

User Guide

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System ID 002-31-4970

Environment: Linux

Go to terminal: `make`, `/BulletinBoard_`, and `./client`

`/BulletinBoard_:`

```
[(base) PacMan@192 ~ % cd /Users/PacMan/Desktop/BulletinBoard_V1
[(base) PacMan@192 BulletinBoard_V1 % ./BulletinBoard
thmax: 10
bbport: 3456
syncport: 3456
bbfile: BulletinBoardFile.ims
peers: peers
daemon: d
debug: D
bbfile BulletinBoardFile.ims
bbport 3456
daemon d
debug D
peers peers
syncport 3456
thmax 10
ok, create socket successful...
ok, bind ip and port soccessful...
ok, listen successful.
fd: 4
path: ./db/BulletinBoardFile.ims
path: ./db/BulletinBoardFile.ims
...
```

`./client:`

Using USER +username to log in

Use WRITE +message

It will return the message id

Using READ + message id

It will return the username message id/message

Using REPLACE+ message id/new message

It will return the user name message id/message

Using QUIT to close socket

It will return bye

```
[(base) PacMan@192 ~ % cd /Users/PacMan/Desktop/BulletinBoard_V1
[(base) PacMan@192 BulletinBoard_V1 % ./client
Hi Please input your data: USER client1
recv: HELLO_client1_welcome
Hi Please input your data: WRITE challenge3
recv: WROTE done. 18
Hi Please input your data: READ 18
recv: MESSAGE_18_client1/challenge3
Hi Please input your data: REPLACE 18/CHALLENGE3
recv: REPLACE_ok.
Hi Please input your data: READ 18
recv: MESSAGE_18_client1/CHALLENGE3
Hi Please input your data: QUIT
recv: Bye.
Bye.
(base) PacMan@192 BulletinBoard_V1 %
```

Check database:

Go to db file folder

Using cat BulletinBoardFile.ims to check the database

You can see the data below

```
[(base) PacMan@192 db % cat BulletinBoardFile.ims
1/blx/Apple
2/BLX/google
3/BLX/baidu
4/BLX/microsoft
5/BLX/apple
6/y/cisco
7/y/Facebook
8/2/g00Lsjsa
8/2/g00Lsjsa
8/2/g00Lsjsa
9/1/902
10/1/10
12/9/VVSBAGSV
13/9/bxvabvs
14/23/232
15/woo/DOTA2
16/woo/je_suis
17/loll/CSGO
18/client/CHALLENGE3
(base) PacMan@192 db % █
```