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CSCI 3240-D01

Final Project Proposal

Overall Concept

I would like to build a chatroom application where multiple clients can join a chat room and exchange messages in real time.

Client Responsibilities

Each client can connect to the server, enter a username, send messages, and receive real-time updates from other users. The client interface will run on the terminal.

Server Responsibilities

The server will manage incoming client connections using threads with each client running on its own thread. The server will broadcast each message to all connected clients.

Server Services

- Join chat room
- Broadcast who has joined the chatroom
- Broadcast messages to all clients
- Disconnect from chat

Language/Library

I plan on using C with the csapp.h and csapp.c library.