Distributed Application

1. Design the application:

a) client/server, (Examples: entirely peer-to-peer chat application which allows direct chatting between the users, client/server chat application which uses central server to exchange the messages between the users, or a chatroom, which allows to use private rooms for exchanging messages as well as common meeting room, etc.)

b) the following data structures to be used for exchanging information in the distributed application: text messages, multi-media messages, (Examples: text messaging with binary file attachments, multimedia messaging, uploading/downloading binary files to/from the server, broadcasting multimedia messages with file attachments, etc.)

c) the following protocols to be used: TCP, (Examples: TCP for desktop messaging application with attachments, UDP for multimedia broadcasting over the Internet, HTTP for instant chatting on the Web, etc.)

d) the following interfaces to be used: GUI-based input/output