

Shared Code Editor

Computer Science 3640

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Key Features

- Shared code editing in C++
- Real-time editor window updates
- Multi-user chat (per project)
- Version Control
- Server-side compiling and execution
- Ability to send input to stdin

Architecture

- Node.js backend for message passing
- MySQL database for accounts, versioning, and chat persistence
- PHP server-side scripting
- Javascript for client-side message processing

Message Passing

Four message types:

- **ConnectionMessage**
 - Generated by client to signal that a new connection has been established
 - Server responds with welcome message and historical chat log
- **AutoSaveMessage**
 - Generated by client to signal that a revision should be saved to the database
 - Server saves a copy of the code to database table
- **UserMessage**
 - User chat message
 - Generated by client, relayed to all connected clients and stored in database
- **CompileMessage**
 - Request to compile on the server side
 - Generated by client, responded to by server

Challenges

- Real-time code updates (as the user types)
- Limiting user chat and code updates to specific projects
- Passing input to a user's executing program

Editor Layout:

Hello World Your first program

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     cout << "Hello world!";
7 }
```

Output

By: admin at 2019-12-05 01:07:20

By: admin at 2019-12-05 01:07:21

By: admin at 2019-12-05 01:07:21

By: admin at 2019-12-05 01:36:01

By: admin at 2019-12-05 01:36:01

By: admin at 2019-12-05 01:36:01

By: admin at 2019-12-05 01:36:01

By: admin at 2019-12-05 01:36:02

System: Successfully connected!
admin: oi