Network Programming Assignment-1 Chat Application

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Files: 1. tcpserver.c 2. tcpclient.c

The Server application creates new child for each new client connected. For Inter-process communication, a <u>message queue</u> is used(for directing messages among clients). For storing user details, <u>shared memory</u> is used among all the server processes.

Running The Application:

1. On Server Machine, Run \$ make tcpserver, then run \$./tcpserver

```
aakash@aakash-HP-Notebook:~$ ./tcpserver
Enter Port No. to Start Chat Server: 6666
Server Ready to Accept Connections....

Connected with IP: 0.0.0.0

Connected with IP: 172.17.2.55
```

2. On Client Machine, run \$ make tcpclient, then run \$./tcpclient

The application supports user creation, duplicate username verification, and password verification.

Users need to enter the IP Address and Port No. on which the server is running in order to connect to the chat system.

a) Connecting To Server

```
aakash@aakash-HP-Notebook:~$ ./tcpclient
Enter Server IP Address: 10.0.0.3
Enter Server Port No.: 5555

1. New User?
2. Existing User? Login
3. Exit
Select an option: 2
Enter Username: aakash
Enter Password:

Message from Server: Welcome Aakash!

What would you like to do?
1. Send a Private Message
2. Send a Broadcast Message
3. Get Status of Other Users
4. Block a User
5. Unblock a User
6. Exit
Select an option:
```

c) Sending Private Message

Sender:

```
aakash@aakash-HP-Notebook: ~ _ _ _ _ _ ×
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What would you like to do?

1. Send a Private Message

2. Send a Broadcast Message

3. Get Status of Other Users

4. Block a User

5. Unblock a User

6. Exit

Select an option: 1

Send To: deepak
Enter Message: Hello Deepak! How was the dinner?

Message Sent

What would you like to do?

1. Send a Private Message
```

Receiver:

```
4. Block a User
5. Unblock a User
6. Exit
Select an option:
Message from Gaurav: Hello Deepak! How was the dinner?
```

If the receiver is online, the message is immediately printed on his/her side. But if the user is offline, the message is delivered as soon as he/she comes online (if the receiver hasn't blocked the sender).

d) Sending Message to All Users (Broadcast Message)

A user can send a broadcast message to all the other users using option 2.

Sender:

```
What would you like to do?

1. Send a Private Message

2. Send a Broadcast Message

3. Get Status of Other Users

4. Block a User

5. Unblock a User

6. Exit

Select an option: 2

Enter Message: Hello All! Meet me tonight at the lake.

Message Sent

What would you like to do?

1. Send a Private Message
```

Receiver 1:

```
6. Exit
Select an option:
Message from Gaurav: Hello Deepak! How was the dinner?
Message from Gaurav: Hello All! Meet me tonight at the lake.
```

Receiver 2:

```
deepak Deepak Kar Offline

What would you like to do?

1. Send a Private Message

2. Send a Broadcast Message

3. Get Status of Other Users

4. Block a User

5. Unblock a User

6. Exit

Select an option:

Message from Gaurav: Hello All! Meet me tonight at the lake.
```

e) Getting Status of Users

Using option 3 will print a list of registered users within the chat system with their status (whether online/offline).

* indicates the username of self.

```
Total Number of Users: 4

USERNAME NAME STATUS
aakash Aakash Bajaj Online
likeme Gaurav Joshi Offline
deepak* Deepak Kar Online
amit31 Amit Soni Online

What would you like to do?

1. Send a Private Message

2. Send a Broadcast Message
```

f) Additional Feature: User Blocking & Unblocking

By using options 4 and 5, a user can block or unblock messages from any other user just by supplying his/her username. By default, all users are unblocked for any new user. But the user can still send messages to the blocked user(if he/she hasn't blocked the user back). The messages sent during blocked period won't be queued and will be destroyed at the server.

```
aakash@aakash-HP-Notebook: ~ _ _ _ X

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Message from Server: Welcome Amit!

What would you like to do?

1. Send a Private Message

2. Send a Broadcast Message

3. Get Status of Other Users

4. Block a User

5. Unblock a User

6. Exit

5. Exit

6. Exit

6.
```