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Program structure:

Main:

- 1. read config file
- 2. connect to irc server
- 3. receive message & reply

```
__name__ == '__main__':
      vith open('config', 'r') as config: xadecimal &
         conf = config.read().split('=')
         IRCSocket.connect(('irc.freenode.net', 6667))
      IRCSocket.send('USER~\{\}~\{\}~\{\}\n'.format(username,~hostname,~servername,~realname).encode())
      IRCSocket.send('NICK {}\n'.format(nickname).encode())
IRCSocket.send('JOIN {}\n'.format(channel).encode())
      send_msg('Hello! I am robot.')
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             msg = IRCSocket.recv(4096).decode()
            cept ConnectionResetError:
         print(msg) OW to Submit the
         msg = msg.split(' ')
          if len(msg) > 1 and msg[1] == 'PRIVMSG': of your
msg = msg[3:]
             op = msg[0][1:]
             if op == '@repeat':
                send_msg(' '.join(msg[1:]))
```

Functions:

- 1. send_msg(msg): send \$msg to chatroom
- 2. valid_ip(ip): return list of valid ip

```
def send_msg(msg):
    IRCSocket.send('PRIVMSG {} :{}\n'.format(channel, msg).encode())

def valid_ip(ip):
    return _ valid_ip(str(ip), 0, [])
```

Challenge & solution:

 在測試的時候有其他人在 chatroom 上輸入不合法的指令(eg:@ip abcd),會 導致程式出現 error 而中斷 solution:用 try...except 處理錯誤訊息,即使讀到不合法指令也不會導致程式 中斷 2. @ip 可能性太多時,一次傳過多訊息會被 irc 擋掉,回傳 throttled due to flooding。

solution:每傳一筆訊息就 sleep(1)

Reflections about this homework:

這次作業用 irc 跟 socket 實作互動機器人,透過實際應用來了解一些網路運作原理,跟只上課或看課本比起來,我覺得這種形式的作業更能讓人清楚理解,很有趣也很有意義。