Networks Lab - Assignment - 8

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Documentation

Most Parts of Documentation is included in the Code Files itself in the form of comments. But Here is a brief structure of the code as well -

File peer.h - Contains all the header files, variables, constants, data structures and utility functions that are used throughout the program

We have maintained a structure user_info which maps the usernames of the peers to their corresponding ports and is known beforehand to all the peers.

We also maintain two maps - fdMap , which maps the username of a peer to the corresponding file descriptor of the connection.

We keep Maximum connections allowed to 5.

File peer.cpp - Contains all the necessary functions and protocol algorithms for the solution.

A brief overview of protocol/algorithm we implemented is :-

- Take the username
- Create a new socket and bind to it using the address 127.0.0.1 and port defined in user info table.
- Initialize the read_set, write_set with zero and put all the available fds into it.
- Use select sys call to get a list of all the activated fds.
- If the STDIN FILENO is activated, i.e a new message request is made
 - o If a connection is not established yet create a new connection
- Send the message to the peer
- If a new connection request is incoming then accept the request.
- For each peer we have established the connection with, check if the connection fd is activated.
- If timeout has happened close the fd and print timeout.

- If a message is outstanding, print the message to stdout.
- Repeat

Compilation and Build Procedure

- 1. Open the directory and run make.
- 2. Open the terminals for each unique peer.
- 3. run ./peer.o
- 4. Enter the username from the list of options provided.
- 5 Chat

Sample Input and Output



