



P2PChat

Language Abstractions for Concurrent and Parallel Programming (1DL540)

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Introduction

■ What is P2PChat?

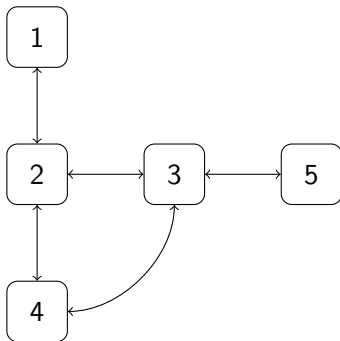
Chat program which utilizes peer-to-peer connections in order to construct a large network of clients whom all participate in a single global group chat.

■ How does it work?

- Clients connect to each other and create a network.
- Clients can then broadcast messages over the network.
- No tracker sadly; clients have to manually connect to each other.



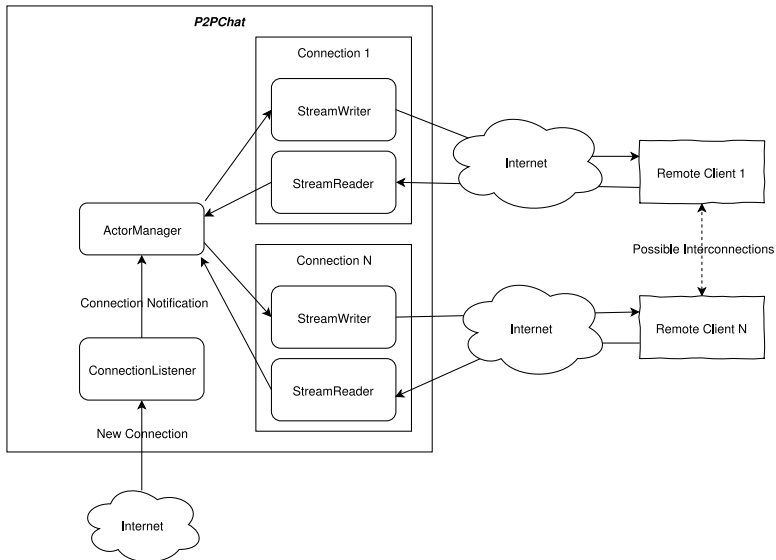
Example Network



Five clients connected to each other forming a simple network. If client 5 broadcasts a message, it will traverse the entire graph and eventually reach all nodes in the network.

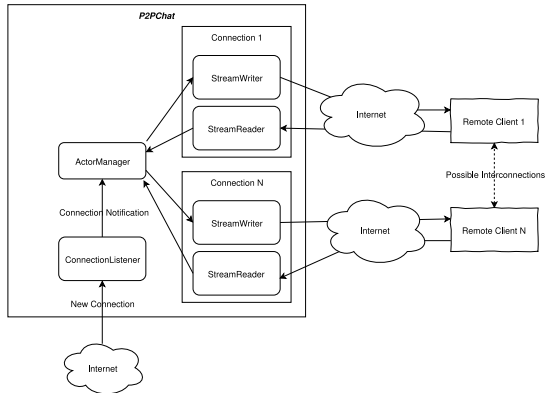


Application Structure



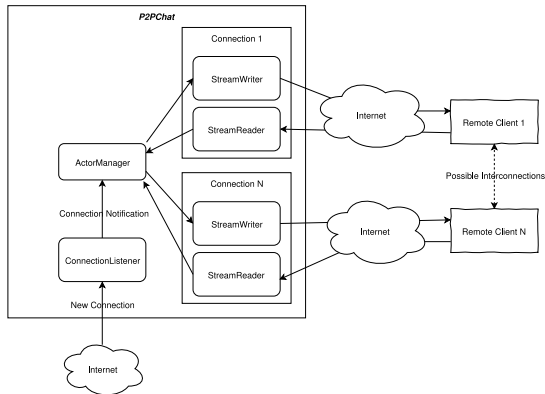


Application Structure





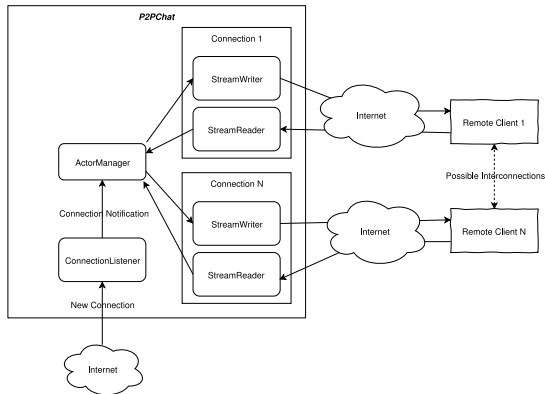
Application Structure



- Rounded rectangles represents actors.



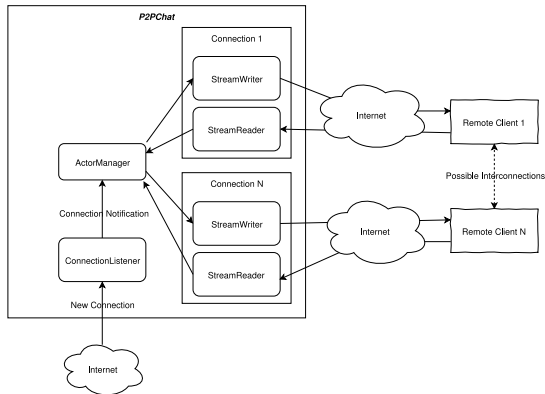
Application Structure



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- Arrows inside big rectangle represents channels.



Application Structure



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- Arrows inside big rectangle represents channels.
- Arrows outside/across borders represents TCP sockets.



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 - ▶ Need to use channels in order to pass data between threads.

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