Memory
- 2. Message Passing

We have used the concept of shared memory for Inter Process

Communication in our project.

### **Shared Memory Concept**

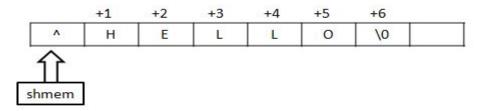
**Shared Memory** is an efficient means of passing data between programs. One program will create a **memory** portion which other processes (if permitted) can access. Once created, a **shared** segment can be attached to a process address space using shmat(). It can be detached using shmdt().



### **OUR APPROACH**

#### **Sending and receiving messages:**

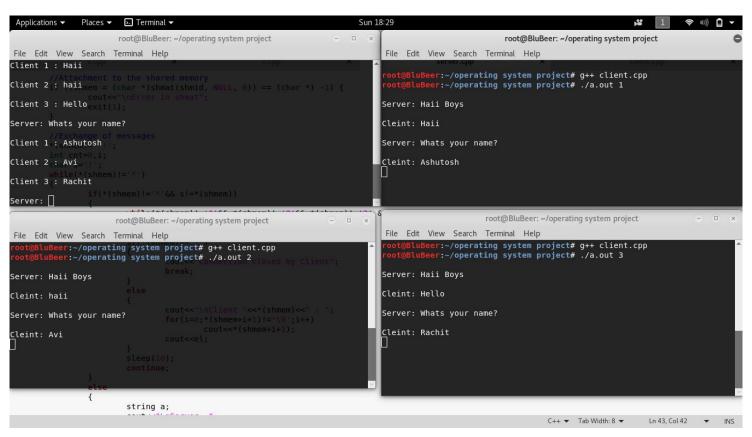
The problem statement requires the server to handle multiple clients messages and communicate with them. We have designed a system where messages of multiple clients are displayed at the server's end and the server can respond to them. In this system, the server reads the message once a client writes and then waits for another client to write. If no client writes to the shared memory location in a given amount of time the server again takes the control. The message written by the server is displayed to all the clients. The way message is written is given below.



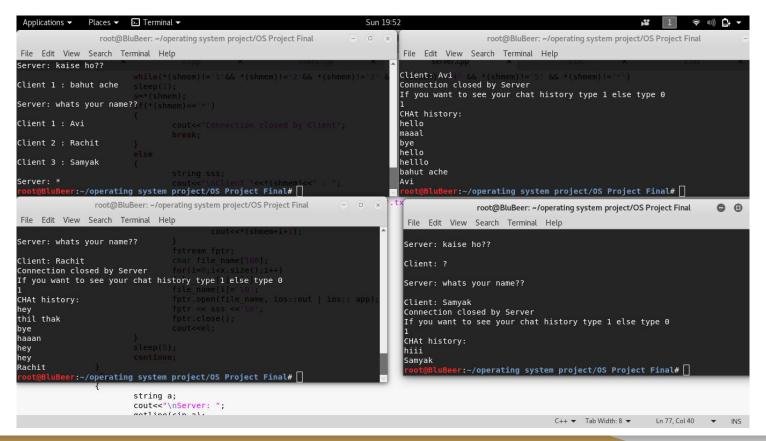
#### Reading the message history:

When the server reads the messages of different clients, it also stores these messages to a text file which clients can access to see their message history. Each client has its own message history text file and can access only that file. The message history can only be displayed after the chatting connection has been closed.

#### OUTPUT



#### OUTPUT



## Thank You