

Lab 9 - TCP Messenger Server P1

In this lab you need to build the first part of the TCP messenger server application which implements the server side of the protocol specified in Lab8. In this part of the server you will need to implement the following functionality:

1. The server will open a TCP server socket and start listening for incoming connections from clients.
2. Once a connection with a client is established and a new peer socket is created the peer socket is added to a container of peers sockets which are managed by the “*Dispatcher*”.
3. The *Dispatcher* is a new class that listen to all peers and handle the incoming commands from the peers.
4. At this stage you need to implement all the commands up to sending messages between peers.

You can use the executables given in lab8.zip to get a complete working client and a complete working server.