

Project 4 Discussion

Friday 4/26:

Time: 3:23 PM

Location: Lib

What we did:

- Started project
- Set up github; set up skeleton structure of what needed to be completed



Monday 4/29:

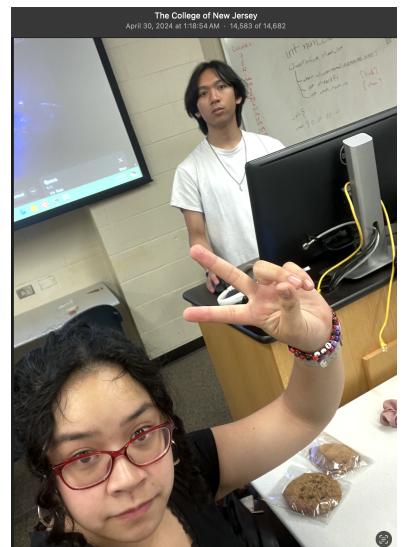
Time: 6:12 PM

Location: Ed Cafe then Forcina 406

What we did:

- Established foundations for each of the checkpoints essentially
- Nearly-fully able to display up-to-date list of connected clients
 - Adjusting "send all function" to work for later iterations
- Able to successfully specify username when connecting to server and it appearing with the new connection
- Main_Server accepts multiple main_client connections and can broadcast messages from one to all successfully
- "Welcome message" not completely implemented, but base "send_all()" function nearly there to complete action
 - Created array of distinct colors and random number generator so messages would be color coded
 - Implemented multi-threaded approach for to both listen and to write messages

```
got username to workgit add .:3 but now we get a seg fault after
@ Milian Ingco • 6 days ago
added some parts needed for all send
@ Milian Ingco • 6 days ago
Tried adjusting server username thing
@ klucero23 • 6 days ago
started send_all() function
@ Milian Ingco • 6 days ago
changed username size
@ klucero23 • 6 days ago
Made client struct & collected info
@ klucero23 • 6 days ago
Why
@ klucero23 • 6 days ago
added error func
@ Milian Ingco • 6 days ago
added semicolon ...
@ Milian Ingco • 6 days ago
copied example files for testing
@ Milian Ingco • 6 days ago
no america yah anymore
@ klucero23 • 6 days ago
added some necessary files
@ Milian Ingco • 6 days ago
testing smth
@ klucero23 • 6 days ago
Added example server files
@ Milian Ingco • 6 days ago
```



```
Randomly generated a color for a client
@ klucero23 • 5 days ago
Merge branch 'main' of https://github.com/MilianDIngco/Simple-Chat-OS
@ klucero23 • 5 days ago
umm colors...?
@ klucero23 • 5 days ago
Got send all function working
@ Milian Ingco • 5 days ago
Sends message to all clients when a user joins or leaves, however, clients ...
@ Milian Ingco • 5 days ago
Added color array
@ klucero23 • 5 days ago
```

```
Wrote scripts for server side message creation and decoding
@ Milian Ingco • 3 days ago
added functions that create client-side messages and decode client-side ...
@ Milian Ingco • 3 days ago
HOLY YES it can now send messages of variable length regardless of buff...
@ Milian Ingco • 3 days ago
added gitignore
@ Milian Ingco • 5 days ago
Got multithreaded client working
@ Milian Ingco • 5 days ago
```

Sunday 5/4 (living dangerously on the edge):

Time: 11:30 AM

Location: Lib 109

What we did:

- By 5:30PM

- Main_server successfully displays up-to-date list of connected clients
- Main_server accepts multiple main_client connections and broadcast messages from one client to all connected clients
- main_client can specify usernames and display them
- When user connects, clients are notified with welcome message as well as a goodbye message when leaving
- RANDOM COLORS WORK. THEY WORK OH MY GOD THANK GOD. AND IT RESETS TO DEFAULT WHEN U TYPE AS A CLIENT.

Checkpoint 1 Reached 😊

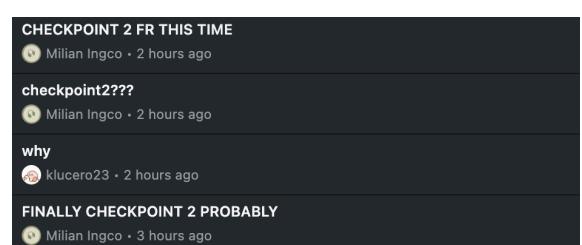
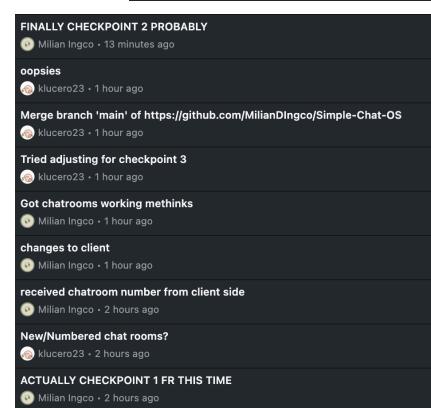
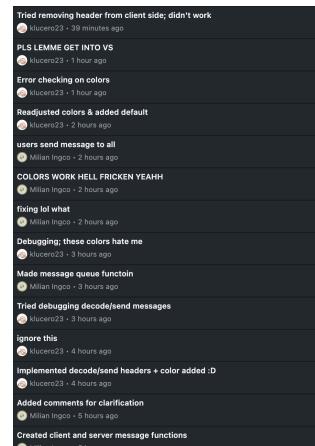
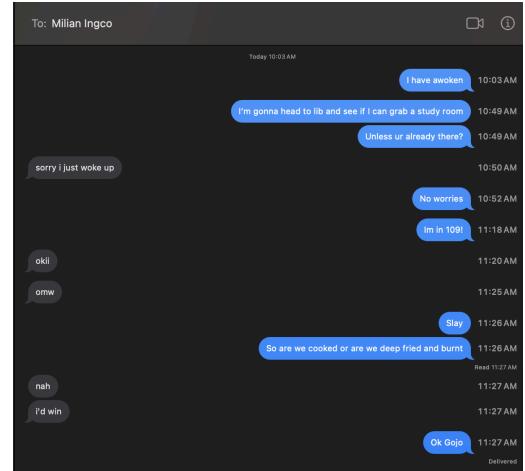
- Set base foundation so that multiple chatting rooms will work
- By 8:37 PM
 - main_server allows multiple chatting rooms running simultaneously; if a client wants to open new, it successfully opens a new chat
 - If a client wants to join an existing room it'll join that room, unless it is a nonexistent room in which case the server will send an error message.

Checkpoint 2 Reached 😊

- By 11PM
 - We did our best
 - In the case that room number was not specified, a list of currently available rooms will display and let the client choose one
 - If no room is available, it'll automatically create and join to the new room (implicitly using new command)

Checkpoint 3

Reached...we think 😕



- Checkpoint 4 was attempted but not fully reached

Checkpoint 4 not reached 😞