

CENG421 PROJECT

This project is a chatting program which is implemented as a server client system. We should first compile server using the command line input:

```
gcc server.c -o server
```

And run the output file using:

```
./server <port number>
```

Here the one will run the program decides the port number. In the example screenshots port number is 6868.

After that we should compile the client file as well. Can compile client file using the command line input:

```
gcc client.c -o client
```

And run the output file using:

```
./client <ip> <port number>
```

Here the one will run the program decides the port number and ip. In the example screenshots ip is 127.0.0.1 and port number is 6868.

You can use different output filenames while compiling and different ip and port values while running. Also, you can compile client file before the server file, but server should run first.

The client must send the first message and messages should continue as one at a time from each other. Example:

- 1- Client message
- 2- Server message
- 3- Client message
- 4- Server message ... goes on like this.

The delivered date and time of the messages are shown inside “[]” brackets when message is received. Both server and client can terminate the connection. The termination can be done by entering a message starting with the word “close”. Example: “close”, “close connection”, “close abc123” etc. It can be seen in the example screenshots as well.

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