

---

# Networks Lab: CS39006

## Assignment 8: Implement a Peer-to-Peer Chat Application

### Design Document

---

#### Group Details

Name: Abhinav Bohra      Roll No: 18CS10004

Name: Animesh Jain      Roll No: 18CS30049

### 1. Data-structures used

#### 1.1 Structure user\_info

```
struct user_info{  
  
    int port;                /* client's port number */  
    char *IPaddr;            /* client's IP address */  
    char *clientname;        /* client's name */  
};  
  
struct user_info PeerUserInfo[MAXPEERS];
```

Every participating user maintains a user\_info structure that contains - name of the friend, IP address of the machine where the chat application is running, & port number at which the peer-chat server is running. This table is static. The program supports peer to peer chatting between 5 users.

#### Shared User Info Table

<u>PORT Number</u>	<u>IP Address</u>	<u>Peer Name</u>
30001	192.168.18.144	User1
30002	192.168.18.144	User2
30003	192.168.18.144	User3
30004	192.168.18.144	User4
30005	192.168.18.144	User5

*The above table is also printed by the program for convenience of user.*

## 1.2 How to add new users/change current peers?

- The Macro MAXPEERS denotes maximum number of peers that can chat. To add new users, simply increase the count of macro MAXPEERS as required. Then add peer name to `char *clientnames` in `setup_user_info(void)` function.
- To change current peers, modify the names in `char *clientnames` in `setup_user_info(void)` function.

## 2. User-defined Functions used

### 2.1. `void setup_user_info()` : Initialises user\_info data structure

```
void setup_user_info(){  
  
char *clientnames[MAXPEERS+1]={"Abhinav","Animesh","Bohra","Jain","Anonymous"};  
    int base_port = 30001;  
    char *IPAddr = "192.168.18.144";  
  
    for(int i=0;i<MAXPEERS;i++){  
  
        PeerUserInfo[i].port = base_port + i;  
        PeerUserInfo[i].IPAddr = IPAddr;  
        PeerUserInfo[i].clientname = clientnames[i];  
    }  
}
```

### 2.2 `getIndex(char *clientName)`: Returns the index of client name by looking up in user\_info table

```
int getIndex(char *clientName){  
  
    for(int i=0; i< MAXPEERS;i++){  
        if(strcmp(PeerUserInfo[i].clientname, clientName) == 0 ) return i;  
    }  
  
    return -1;  
}
```

**2.3 ParseMessage(char \*buffer, char \*clientName, char \*message):** Splits a string into two parts using '/' as delimiter.

```
void ParseMessage(char *buffer, char *clientName, char *message){  
  
    int index = 0;  
    while(buffer[index] != '/') {  
        clientName[index] = buffer[index];  
        index++;  
    }  
    clientName[index] = '\0';  
    index++; //Skip '/'  
  
    for(int j = index; j < MAXSIZE; j++) message[j - index] = buffer[j];  
}
```

### 3. Compilation and Running Procedure

1. Change char \*IPAddr = "192.168.18.144" to your IP address (Line 54)
2. Change Directory to the directory containing the file p2p-chat-app.c
3. Create two instances of terminal
4. In 1st Instance Run the command: gcc p2p-chat-app.c && ./a.out User1
5. In 2nd Instance Run the command: gcc p2p-chat-app.c && ./a.out User2
6. Create more such instances (upto 5) with peer names mentioned in user\_info (if needed)

*Note that the program takes peer name (should be present in user\_info data structure) from command line as the only argument.*

### 4. Sample Inputs & Outputs

#### Case 1: Messages from one peer to another peer

##### Sample Input 1:

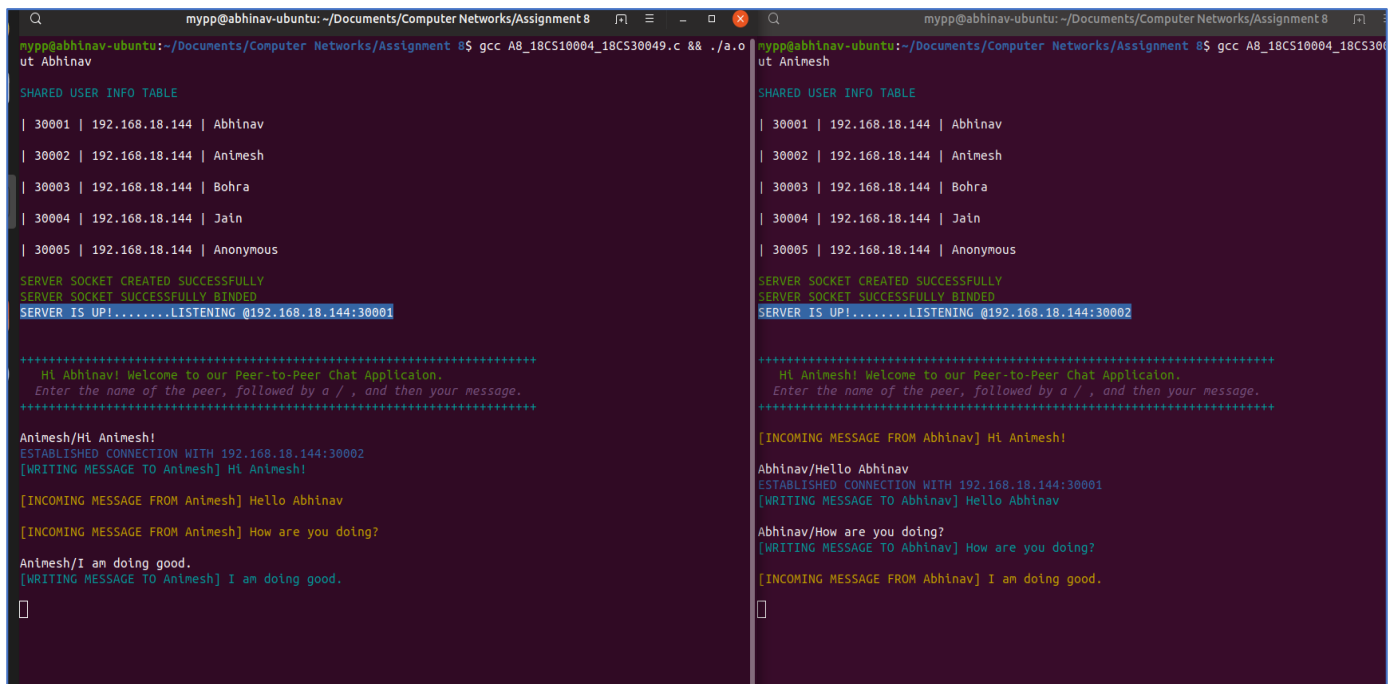
On Terminal 1 – User2/Hi User2!

On Terminal 2 – User1/Hello User1!

On Terminal 2 – User1/How are you doing?

On Terminal 1 – User2/I am doing good.

## Sample Output 1:



```
mypp@abhinav-ubuntu: ~/Documents/Computer Networks/Assignment 8
mypp@abhinav-ubuntu:~/Documents/Computer Networks/Assignment 8$ gcc A8_18CS10004_18CS30049.c && ./a.out Abhinav

SHARED USER INFO TABLE
| 30001 | 192.168.18.144 | Abhinav
| 30002 | 192.168.18.144 | Animesh
| 30003 | 192.168.18.144 | Bohra
| 30004 | 192.168.18.144 | Jain
| 30005 | 192.168.18.144 | Anonymous

SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30001

+++++
  Hl Abhinav! Welcome to our Peer-to-Peer Chat Application.
  Enter the name of the peer, followed by a / , and then your message.
+++++

Animesh/Hl Animesh!
ESTABLISHED CONNECTION WITH 192.168.18.144:30002
[WRITING MESSAGE TO Animesh] Hl Animesh!

[INCOMING MESSAGE FROM Animesh] Hello Abhinav

[INCOMING MESSAGE FROM Animesh] How are you doing?

Animesh/I am doing good.
[WRITING MESSAGE TO Animesh] I am doing good.

[]

mypp@abhinav-ubuntu:~/Documents/Computer Networks/Assignment 8$ gcc A8_18CS10004_18CS30049.c && ./a.out Animesh

SHARED USER INFO TABLE
| 30001 | 192.168.18.144 | Abhinav
| 30002 | 192.168.18.144 | Animesh
| 30003 | 192.168.18.144 | Bohra
| 30004 | 192.168.18.144 | Jain
| 30005 | 192.168.18.144 | Anonymous

SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30002

+++++
  Hl Animesh! Welcome to our Peer-to-Peer Chat Application.
  Enter the name of the peer, followed by a / , and then your message.
+++++

[INCOMING MESSAGE FROM Abhinav] Hl Animesh!

Abhinav/Hello Abhinav
ESTABLISHED CONNECTION WITH 192.168.18.144:30001
[WRITING MESSAGE TO Abhinav] Hello Abhinav

Abhinav/How are you doing?
[WRITING MESSAGE TO Abhinav] How are you doing?

[INCOMING MESSAGE FROM Abhinav] I am doing good.

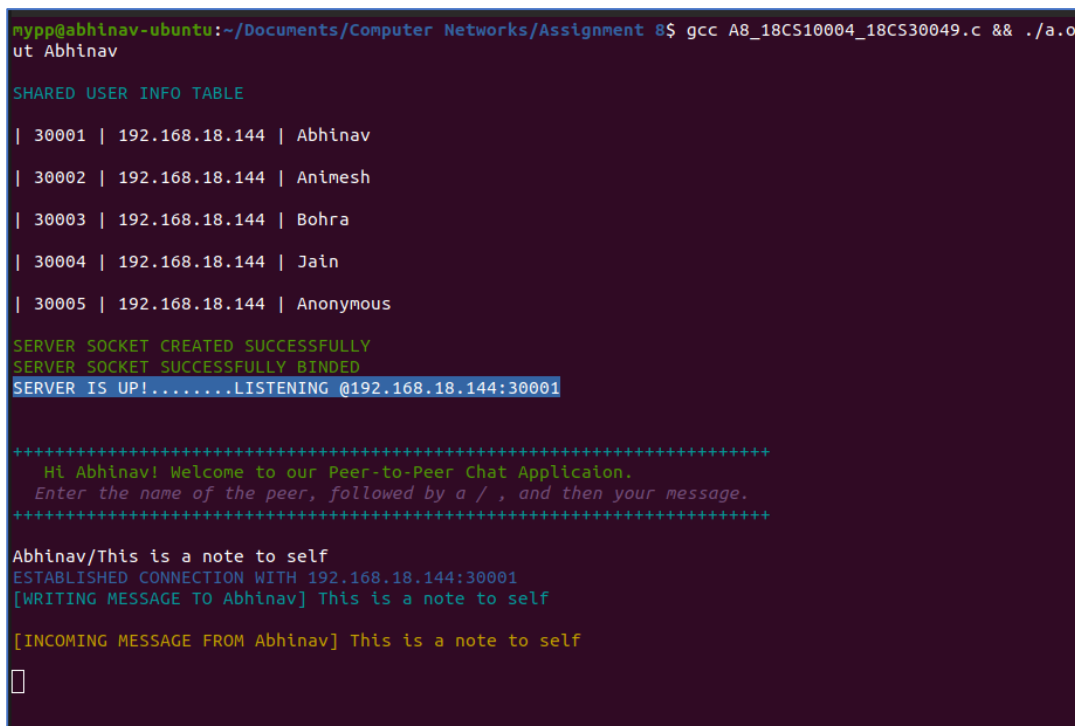
[]
```

## Case 2: Messages from a user to himself/herself

### Sample Input 2:

On Terminal 1 – User1/This is a note to self

## Sample Output 2:



```
mypp@abhinav-ubuntu:~/Documents/Computer Networks/Assignment 8$ gcc A8_18CS10004_18CS30049.c && ./a.out Abhinav

SHARED USER INFO TABLE
| 30001 | 192.168.18.144 | Abhinav
| 30002 | 192.168.18.144 | Animesh
| 30003 | 192.168.18.144 | Bohra
| 30004 | 192.168.18.144 | Jain
| 30005 | 192.168.18.144 | Anonymous

SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30001

+++++
  Hl Abhinav! Welcome to our Peer-to-Peer Chat Application.
  Enter the name of the peer, followed by a / , and then your message.
+++++

Abhinav/This is a note to self
ESTABLISHED CONNECTION WITH 192.168.18.144:30001
[WRITING MESSAGE TO Abhinav] This is a note to self

[INCOMING MESSAGE FROM Abhinav] This is a note to self

[]
```

### Case 3: Message to an unknown peer

#### Sample Input 3:

On Terminal 1 – Robert/Are you there Robert?

#### Sample Output 3:

```
mypp@abhinav-ubuntu:~/Documents/Computer Networks/Assignment 8$ gcc A8_18CS10004_18CS30049.c && ./a.o
ut Abhinav

SHARED USER INFO TABLE

| 30001 | 192.168.18.144 | Abhinav
| 30002 | 192.168.18.144 | Animesh
| 30003 | 192.168.18.144 | Bohra
| 30004 | 192.168.18.144 | Jain
| 30005 | 192.168.18.144 | Anonymous

SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30001

+++++
  Hi Abhinav! Welcome to our Peer-to-Peer Chat Appliaion.
  Enter the name of the peer, followed by a / , and then your message.
+++++

Robert/Are you there?
PEER NOT FOUND IN USERINFO TABLE
□
```

## Case 4: Cross Messaging between 4 Users at a time

### Sample Input 4:

On Terminal 1 – User3/This is User1

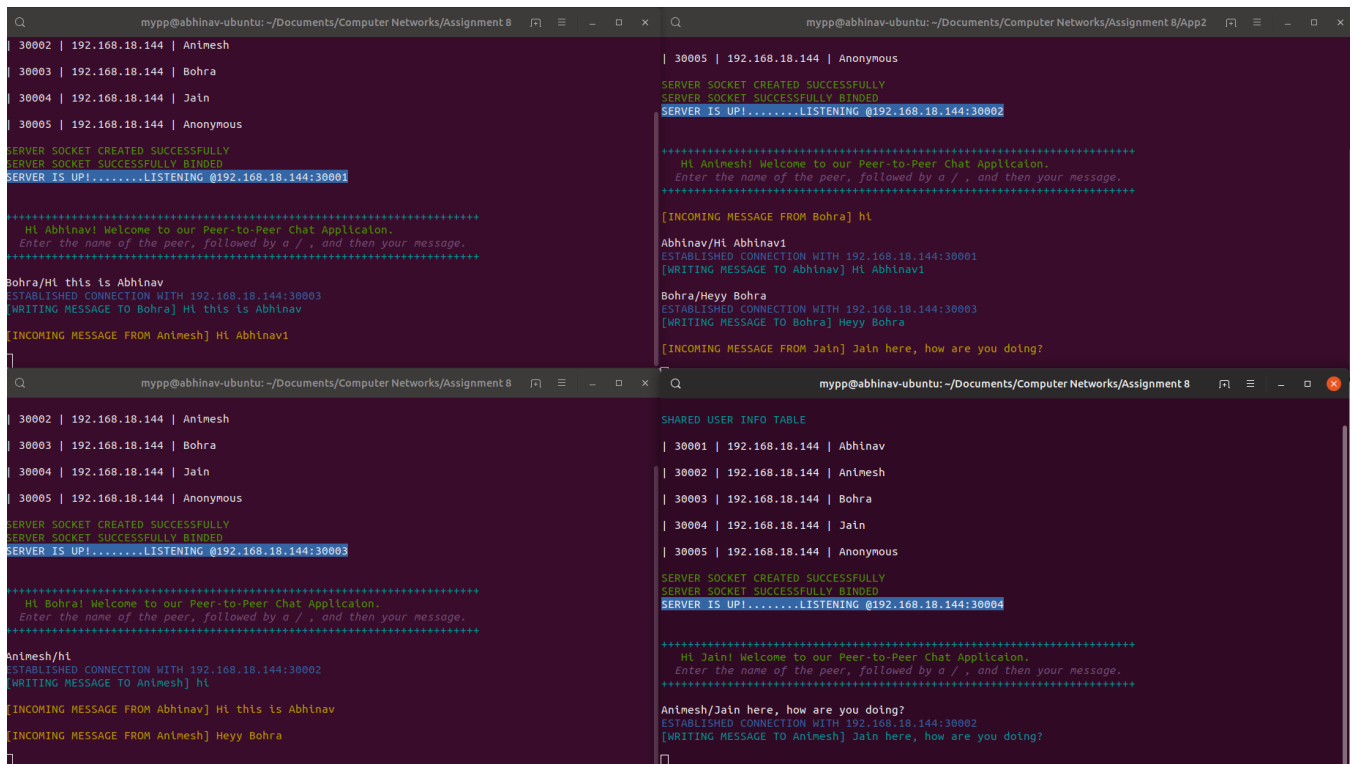
On Terminal 3 – User2/hi

On Terminal 2 – User1/Hi User1!

On Terminal 2 – User3/Heyy User3

On Terminal 4 – User2/User4 here, how are you doing?

### Sample Output 4:



```
mypp@abhinav-ubuntu: ~/Documents/Computer Networks/Assignment 8
30002 | 192.168.18.144 | Animesh
30003 | 192.168.18.144 | Bohra
30004 | 192.168.18.144 | Jain
30005 | 192.168.18.144 | Anonymous
SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30001
*****
Hi Abhinavi Welcome to our Peer-to-Peer Chat Application.
Enter the name of the peer, followed by a / , and then your message.
*****
Bohra/Hi this is Abhinav
ESTABLISHED CONNECTION WITH 192.168.18.144:30003
[WRITING MESSAGE TO Bohra] Hi this is Abhinav
[INCOMING MESSAGE FROM Animesh] Hi Abhinavi

mypp@abhinav-ubuntu: ~/Documents/Computer Networks/Assignment 8/App2
30005 | 192.168.18.144 | Anonymous
SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30002
*****
Hi Animesh! Welcome to our Peer-to-Peer Chat Application.
Enter the name of the peer, followed by a / , and then your message.
*****
[INCOMING MESSAGE FROM Bohra] hi
Abhinav/Hi Abhinavi
ESTABLISHED CONNECTION WITH 192.168.18.144:30001
[WRITING MESSAGE TO Abhinav] Hi Abhinavi
Bohra/Heyy Bohra
ESTABLISHED CONNECTION WITH 192.168.18.144:30003
[WRITING MESSAGE TO Bohra] Heyy Bohra
[INCOMING MESSAGE FROM Jain] Jain here, how are you doing?

mypp@abhinav-ubuntu: ~/Documents/Computer Networks/Assignment 8
30002 | 192.168.18.144 | Animesh
30003 | 192.168.18.144 | Bohra
30004 | 192.168.18.144 | Jain
30005 | 192.168.18.144 | Anonymous
SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30003
*****
Hi Bohra! Welcome to our Peer-to-Peer Chat Application.
Enter the name of the peer, followed by a / , and then your message.
*****
Animesh/hi
ESTABLISHED CONNECTION WITH 192.168.18.144:30002
[WRITING MESSAGE TO Animesh] hi
[INCOMING MESSAGE FROM Abhinav] Hi this is Abhinav
[INCOMING MESSAGE FROM Animesh] Heyy Bohra

mypp@abhinav-ubuntu: ~/Documents/Computer Networks/Assignment 8
SHARED USER INFO TABLE
30001 | 192.168.18.144 | Abhinav
30002 | 192.168.18.144 | Animesh
30003 | 192.168.18.144 | Bohra
30004 | 192.168.18.144 | Jain
30005 | 192.168.18.144 | Anonymous
SERVER SOCKET CREATED SUCCESSFULLY
SERVER SOCKET SUCCESSFULLY BINDED
SERVER IS UP!.....LISTENING @192.168.18.144:30004
*****
Hi Jain! Welcome to our Peer-to-Peer Chat Application.
Enter the name of the peer, followed by a / , and then your message.
*****
Animesh/Jain here, how are you doing?
ESTABLISHED CONNECTION WITH 192.168.18.144:30002
[WRITING MESSAGE TO Animesh] Jain here, how are you doing?
```