Screenshots:

Administrator Panel:

```
C:\Users\Mainak\Desktop\Voodle Chat Final\NewBinar...     —    □    ✕

                    1. Start.
                    2. Administrator message
                    3. Close server
                    X. Exit

                    Enter Choice $>
```
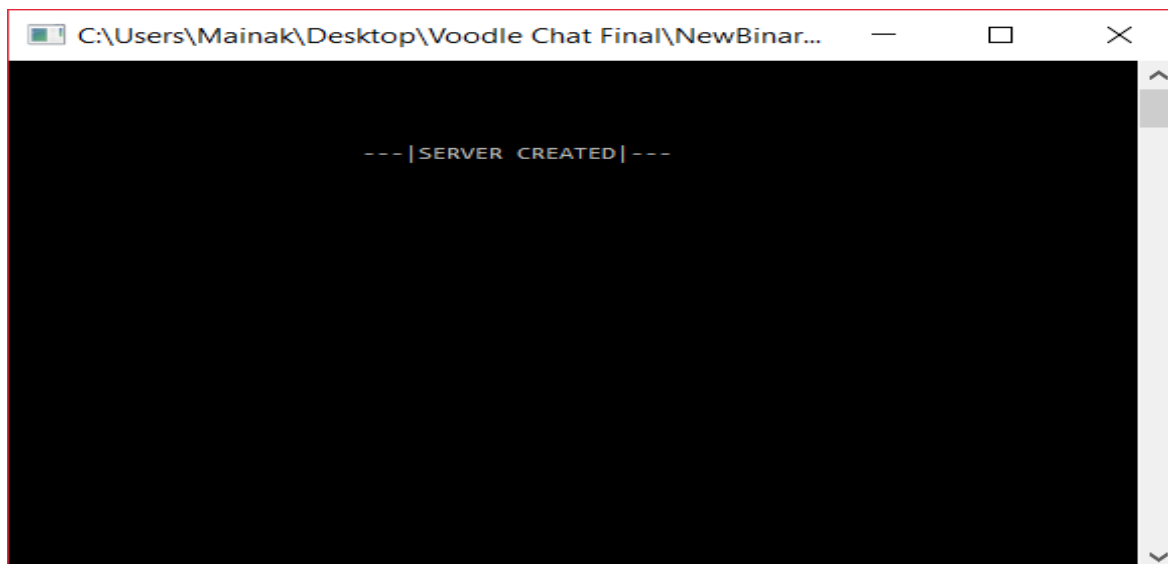
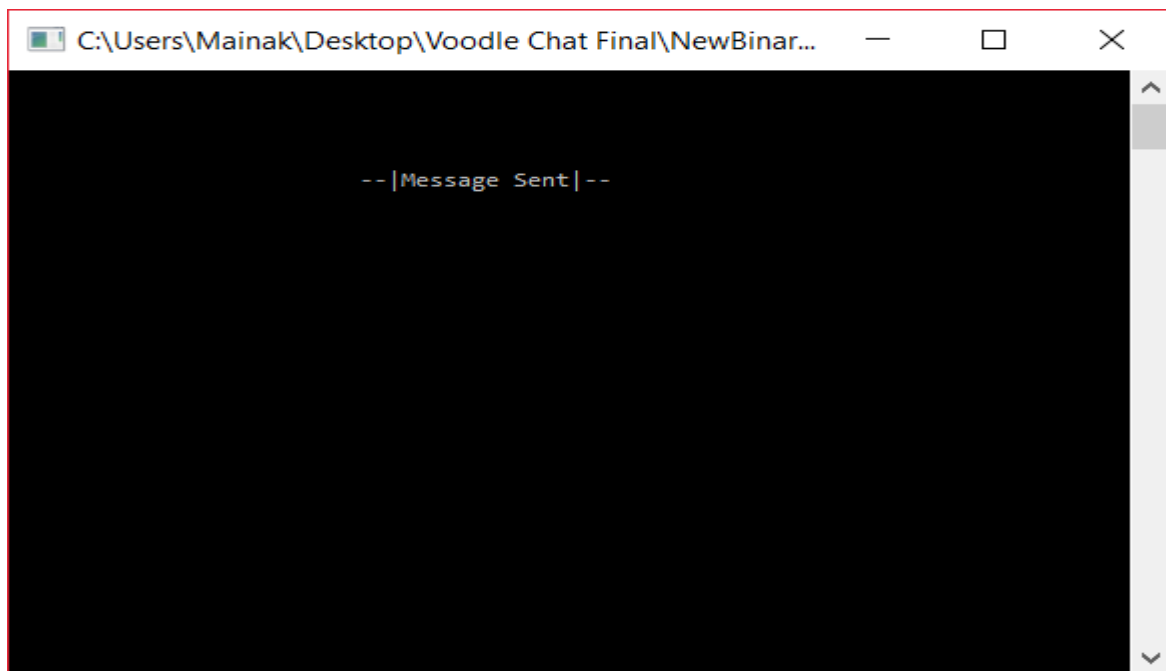## Server Created:

```
C:\Users\Mainak\Desktop\Voodle Chat Final\NewBinar...     —    □    ✕

                    ---|SERVER CREATED|---
```
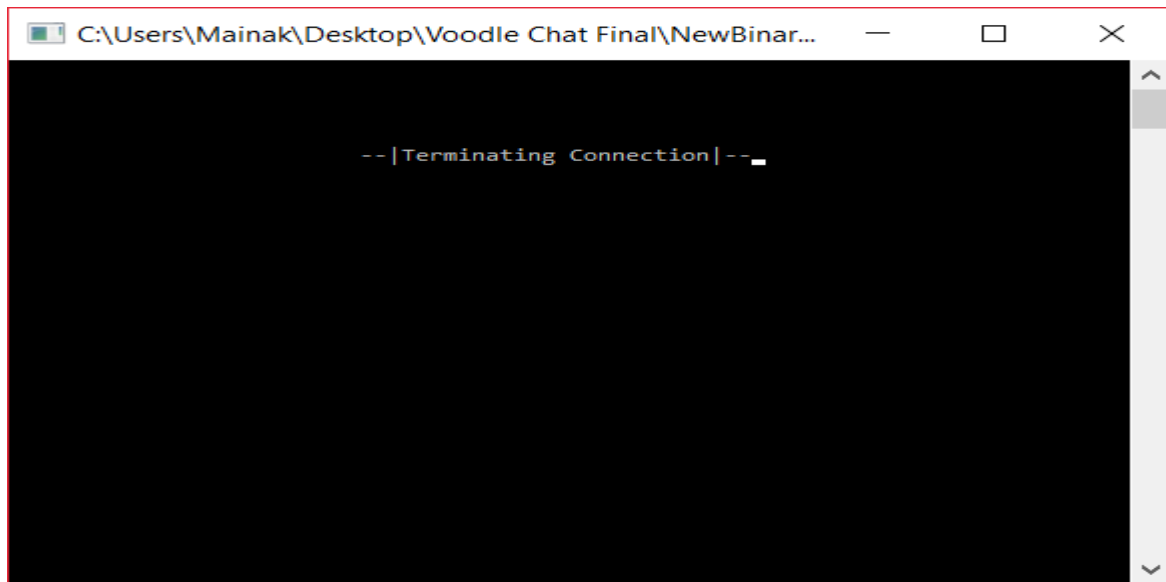
Administrator Message:


```
                    ---|SERVER CREATED|---

          1. Start.
          2. Administrator message
          3. Close server
          X. Exit

          Enter Choice $>2


   Enter Message $>Hello World
```
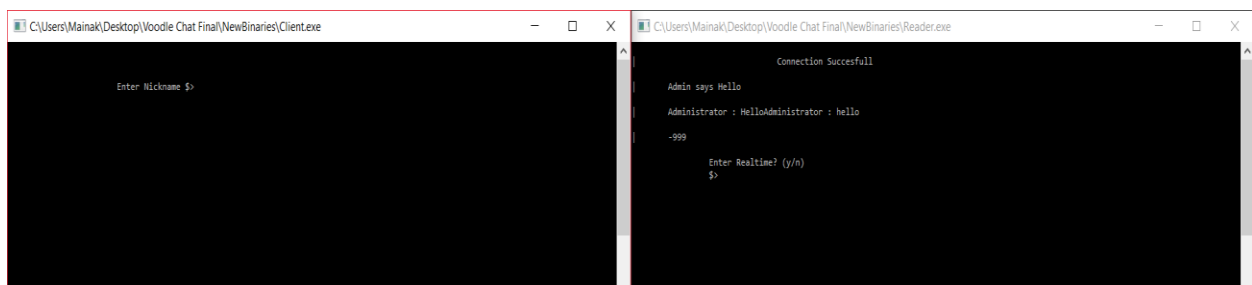


```
               --|Message Sent|--
```
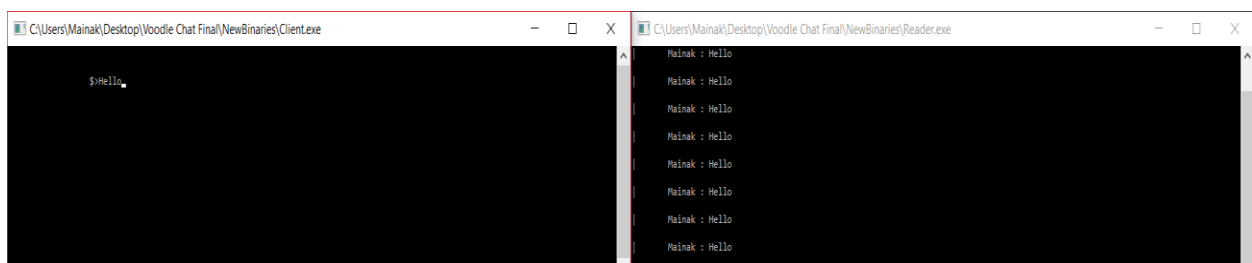
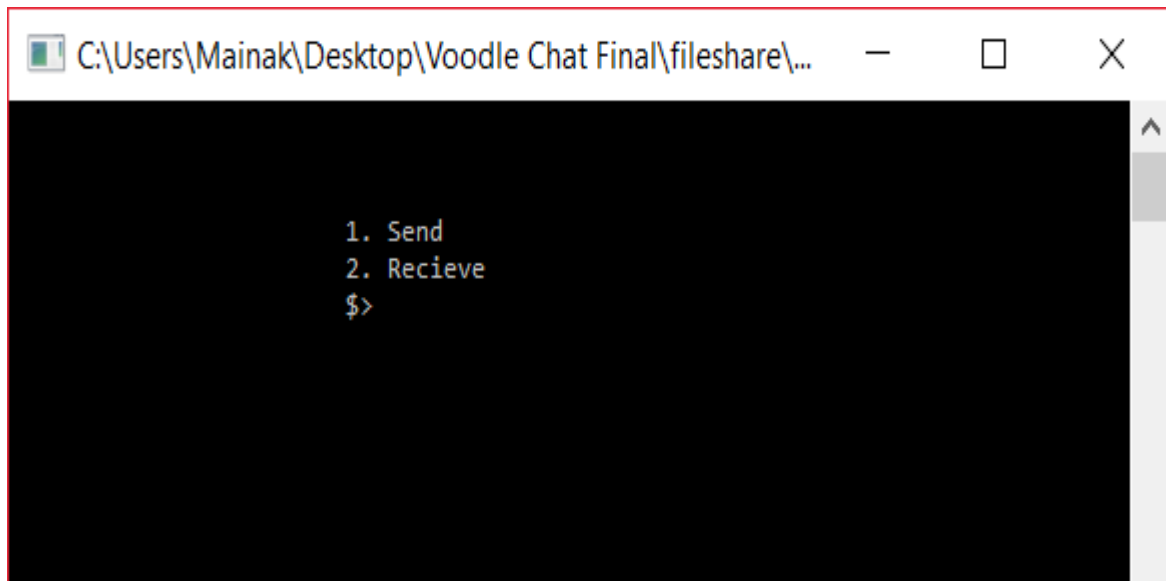## Terminate Connection to Clients:

Client Side (Reader + Client)

Client Side (Sending Messages)

File Share Application (General)
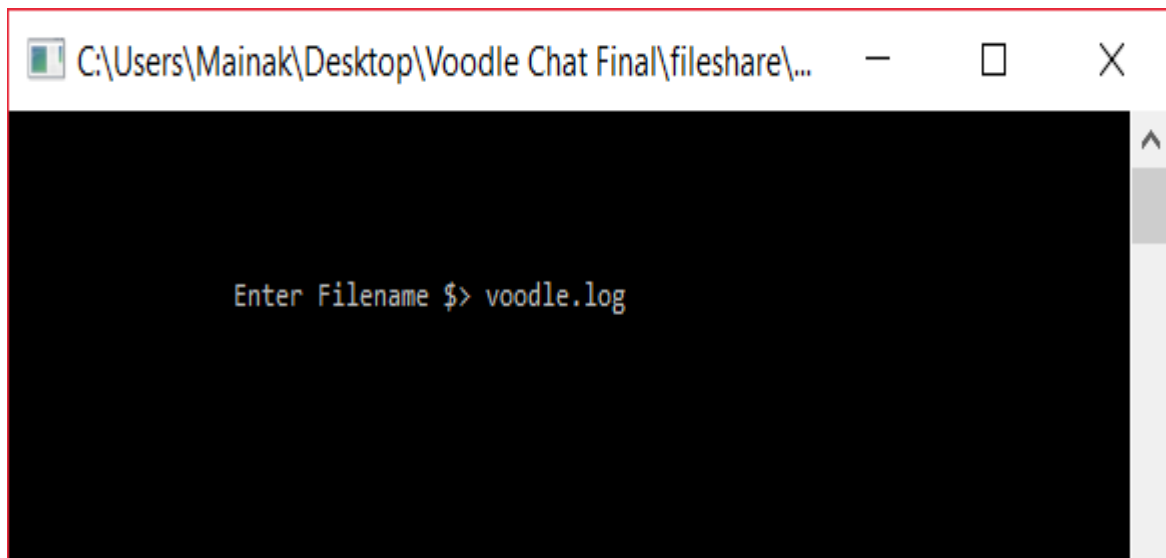


```
C:\Users\Mainak\Desktop\Voodle Chat Final\fileshare\...        —    □    ✕

                    1. Send
                    2. Recieve
                    $>
```
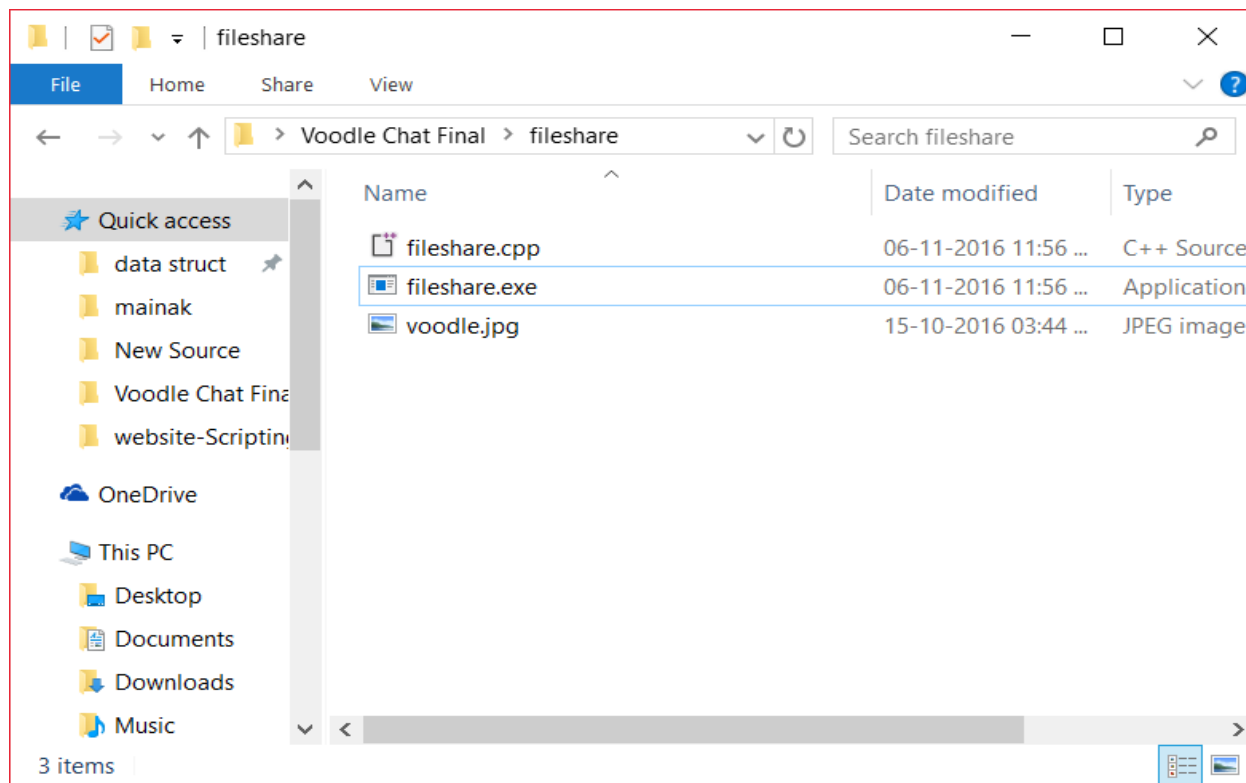
File Share Application (Sender)


```
C:\Users\Mainak\Desktop\Voodle Chat Final\fileshare\...        —    □    ✕

            Enter Filename $> voodle.log
```

File Share Application (Receiver)

Problems Faced:

1. The biggest problem was to match the timing of the client and reader, one reads and one writes but are independent applications, a Write before Read error may occur, to fix this, I scheduled the delay of reading of the file to exactly 1 second, the writer can easily open the file and append the message appropriately.

2. The file transfer module, created a significant problem as the client couldn't know the file name during or after the file, being actually uploaded to the shared location. To fix this I created a file log, which stores the filename of the last file uploaded and thus n number of FileShare Application can access the filename and easily fetch the file to the root directory of the receiver.

Conclusion

There are a lot of Internet Relay Chat Clients available but a one with about a mere 400 slick lines of code is nearly impossible due to dynamic platform variations. The power of Object Oriented programming with the current platform file sharing modules overcomes those barriers and provides us with a console based IRC software that is exactly 4 Megabytes! All programs should be written with modularity in mind. The code we Write should be reusable. Any type of code once written, by anyone, shouldn't be rewritten, unless you can write it better and faster!

The End

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