

T6 - Javascript Frameworks

T-JSF-600

IRC JS

an Internet Relay Chat client and server



IRC JS

language: Javascript (ExpressJS, React JS and NodeJS)



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.

In this project, you need to create an IRC server in **NodeJS** and **ExpressJS**, and a client in **ReactJS**.

Your server will have to accept **multiple simultaneous connections** and implement the notion of *channels*:

- it must be possible to join several *channels* simultaneously,
- must be able to create, rename and delete channels
- a message must be displayed when a user joins or leaves a *channel*.
- users must, of course, be able to speak in the channels they have joined.



Socket.IO

Channels and messages must be persistently preserved.



The persistence can be done with the method that you think is best: file, database, ...

Each user must give a nickname before they can use the application.



No authentication system is required, however it would be a welcome bonus.

The client and the server must communicate with each other, with the protocol of your choice.



COMMANDS

On the client side, each user should be able to do the following actions (using the specified command in chat, and using the interface):

- **/nick** *nickname*: define the nickname of the user on the server.
- **/list** [*string*]: list the available channels from the server. If *string* is specified, only displays those whose name contains the string.
- **/create** *channel*: create a channel with the specified name.
- **/delete** *channel*: delete the channel with the specified name.
- **/join** *channel*: join the specified channel.
- **/quit** *channel*: quit the specified channel.
- **/users**: list the users currently in the channel
- **/msg** *nickname message*: send a private the *message* to the specified *nickname*.
- **message**: send *message* the all the users on the channel