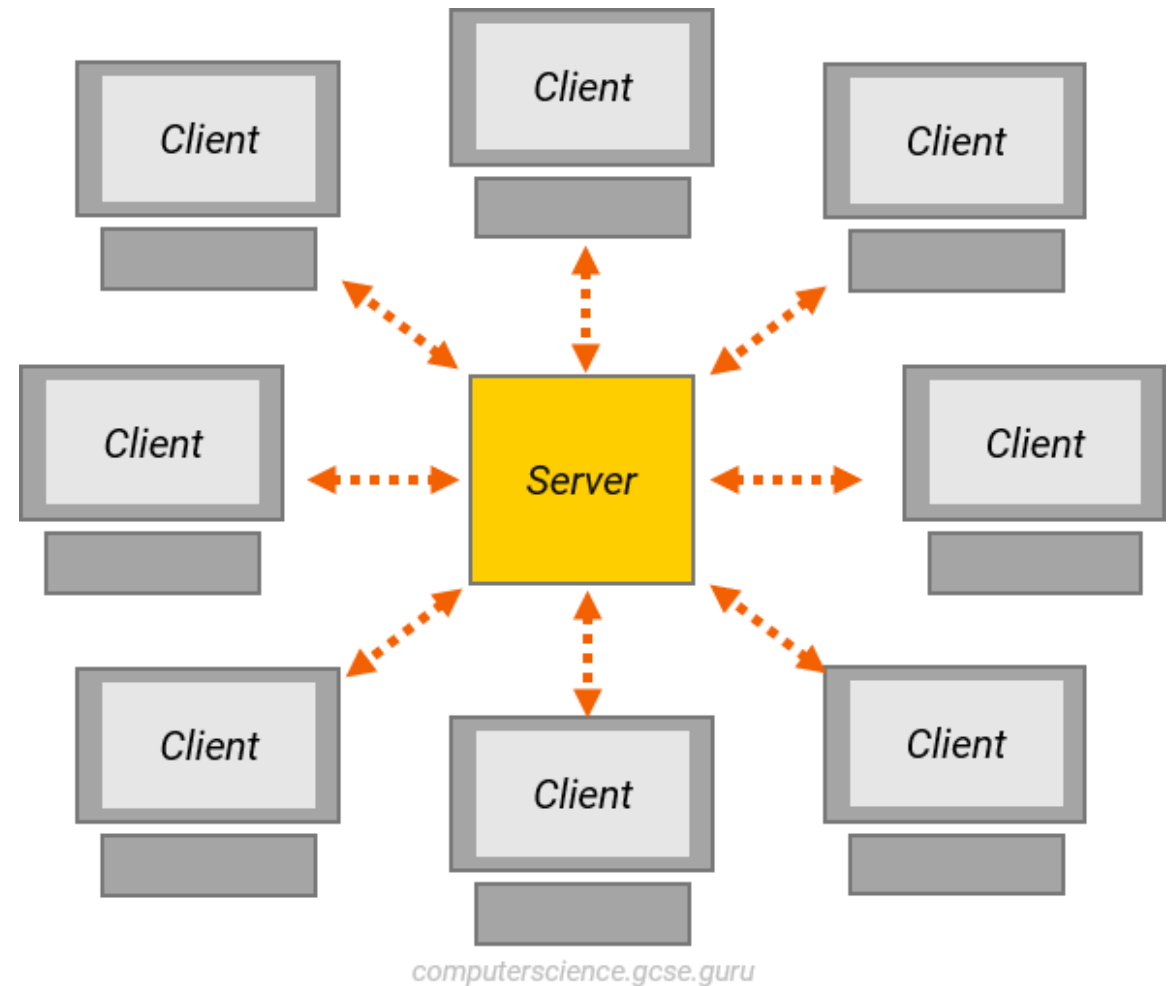


Assignment 3 Help

CPSC441 – Winter 2025

Broadcast Functionality

- Server starts to accept clients within a loop and store them within an array, list, etc.
- Server uses threads to receive and send messages to all of them by iterating over the clients' list
- As before, we will use a designated function with threads to handle the clients on the server side
- We have to check special commands coming from the clients and act according to the meaning of them



Broadcast Functionality

But how we avoid echoing the message to a client?

- Think about excluding the client that we got the message from when we are sending a message to all (**broadcasting**)
- Can we use the list we already have to identify the specific client and exclude it or we need something else to identify that client?
- Think about how we send the message to the clients... (hint : sockets)

Graceful Disconnection

- How can we disconnect a client from the server gracefully?
- Does the server decide to disconnect from a client?
- Or we receive a signal from the client to disconnect?
- How can we disconnect a client based on their signal?

