# ASSIGNMENT-2 REPORT

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BY

**KURISETI RAVI SRI TEJA**
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# 1 Design Choices

I used two high-level threads in client.py, one for sending the messages and the other to receive messages from server.In server.py, for the each client connected I created new low-level threads to receieve and send messages and stored the socket and corresponding user in a hash-map for future communications.

# 2 Executing the Code

I used python to code for client and server files. To run the assignment,first open a terminal to run server.py using **python server.py** and the terminal displays that **Server is connected**.Then open new terminals one each for the client and run the file client.py in each of terminal using the command **python client.py** and enter the user name and IP-Address of the server (I used localhost i.e., **127.0.0.1** as the IP-Address of the server).Then the client terminal displays acknowledgement messages for REGISTRATION and the server terminal displays message that the particular client is connected to server.After all the connections are made, we can start sending messages by typing the message on terminal in the format @[receipent user-name] [message].If the format is violated,errors are thrown by the code.