Design Document for Project 3
CS 5348.001 Operating Systems Concepts

Server	Client
	WRITE: username
READ: username	
W: userId return value: [0, 99] => known user [100, 199] => unknown user [-99, -1] => login conflict	
	R: userId
	W: menu selection
R: menu selection	
1. names of all known users.	
W: user names (separated by '\f')	
	R: user names (split by '\f')
2. names of all currently connected users.	
W: user names (separated by '\f')	
	R: user names (split by '\f')
3. send a message to a particular user.	
	W: recipient and message content (separated by '\n')
R: recipient and message content (split by '\n')	
4. send a message to all currently connected users.	
	W: message content
R: message content	

Server	Client
5. send a message to all known users.	
	W: message content
R: message content	
6. get messages	
W: message header (sender and timestamp) (headers are separated by '\n')	
	R: message header (split by '\n')
W: message content (separated by '\n')	
	R: message content (split by '\n')