

Project 1 How-To

1. Place chatclient.c, chatserve.py, and makefile all in the same directory. (This was for simplicity to have in the same directory).
2. Type:> make
3. In one instance, run the server first. Type:> python chatserve.py portnumber
(Port Number between 1024-4915).
4. Input server handle. (1-10 characters no spaces) (This can be done later as well)
5. In separate instance, run the client. Type:> ./client hostname port#
(For testing, I tested on flip1 server. hostname was: 'flip1.engr.oregonstate.edu')
(Port number should match that inserted for server)
6. Input client handle. (1-10 characters no spaces)
7. Client begin message communication. Switches back and forth between client/ server. Send messages from length 1-1018 characters from client (allows appending end signifier to messages), and 1-1023 from server.
8. Either client or server may enter Type:> \quit to exit the program. Note if the client enters quit, it closes the connection between current client, but may reconnect on same open socket.