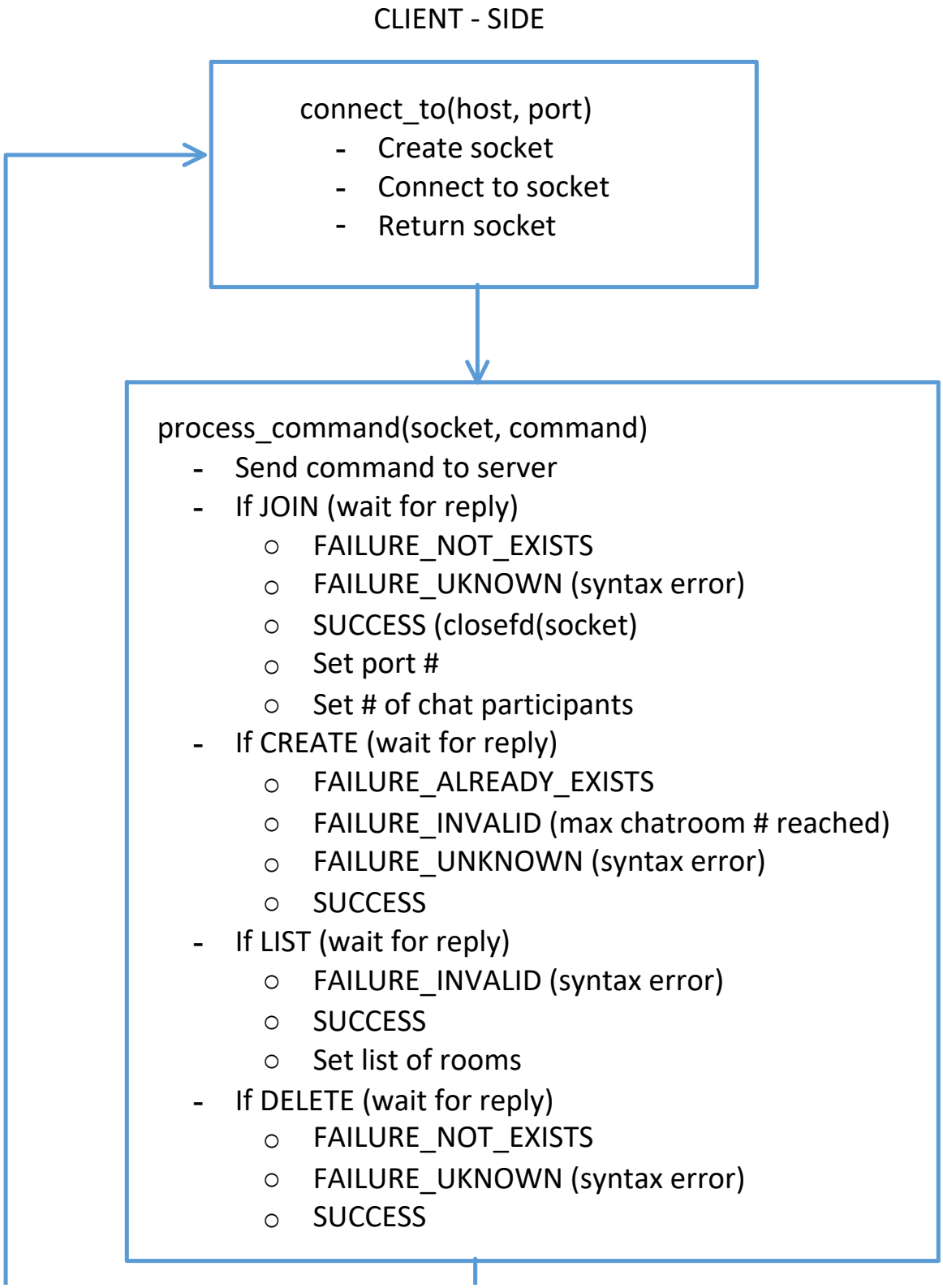
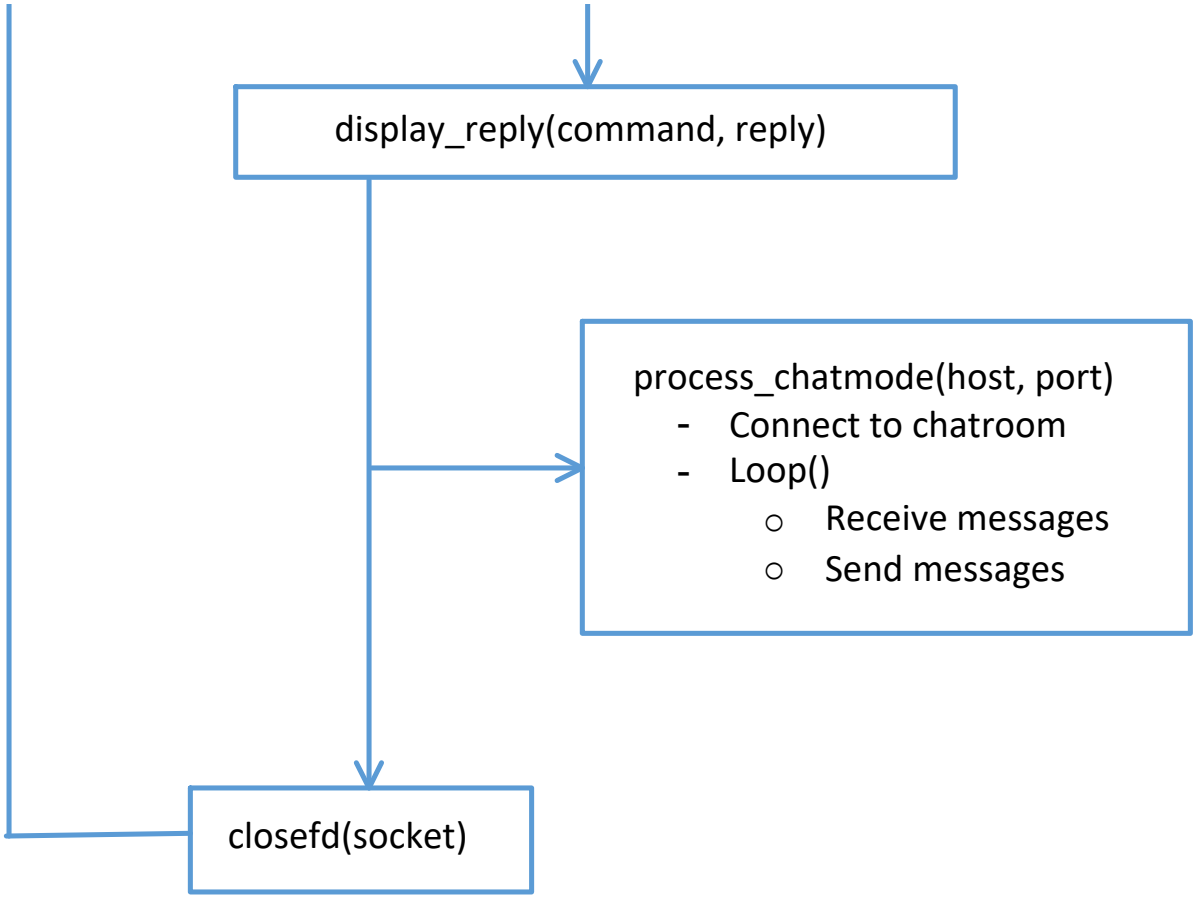
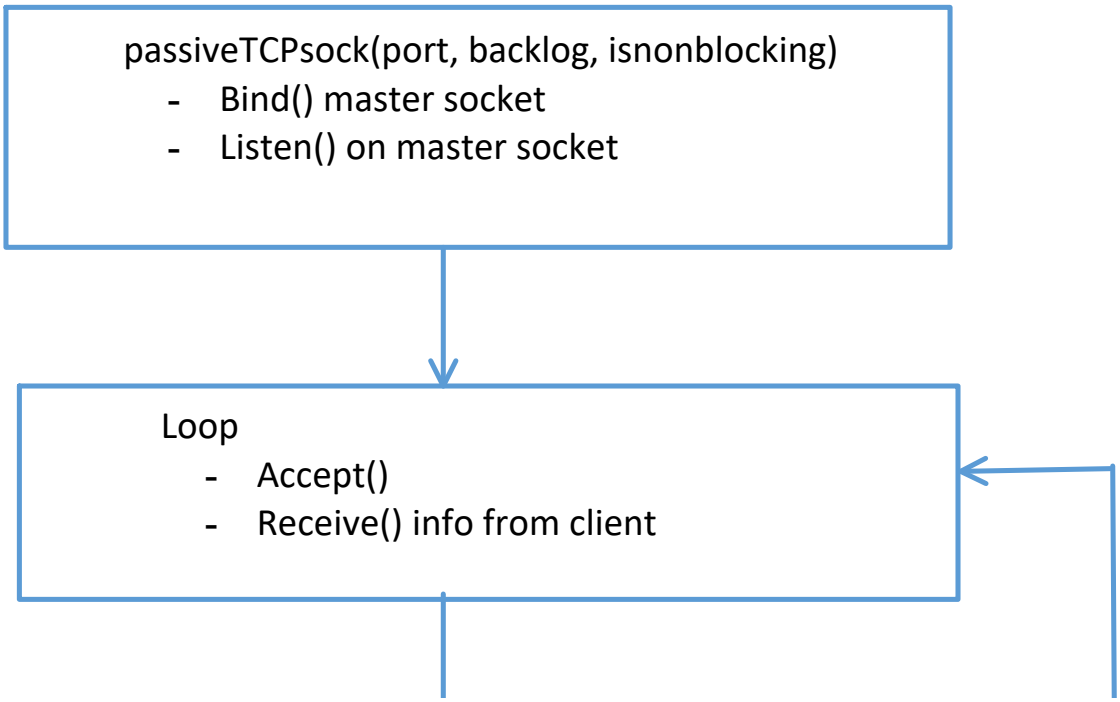
Design Document

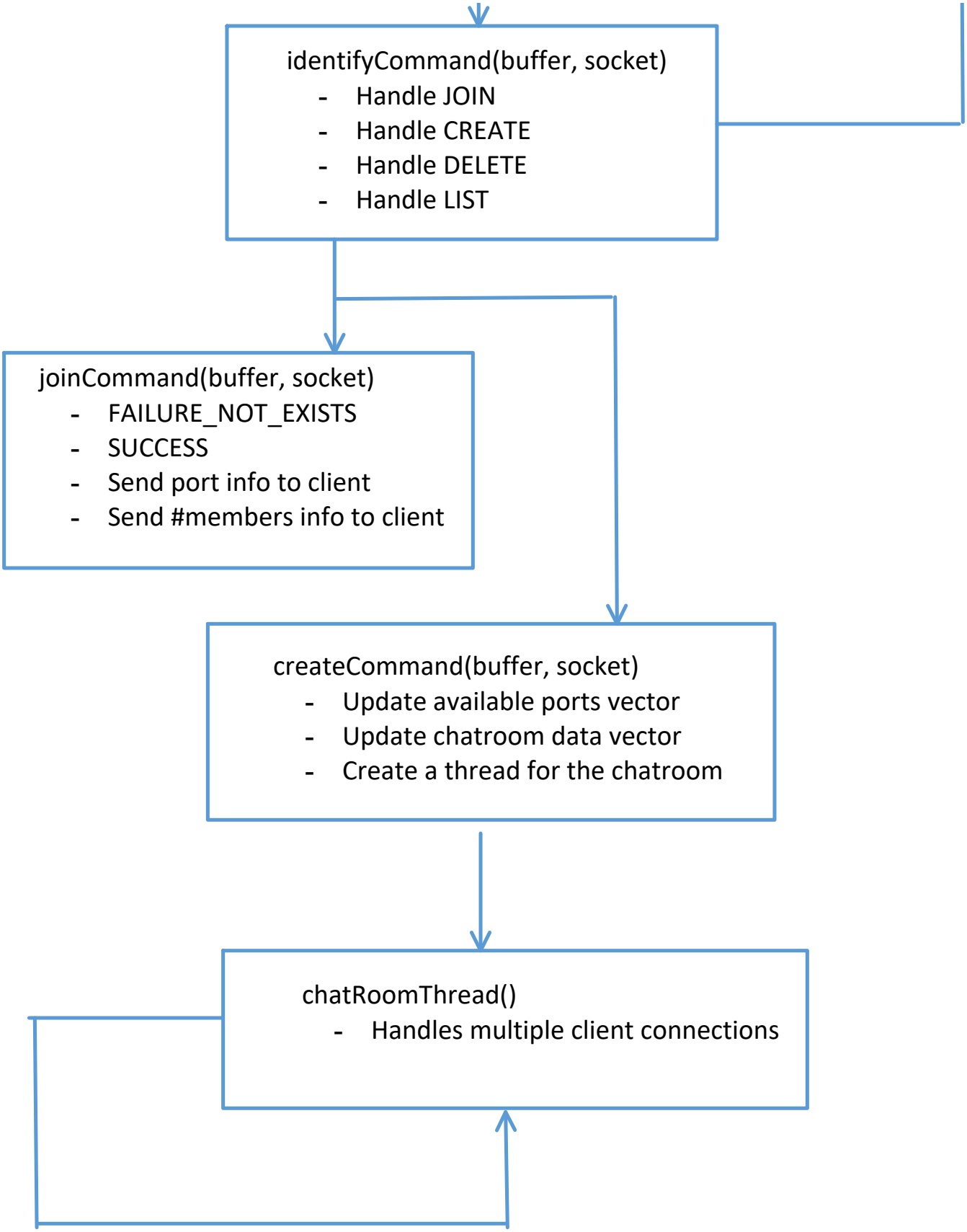
Thursday, January 24, 2019 5:59 PM




display_reply(command, reply)
process_chatmode(host, port)
- Connect to chatroom
- Loop()
○ Receive messages
○ Send messages
closefd(socket)

SERVER - SIDE


passiveTCPsock(port, backlog, isnonblocking)
- Bind() master socket
- Listen() on master socket
Loop
- Accept()
- Receive() info from client


identifyCommand(buffer, socket)
- Handle JOIN
- Handle CREATE
- Handle DELETE
- Handle LIST
joinCommand(buffer, socket)
- FAILURE_NOT_EXISTS
- SUCCESS
- Send port info to client
- Send #members info to client
createCommand(buffer, socket)
- Update available ports vector
- Update chatroom data vector
- Create a thread for the chatroom
chatRoomThread()
- Handles multiple client connections