Design Document

Thursday, January 24, 2019 5:59 PM

CLIENT - SIDE

connect_to(host, port)

- Create socket
- Connect to socket
- Return socket

process command(socket, command)

- Send command to server
- If JOIN (wait for reply)
 - FAILURE NOT EXISTS
 - FAILURE_UKNOWN (syntax error)
 - SUCCESS (closefd(socket)
 - o Set port #
 - Set # of chat participants
- If CREATE (wait for reply)
 - FAILURE_ALREADY_EXISTS
 - FAILURE_INVALID (max chatroom # reached)
 - FAILURE_UNKNOWN (syntax error)
 - SUCCESS
- If LIST (wait for reply)
 - FAILURE_INVALID (syntax error)
 - SUCCESS
 - Set list of rooms
- If DELETE (wait for reply)
 - FAILURE_NOT_EXISTS
 - FAILURE_UKNOWN (syntax error)
 - SUCCESS

joinCoi

SERVER - SIDE





