



B4 - Network Programming

B-NWP-400

my Teams

Collaborative communication application



0.6



my Teams

binary name: myteams_server, myteams_cli
repository name: NWP_myteams_\$ACADEMICYEAR
repository rights: ramassage-tek
language: C
compilation: via Makefile, including re, clean and fclean rules



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

The goal of this project is to create a **server** and a **CLI client**.

You **MUST** create your own protocol and describe it in a RFC's style documentation.

You **MUST** create your own data model in compliance with the given library technical properties.

You **MUST** implement requested commands in the **CLI client**.

You **MUST** use the given server and client libraries to print every events and data .

The network communication will be achieved through the use of TCP sockets.

You **SHOULD** not push the given logging library.



SERVER

```
Terminal
~/B-NWP-400> ./myteams_server -help
USAGE: ./myteams_server port

port is the port number on which the server socket listens.
```

The server **MUST** be able to handle several clients at the same time by using **select** for command management.

When the server shutdown it **MUST** save its internal information in the current folder. (Think about the Ctrl-c)

When the server start it look if the save file exist and load it.



A good use of **select** is expected for both reading and writing on sockets.
Any bad use of **select** would cause point loss



The use of **fork** and **threads** are prohibited



Take a look at **man 3 uuid** and **man 3 queue**.



Think about **strace** to debug your program.

+ +FEATURES

Your server **MUST** be able to manage a collaborative communication application like the well known Microsoft Teams ®.

A collaborative communication application is a service able to manage several communication teams, where discussion are organised like following:

- threads (initial post and additional comments) in a specific channel
- discussion (personnal messages)

Here are the features intended to be implemented :



- Creating/Joining/Leaving a team
- Creating a user
- Creating a channel in a team
- Creating a thread in a channel
- Creating a comment in a thread
- Saving & restoring users, teams, channels, threads & associated comments
- Personal discussion (from a user to another)
- Saving & restoring personal discussion

+ +LOG

The server **MUST** use the given logging library to print **EVERY** requested events on the standard error output as described :

Please refer to the library's header file to see the list of events to handle.



DO NOT WRITE ANYTHING ON THE ERROR OUTPUT!
The given library will handle it.



If you need to display error information use for this project the standard output.

+ +SECURITY

There is no password authentication required for this subject but you should always develop with security in mind.

A user that is not logged in should **NOT** be able to see connected users for example.

Someone that is **NOT** subscribed to a team should not be able to create a thread.

Someone that is **NOT** subscribed in a team should not receive events related to that team (new threads etc...).



COMMAND LINE INTERFACE (CLI) CLIENT

```
Terminal
~/B-NWP-400> ./myteams_cli -help
USAGE: ./myteams_cli ip port
      ip      is the server ip address on which the server socket listens
      port    is the port number on which the server socket listens
```

+ +FEATURES

Your client will handle the following command from the standard input :

- /help : show help
- /login ["username"] : set the username used by client
- /logout : disconnect the client from the server
- /users : get the list of all users that exist on the domain
- /user ["user_uuid"] : get information about a user
- /send ["user_uuid"] ["message_body"] : send a message to a user
- /messages ["user_uuid"] : list all messages exchange with an user
- /subscribe ["team_uuid"] : subscribe to the event of a team and its sub directories (enable reception of all events from a team)
- /subscribed ?["team_uuid"] : list all subscribed teams or list all users subscribed to a team
- /unsubscribe ["team_uuid"] : unsubscribe from a team
- /use ?["team_uuid"] ?["channel_uuid"] ?["thread_uuid"] : use specify a context team/channel/thread
- /create : based on what is being used create the sub resource (see below)
- /list : based on what is being used list all the sub resources (see below)
- /info : based on what is being used list the current (see below)

+ +/CREATE

When the context is not defined (/use):

- /create ["team_name"] ["team_description"] : create a new team

When team_uuid is defined (/use "team_uuid"):

- /create ["channel_name"] ["channel_description"] : create a new channel

When team_uuid and channel_uuid are defined (/use "team_id" "channel_uuid"):

- /create ["thread_title"] ["thread_message"] : create a new thread

When team_uuid, channel_uuid and thread_uuid are defined (/use "team_uuid" "channel_uuid" "thread_uuid"):

- /create ["comment_body"] : create a new reply



+ +/LIST

When the context is not defined (/use):

- /list : list all existing teams

When team_uuid is defined (/use "team_uuid"):

- /list : list all existing channels

When team_uuid and channel_uuid are defined (/use "team_uuid" "channel_uuid"):

- /list : list all existing threads

When team_uuid, channel_uuid and thread_uuid are defined (/use "team_uuid" "channel_uuid" "thread_uuid"):

- /list : list all existing replies

+ +/INFO

When the context is not defined (/use):

- /info : display currently logged user infos

When team_uuid is defined (/use "team_uuid"):

- /info : display currently selected team infos

When team_uuid and channel_uuid are defined (/use "team_uuid" "channel_uuid"):

- /info : display currently selected channel infos

When team_uuid, channel_uuid and thread_uuid are defined (/use "team_uuid" "channel_uuid" "thread_uuid"):

- /info : display currently selected thread infos



GENERAL INFORMATIONS

Please note that all arguments of the existing commands should be quoted with double quotes.

A missing quote should be interpreted as an error.

Please note that all the names, descriptions and message bodies have a pre-defined length which will be as follow:

- MAX_NAME_LENGTH 32
- MAX_DESCRIPTION_LENGTH 255
- MAX_BODY_LENGTH 512

You don't have to spend too much time on the information display.

You **MUST** therefore use the functions provided by the logging library (and only these) to display the information given by the server.

Please look at the display library header, to find the variables of each data structure.