# Team 8 – Functionality report

* Joining servers
  + Nicknames are not validated so joining with a nickname that is already used is not allowed
  + No message of the day is supplied by server but we believe this is a negligible issue
  + When a client disconnects, server does not remove the client from the list of clients. An error is thrown when the server is told to message that client. To fix this, we should remove all traces of the client when they disconnect.
* Joining channels
  + Using the hexchat automated dialogue to join channels results in the nickname list only being sent to the latest connection and is not updated to people already in that channel who connected through the dialogue
  + If the server is shut down and hexchat clients are pending reconnection, when the server is restarted a phantom channel is created with a list of all the created channels from the previous session as its name. This channel still functions fine but we are unsure why it is created.
  + Bot does not respond to channel messages or private messages on the server – we are not sure what causes it but it works in miniircd so must be server side.
* Private messages
  + Private messages can be sent to yourself and will be received by yourself. We don’t think this is a major bug and could be fixed by validating for receiver nickname == sender nickname then don’t send the message.
* Potential Improvements
* Error handling – catching any errors thrown to ensure that the server is less prone to crashing.
* Adding a log file for every command processed by the server and any additional information. This could help with diagnosing future issues and if other features are added it could help with debugging.
* NOTE: We have not filled in Cameron’s marking fields in the marking sheet as he was not present when filling this out. We have emailed regarding this and recommended to him that he speaks to his advisor of studies as he did participate prior to his absence.