

# Assignment -1

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## Running Server

goto "Assignment1" directory from the root folder

compile Server java file :

```
javac TheMajesticServer.java
```

start Server :

```
java TheMajesticServer <max number of users>
```

OR Bash Script:

```
./server <max number of users>
```

## Error Handling:

- Maximum number of users on Server reached.
- Maximum number of users allowed for the server not given at the time of execution.
- User tried to connect to create/join a chatroom when part of another chatroom.
- User not in any chatroom but tries to print Members of the chatroom/leave chatroom/add another user/reply.
- Command unrecognised.
- User tried to join a chatroom that doesn't exist.
- User tried to add another user to a chatroom when the other user is already a part of another chatroom/doesn't exist/part of same chatroom.
- User tries to send a file that doesn't exist.

## Running Client

goto "Assignment1" directory from the root folder

compile Client java file:

```
javac People.java
```

start Client :

```
java People <username>
```

OR Bash Script:

```
./client <username>
```

**Error Handling:** Displays error when username is not provided.

Whenever a user is logged in, server shows: User <username> is logged in

## Chatroom

Input: `create chatroom` <chatroom\_name>

Output: Chatroom <chatroom\_name> created

You are in chatroom <chatroom\_name>

(Creating a chat room automatically joins the client to that chat room.)

Input: `list users`

Output: `<users_of_the_chatgroup_you_are_currently_in>`

**Error Handling:** You are not part of any chatroom (If the user is not present in any chatgroup right now)

Input: `list chatrooms`

Output: command to list all chat rooms

**Error Handling:** No chatrooms are available (If there are no chatrooms present)

Input: `join chatRoom1`

**Error Handling:** chatroom doesn't exist (If the specified chatroom doesn't exist),  
You are already of chatroom `<chatroom>` (user already part of a chatroom)

Input: `add <username>`

Output: Adds the user to the current chatroom

Input: `leave`

Output: `<username>` left the chatroom

(The chatroom gets deleted when all users leave it)

Input: `LOGOUT`

Output: Deletes the socket for that user

Input: `reply "message"`

Output: Send a message in the chatroom as Username: `<message>`

Input: `reply <filename> <tcp/udp>`

Output: Send file to all the users in the current chatroom

**Error handling:**

1. Unrecognised command – When the command is not among the above defined commands.
2. Cannot connect: Reached Server's maximum capacity when the number of clients exceed the limit mentioned by the server.