Chat

TCP based chat server implemented for the course IS_F462 Network Programming at BITS Pilani

Run

```
gcc -o chat chat.c -pthread
./chat
telnet 127.0.0.1 <port>
```

Features / Commands implemented

Login/Join and Logout
 User is logged in with entered username if no other client with same user name is online.
 If this username is used for the first time, a new profile is created.

```
logout
```

Individual messaging
 Send a message to any specific user, either online or offline

```
send <username> <message>
send pranjal hi! Harsh this side
```

Broadcasting
 Send message to all users.

```
sendall This is an example of a broadcast message
```

• Get list of all registered users, offline or online along with last seen information

```
get_users
```

· Block and unblock upto 10 users

block pranjal unblock pranjal

· Leave the chat server

leave

Assumptions

For simplicity, following assumptions have been made

- Maximum number of registered users is 517
- · Maximum length of username is 15 with no whitespace
- Maximum length of a message is 1005 characters

Design Features

A total of three message queues have been used.

- Queue 1 is for sending the messages from one user to another. Each user is alloted a unique integer identifier using which it retrieves message from queue 1
- Queue 2 is used for sending control messages to the process maintaining a hash table
 which sends back messages on Queue 3. All messages sent on queue 2 are received by
 the hashtable process.
- Queue 3 is used for sending back replies to control messages. Message type is pid of the recipient process

Joining and Leaving the server or logging out

- When the user connects to the server, they are asked for a username. It is checked if any other client with same username is online and if not the current user is marked online. If a fresh username is provided, a new entry is created.
- Information for each user is managed by a common process which maintains a hashtable storing users' info. Each fresh username is provided a unique integer identifier.
- If a user disconnects, it is marked offline and the corresponding child process exits. If a user issues the command leave, the user entry is marked as deleted in the hashtable.

Obtaining list of users with status

- When a user issues the command get_users, a control message is sent to the hashtable process by the child handling the corresponding user.
- The hashtable process iterates over the hashtable and creates a list of users with status. This list is sent on Queue 1.
- This list is received by the client's child and sent to the user.

Sending messages

- For each individual message, user id of the receiver process is requested from the hashtable process (received on queue 3). Sender process sends a message on queue 1 with message type = user id.
- For broadcast message, the entire message is sent to the hashtable process. This process sends one message on queue 1 for each registered user.

Communication between child process and about TCP connection

For each new connection, a new child process is created. Child processes use message
queues for communicating among each other. Each child spawns a thread for reading the
message queue. So, the main thread waits on socket and the second threads waits on
message queue.

Additional Features

Last Seen

- For offline users, last seen information is maintained in the hashtable.
- This can be viewed using get users command.

Temporarily block users

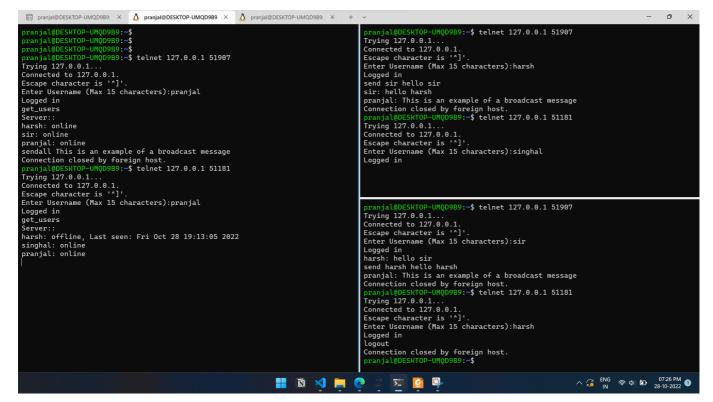
- Upto 10 users can be blocked.
- Maintained a list of blocked user. Message sent to a blocked user are permanently lost.

Screenshots

```
o pranjal@DESKTOP-UMQD9B9:~/LearnToCode/Netprog/npchatter$ ./a.out
Listening on port: 51907

Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Enter Username (Max 15 characters):pranjal
Logged in
```

Connecting to the server



Get List of users

```
0
                                                                                 ×
pranjal@DESKTOP-UMQD9B9:~$ telnet 127.0.0.1 51907
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Enter Username (Max 15 characters):harsh
Logged in
send sir hello sir
sir: hello harsh
pranjal@DESKTOP-UMQD9B9:~$ telnet 127.0.0.1 51907
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Enter Username (Max 15 characters):sir
Logged in
harsh: hello sir
send harsh hello harsh
```

Sending a message

```
pranjal@DESKTOP-UMQD989:-$
pranjal@DESKTOP-UMQD9
```

Broadcasting a message

```
block pra
send pra hi
umblock pra
send pra hi
umblock pra
send pra hi
umblock pra
send pra hi
sendall hiiii
sendall hiiii
sendall hiiii
sendall hiiii
Escape characteris '']'
Escape characteris '']'
Enter Username (Max 15 characters): pranjal
Logaet in
pranjalpus send lester
subbock hars
block hars
umblock hars
har: hi there
Scape character is '']'
Enter Username (Max 15 characters): pranjal
Logaet in
pranjalpus send lester
send all hi there
sendall testing
s
```

Blocking users