

Operating Systems Project 3 - Design

From client to server

Message	Purpose	Message length	Data contained
Name sent to server	To identify clients	No limit	Name of the client
Choice of the menu	Select the options presented	No limit	1,2,3,4,5,6,7
Acknowledgements	To halt the communication periodically	1 byte	1
-1	To compare the presence of the users	1 byte	-1
Username	To see all connected users	No limit	Name of the connected clients
Date time	To send the timestamp of the message	No limit	Date time of the message sent
Sender	To identify the sender of the message		User names
Socket connection messages			

From server to client

Message	Purpose	Message length	Data contained
List of usernames	Requested by client		Username
Acknowledgements	To halt the communications periodically	1 byte	1
-1	To compare the presence of the users	1 byte	-1
Messages	The requested messages	80	Actual message, the sender, time