

KTN1 - Project description

Jon Eirik Lisle Andresen and Sondre Foslien

March 9, 2017

1 Client

The client is a stupid client. At startup it sends a login command to the server along with a username. When it receives a acknowledgement that the log-in was successful it starts waiting for messages from the user. When it receives input, the input is parsed to JSON and the client sends it along to the server. Other than that it doesn't do much. It receives messages through the MessageReceiver and translates them back via the JSONparser to make it readable for the end user.

2 Server

The server is where all the logic is. At the top it is a "master"-server, which spawns a "slave"-servers. When a client connects to the master it spawns a new thread with a slave server for each client, which handles the appropriate client. It receives commands, translates what the command means and replies with the corresponding response. It replies with an error-message if there is a error, for example if there is already a user with the requested username or if the command doesn't exist. It can also reply with info, which is only passed along to one client. This is for example a message with all the users connected to the master-server. If it receives a message it transmits it to all the clients connected to the master-server.