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## **Summary**

GopherChat is a platform where clients can send data between to one another. This platform utilizes TCP connection to serve the clients. In order for the data to get to other clients, it need to pass the server first which determine who/what to send. Clients can send messages and files with cool features that everyone like to have. GopherChat can hold up to 10,000 user credentials inside its database. But currently, it can only let 32 users to be online.

## **How to use the program**

make all	This will compile everything and create the executable files.
./server [port]	Start the server with specific port number for clients to join.
./server reset	Reset all the user's credentials inside database.
./client [server ip] [port]	Start client session with the server and give input manually.
./client [server ip] [port] [script]	Start client session with the server and execute the script.

## **Features & Usages**

### **Server**

Server will be able to see if someone register new account and successful or not. Including login, if someone successfully login, the server will notify all other online users that the new user has join the chat. If someone logout, the server will notify all other online users that the person has left the chat. Server will be able to see which messages are send public and which are send private and from whom to whom.

## Client

Command	Description
LOGSTART	(New feature) Start recording all the messages that is send to or receive from server inside the local directory
LOGSTOP	(New feature) Stop recording all the messages that is send to or receive from server inside the local directory
REGISTER [username] [password]	Register a new account
LOGIN [username] [password]	Log in with an existing accountand enter the chat room
LOGOUT	Log out and leave the chat room
SEND [msg]	Send a public message
SENDF2 [username] [msg]	Send a private message to a user
SENDA [msg]	Send an anonymous public message
SENDA2 [username] [msg]	Send an anonymous private message to a user
SENDF [local file]	Send a file publicly
SENDF2 [username] [local file]	Send a file to a user privately
LIST	List all online users
DELAY	A special command that delays for $N$ seconds before executing the next command in the script