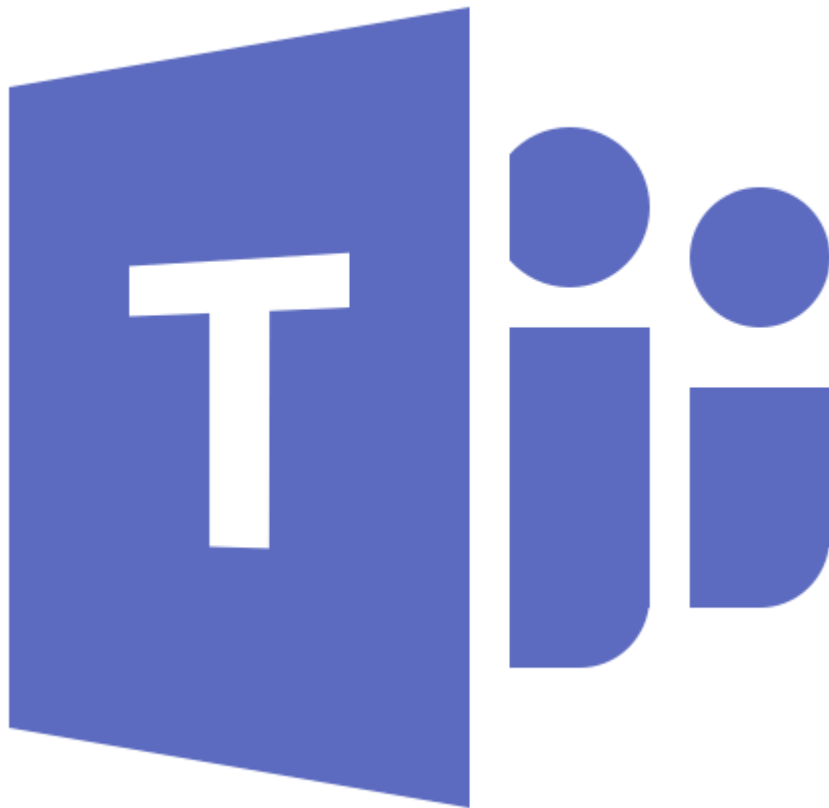# MyTeams

The goal of the project:

The goal of the project is to create a collaborative communication application and to create a server and a CLI client.

- Create your own protocol and describe it in a RFC's style documentation.
- Create your own data model in compliance with the given library technical properties.
- Implement requested commands in the CLI client.
- Use the given server and client libraries to print every events and data.
- The network communication will be achieved through the use of TCP sockets.
- Push the given logging library and it's includes at the root of the repo in a subfolder libs like follow NWP_myteams_*$ACADEMICYEAR*/libs/myteams/[extracted files].

Here are the following commands that we have manage to create:

Your client will handle the following command from the standard input :

- /help : show help
- /login ["username"] : set the username used by client
- /logout : disconnect the client from the server
- /users : get the list of all users that exist on the domain
- /user ["user_uuid"] : get information about a user
- /send ["user_uuid"] ["message_body"] : send a message to a user

Creators: This project was made during our 2nd years at Epitech LILLE by

- ❖ Leegan DUPROS
- ❖ Yaowanart HURE
- ❖ Quentin LAVIELLEVIE

How does it work?

SERVER


```
~/B-NWP-400> ./myteams_server -help
USAGE: ./myteams_server port

    port  is the port number on which the server socket listens.
```

COMMAND LINE INTERFACE (CLI) CLIENT


```
~/B-NWP-400> ./myteams_cli -help
USAGE: ./myteams_cli ip port
    ip   is the server ip address on which the server socket listens
    port is the port number on which the server socket listens
```

Terminal window 1:

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ export LD_LIBRARY_PATH=./libs/myteams
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_server 4242
```

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_cli 127.0.0.1 4242
```


Terminal window 2:

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ export LD_LIBRARY_PATH=./libs/myteams
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_server 4242
Connexion incoming
Connection from 127.0.0.1
Connexion incoming
Connection from 127.0.0.1
```

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_cli 127.0.0.1 4242
```


Terminal window 3:

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ export LD_LIBRARY_PATH=./libs/myteams
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_server 4242
Connexion incoming
Connection from 127.0.0.1
Connexion incoming
Connection from 127.0.0.1
User a8448737-5480-4976-81ff-39a316284709 logged in.
```

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_cli 127.0.0.1 4242
/login "Yao"
Client a8448737-5480-4976-81ff-39a316284709 logged in with login Yao
```


Terminal window 4:

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ export LD_LIBRARY_PATH=./libs/myteams
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_server 4242
Connexion incoming
Connection from 127.0.0.1
Connexion incoming
Connection from 127.0.0.1
User a8448737-5480-4976-81ff-39a316284709 logged in.
User a8448737-5480-4976-81ff-39a316284709 logged out.
```

```
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$ ./myteams_cli 127.0.0.1 4242
/login "Yao"
Client a8448737-5480-4976-81ff-39a316284709 logged in with login Yao
/logout
Client a8448737-5480-4976-81ff-39a316284709 logged out with login Yao
yaowanart@pc-16 ~/Desktop/Tek2/NWP/teams_funct/NWP_myteams_2019  <master*>
$
```