Capella Space Software Assignment

One project I did for class was a simple local chat program. This was done for an assignment, and it was intended for us to work with sockets in Python and write our own chat program from scratch. I did work in a team, and I primarily worked on the server part of the program. I also did dabble a bit in the client part of the program but my partner primally worked on that.

The general flow of the server I worked on is as follows.

1. Check for valid arguments
2. Bind sockets for communication
3. Listen for valid input
4. Once the first client reaches out with a register request, I save their information then respond to acknowledge the data sent out
5. I repeat the same process for the second client.
6. Once a bridge request is sent, I check to ensure there are two clients registered and ready to chat and if not, I respond accordingly.
7. Once the bridge response is sent and both clients are chatting, the server can now be safely shut down.