

Description KTN

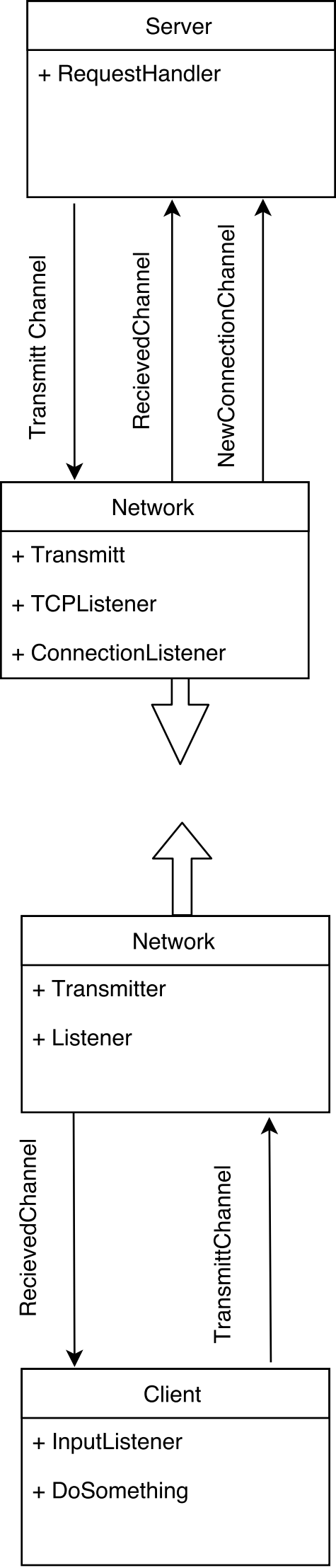
I will be using Golang to do this project as I already use this in a project in TTK4145. My plan is to use a “dumb” Network module that only Marshals structs received on a channel and broadcasts them to all specified Clients, or unmarshals and puts on a channel for the server to interpret.

Here the server is a GO routine that awaits an incoming struct on the “ReceivedChannel” and then interprets based on the “request” type. e.g. in the case of “login” it checks through a function(not threaded) isValid that makes sure:

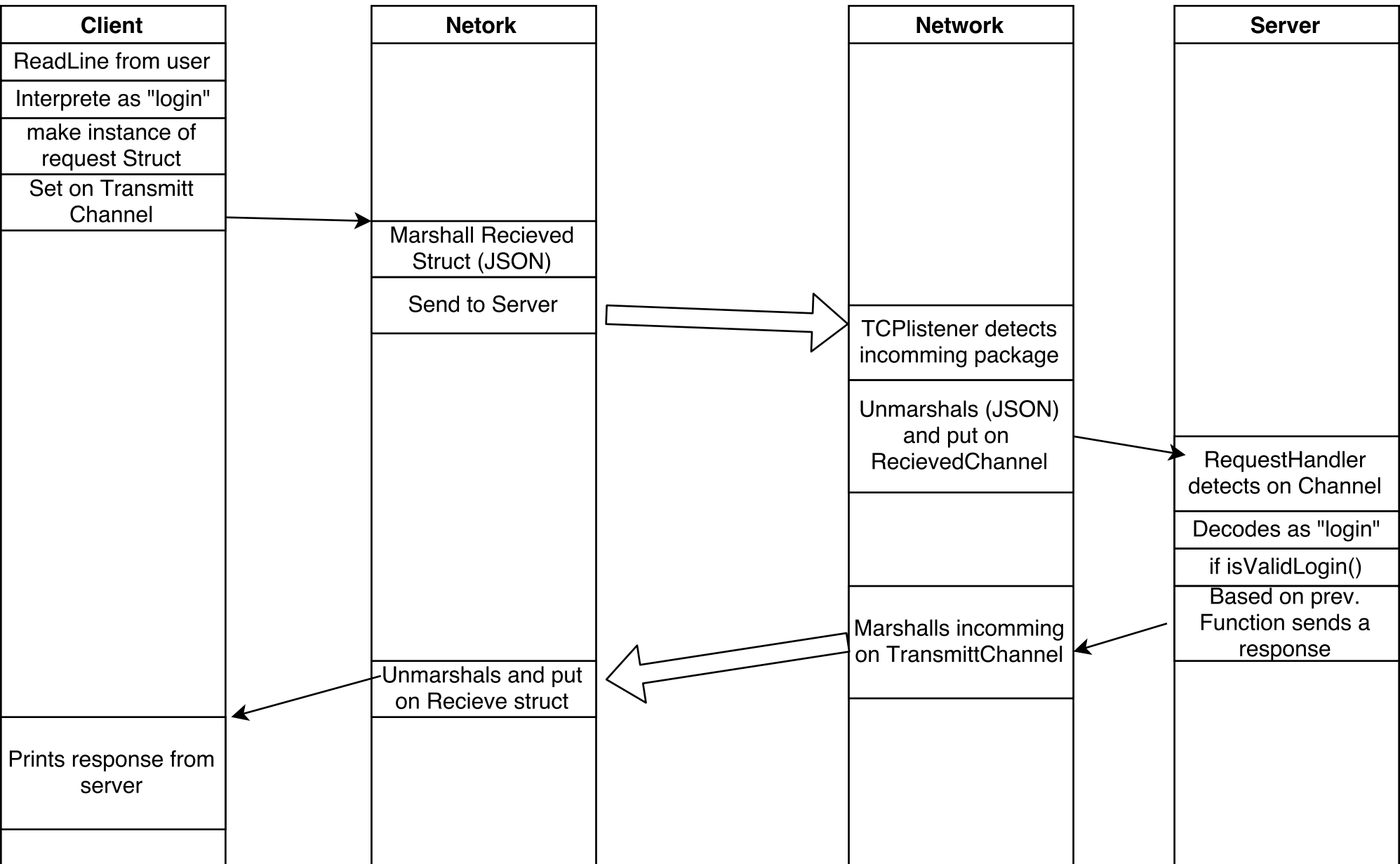
- Is not already loggedIn
- Is a valid username
- username not already in use

Then it adds this client to a map of all connected clients. Then sends back a “thumbs up” and the chat history as two separate messages(thumbs up first).

Apart from this most of the “logic” lies in the server and the go-routine “Request Handler”. I plan this as a select function with incoming transmissions as a case and a function call with switch case based on request type

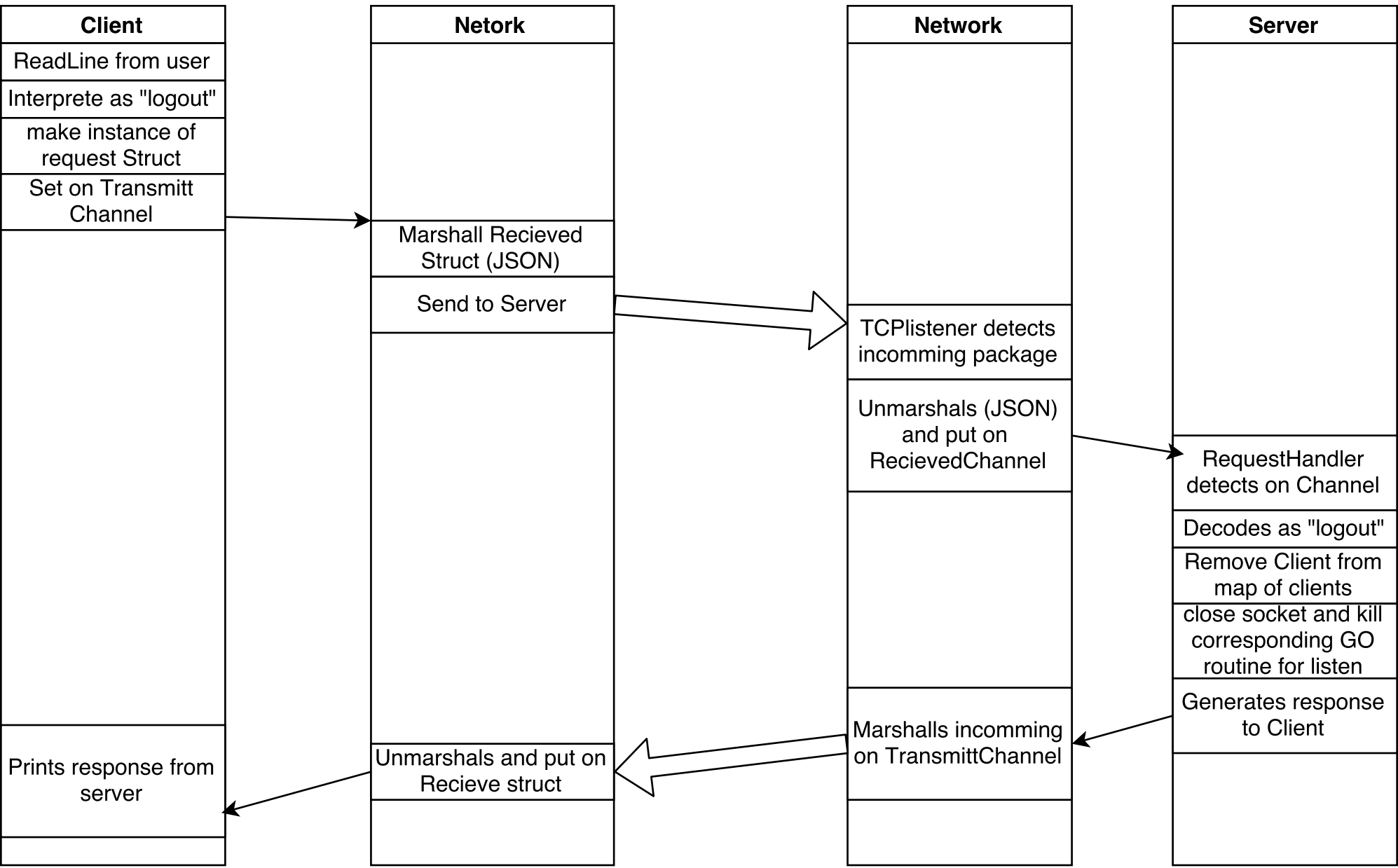


Login Request



For more detailed on HOW server
decides om on response see
text description

Logout Request



Msg Request

