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Chatting App Report
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Files:

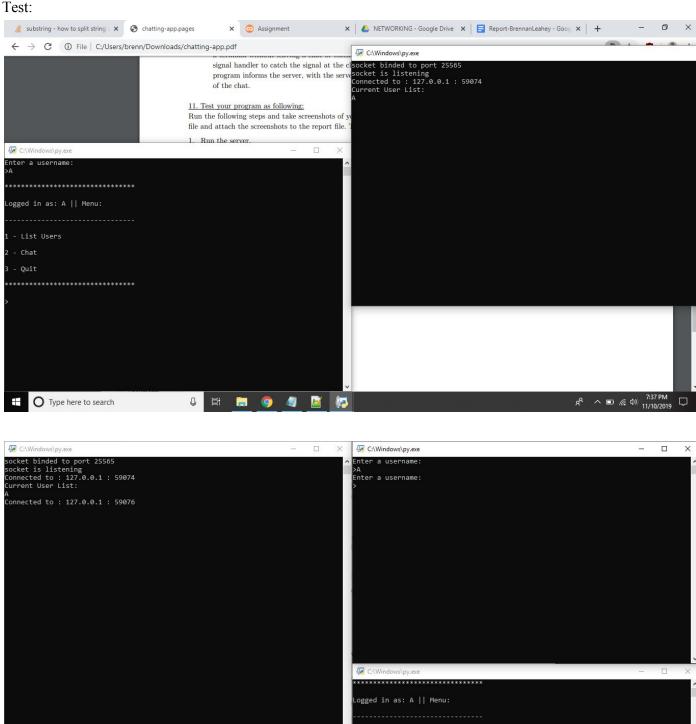
- chatclient.py
- chatserver.py

Implementation:

The implementation used was threading to support multiple clients (on the server side), and a thread to support listening to messages (on the client side). The libraries used are time, socket, sys, and _thread. I tried to receive messages on the client side without threading, but could not come up with a solution that did not require threading.

Functionality:

The program fits all criteria except group chat. The program support private chatting. This project took me well over 20 hours. This was mostly due to lack of guidance and resources. Overall, I did not have a good experience when designing this app. Between the frustration and lack of guidance, there was not much to enjoy. However, I did fulfill the criteria that was specified in the rubric. Below are screenshots of the test. I did switch up client D with client E in the instructions. I hope something this trivial does not negatively impact my grade.



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