

CSE 5306
DISTRIBUTED SYSTEMS
LAB 2

The code is implemented in Python3 and Tkinter for the GUI on client side.

Run() python server_multi.py file first from the Spyder tool in the anaconda navigator.

Then ,run python client.py in a separate tab.In order to run multiple clients,
When the client.py file is running, the gui.py file will run simultaneously to show the interactions between the client and the server.

You need to run the client.py file as many times as many number of clients you require to connect to the server.

If the user enters a duplicate username, an error message will be displayed and the system will sleep for sometime and the windows will close.

The client has to be run again to make it work again with the server.
Keep all the files in the same directory.

If the user selects **Check for messages** button ,the contents of the message queue that corresponds to that client's present username are displayed along with the timestamp.

When the usernames are selected to send messages, the files of those usernames are created and then the messages are read to be displayed on the client GUI.

If the queue is currently empty, the user is notified that no messages are available.

Once messages are retrieved by the client, the server deletes them from the queue.

CITATIONS

<https://github.com/mikegpl/pychat>

<https://www.geeksforgeeks.org/simple-chat-room-using-python/>

ERRORS/BUGS

Multicasting not working