## Data Communication and Networks BSCS 21013 Assignment 01

## **Group members:**

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## Instructions

o To compile server

gcc server.c -o server -lpthread

o To compile client

gcc client.c -o client -lpthread

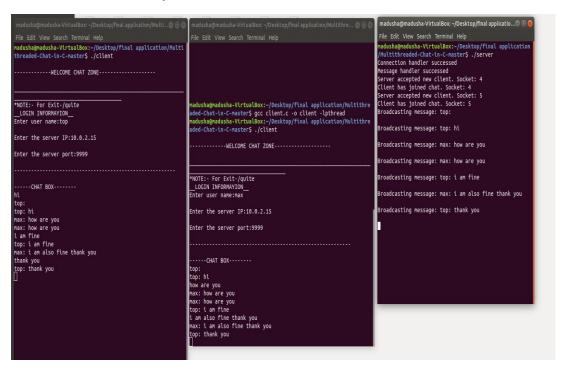
o To run server

./server

- ✓ Server should be run first.
- ✓ If sever connection successed it will show below message.

- o To run client
  - ./client
  - ✓ If client connection successed application will ask user name and server IP and server port(use default server port as 9999) in order.
  - ✓ If logging information successfully accepted application will show chat box immediately. Otherwise it will show error message and exit from program.

**Note:-** Clients can pass messages to each other and messages show in each clients' chat boxes and server message box. Clients identify by their username which provide by particular users. But server can not do any responses. Server connects clients only.



**Note:-** For exit from client's chat box type /quite then particular account disconnect from server and server shows disconnect socket number immediately.

