1. Create a chat programme using what you have learnt in Winsock (TCP based).
2. Use the I/O Multiplexing Server and I/O Multiplexing Client for your framework.
   1. You can also use Multithreaded Server and Multithreaded Client

Things to do

Follow minecraft command convention

1. Create a new solution folder for server and client
   1. Integrate given framework
2. Welcome message
   1. Broadcast “online status”
3. Broadcast message
   1. /b “message”
4. Whisper message
   1. /w @ID “message”
5. ASCII emoticon
6. User list
   1. List of connected socket descriptors
7. Quit/Close connection
   1. Broadcast “offline status”
8. Print help menu
   1. All commands
9. Documentation
   1. Feature list
      1. What feature is implemented and how it is implemented
   2. User guide
      1. How to use these features
   3. Where are the codes
      1. File names
      2. Function names
      3. Class names
      4. Line numbers
   4. Screenshots of how it works

Advanced

1. Mark first entered session as room master - discord
   1. Give privilege to add the password to enter the room
   2. Add more functions to master client
2. Multiple chat rooms in chatting channel
3. Friends list
   1. Other features for friends

First message always sets name

Settings packet

Type = settings

Target = name

Message = “name here”

Set name harry

Set name john

Message packet

Type = message

Target = (whisper/name) / (all)

Message = “message here”

Send john hello

Send all good morning

Help packet

Type = message

Target = self/me

Message = help

Ie send me help

Client structure

1. SocketID
2. Name