

**GEBZE TECHNICAL UNIVERSITY**

**SPRING 2025**

**CSE344**

**Systems Programming**

**Final Project**

**REPORT**

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## **Introduction**

This project implements a multithreaded TCP server and client communication system in C, designed to handle concurrent client connections. The server enables real-time messaging between users and provides a suite of commands for interactions in a chat-like environment. The main objective is to demonstrate socket programming, thread management, synchronization, and command parsing in a client-server architecture.

## **Code Explanation**

### **1. Features**

- Multithreaded Server: Supports at least 15 concurrent clients using POSIX threads.
- Username Validation: Clients must provide a unique username (alphanumeric, max 16 characters).
- Rooms: Clients can join or leave chat rooms with `/join` and `/leave` commands.
- Broadcast Messaging: Use `/broadcast` to send a message to all clients in the same room.
- Private Messaging: Use `/whisper <user>` to send a private message to a specific user.
- File Transfer: The `/sendfile` command allows file uploads using a queued mechanism.
- Upload Queue: Thread-safe file upload queue using mutexes and semaphores.
- Logging: Logs important events with timestamps such as connections, disconnections, and message exchanges.
- Graceful Shutdown: Handles `SIGINT` to cleanly shut down the server and close all connections.

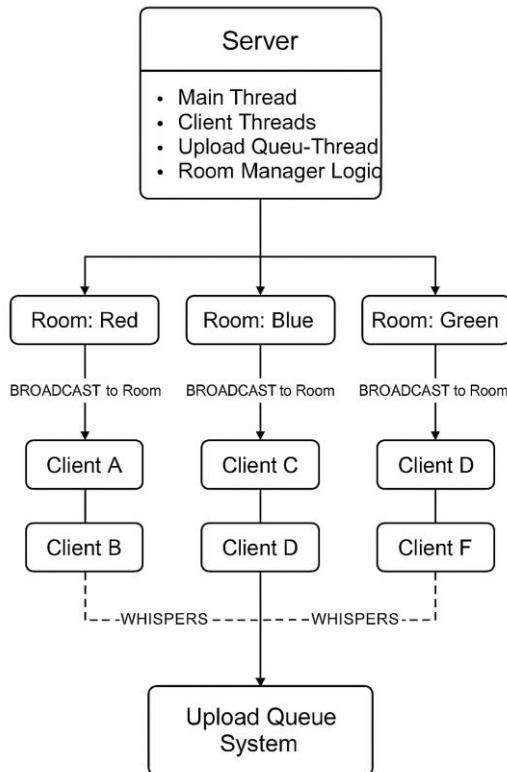
### **2. System Design**

The system follows a client-server architecture using TCP sockets. The server listens for incoming connections and spawns a new thread for each client. The server maintains global data structures to track connected clients, their usernames, and room associations. Thread synchronization is enforced using mutexes to prevent race conditions.

Key components include:

- Main Server Thread: Accepts incoming connections and creates a thread per client.
- Client Handler Thread: Processes client input, handles commands, and communicates with other clients.
- File Upload Queue: Manages file transfer requests using a producer-consumer approach.
- Logger: Captures and writes logs to a file with timestamps for each event.

## 2.1 Architecture Overview



- **Main Thread:** Initializes server, listens for connections, creates per-client threads.
- **Client Threads:** Handle individual client commands (join, whisper, file send, etc.)
- **Upload Handler Thread:** Dequeues and processes file uploads.
- **Signal Handler:** Handles SIGINT for graceful shutdown.

## 2.2 Inter-Process Communication (IPC)

This project does not use traditional IPC mechanisms like pipes or shared memory across processes. Instead, it relies on:

- **TCP Sockets:** Communication between clients and server
- **Shared Memory (within process):**
  - Global clients[], roomList[], and upload\_queue[] structures
  - Access is synchronized with pthread\_mutex and sem\_t semaphores

## 2.3 Thread Model

Component	Type	Role
main()	Main thread	Initializes socket, listens, and spawns clients

Component	Type	Role
handle_client()	Thread-per-client	Handles messages, room join/leave, file commands
upload_queue_handler()	Detached thread	Continuously processes upload tasks
handle_upload()	Thread-per-upload	Executes file copying using low-level I/O

Thread safety is ensured by:

- `pthread_mutex_t user_mutex` – synchronizes access to clients and `roomList`
- `pthread_mutex_t log_mutex` – serializes log writes
- `sem_t empty_slots/full_slots/upload_slots` – controls producer-consumer queue

## 2.4 Core Components Explained

### ◆ **main() – Server Initialization & Loop**

- Sets up TCP socket (with `SO_REUSEADDR`)
- Initializes semaphores and signal handling
- Sets `server_fd` to **non-blocking mode**
- Accepts clients, spawns a thread for each via `pthread_create`

### ◆ **handle\_client() – Client Handler Thread**

Handles:

- CONNECT command with username uniqueness check
  - `/join`, `/leave`, `/broadcast`, `/whisper`, `/sendfile`, `/exit` commands
  - Calls room and upload-related helpers
  - Gracefully removes user on disconnection
- ### ◆ **join\_room\_command() / leave\_room\_command() / remove\_from\_room()**
- Assign users to virtual chat rooms
  - Dynamically allocate usernames
  - Synchronize with `user_mutex`
  - Logs all changes to rooms
- ### ◆ **broadcast\_command() / whisper\_command()**
- Broadcast: sends messages to all users in the same room

- Whisper: direct message to a specified user
- All messages are logged with user and room details

◆ **File Upload Queue System**

**enqueue\_upload()**

- Adds file upload task to the queue
- Uses semaphores for producer control

**dequeue\_upload()**

- Consumer-side, blocks if queue is empty
- Returns the task to upload\_queue\_handler()

**handle\_upload()**

- Performs file copy with read() and write()
- Handles duplicate filenames with file\_exists\_for\_user()
- Creates uploads/<user> directory structure

◆ **broadcast\_shutdown\_to\_clients() and signal\_handler()**

- On SIGINT, all clients are notified with "SERVER\_SHUTDOWN"
- Connections and resources are cleaned
- stop = 1 flag causes loops to exit cleanly

## 2.5 Synchronization Summary

Resource	Sync Mechanism	Purpose
clients[] / roomList[]	user_mutex	Prevent concurrent modifications
Upload Queue	queue_mutex, sem_t	Bounded queue coordination
Logging	log_mutex	Avoid interleaved file writes

## 2.6 Error Handling & Robustness

- Checks for file existence and size limit before upload
- Handles username conflicts during CONNECT
- Detects and manages disconnections cleanly
- All I/O errors are logged with appropriate messages

### 3. Code Structure

- `server.c`: Implements the main server logic including connection handling, thread creation, command parsing, and file transfers.
  - `client.c`: Provides a command-line client interface that connects to the server, processes user input, and handles server responses.
  - `makefile`: Compilation instructions for building the server and client programs.
- Each client thread operates independently and accesses shared resources with proper locking mechanisms. Commands are parsed using string comparison and are routed to appropriate handlers.

### Screenshots

#### Case0:

Username is not found in whisper command.

#### Client Terminal:

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: feyanur61
> /join teamchat
> [Server]: You joined the room 'teamchat'

> /broadcast hello team!
> [SERVER]: Message sent to room 'teamchat'
> /whisper esra can you check this?
> [ERROR]: Username is not found
> /whisper esrahilal can you check this?
> [SERVER]: Whisper sent to esrahilal

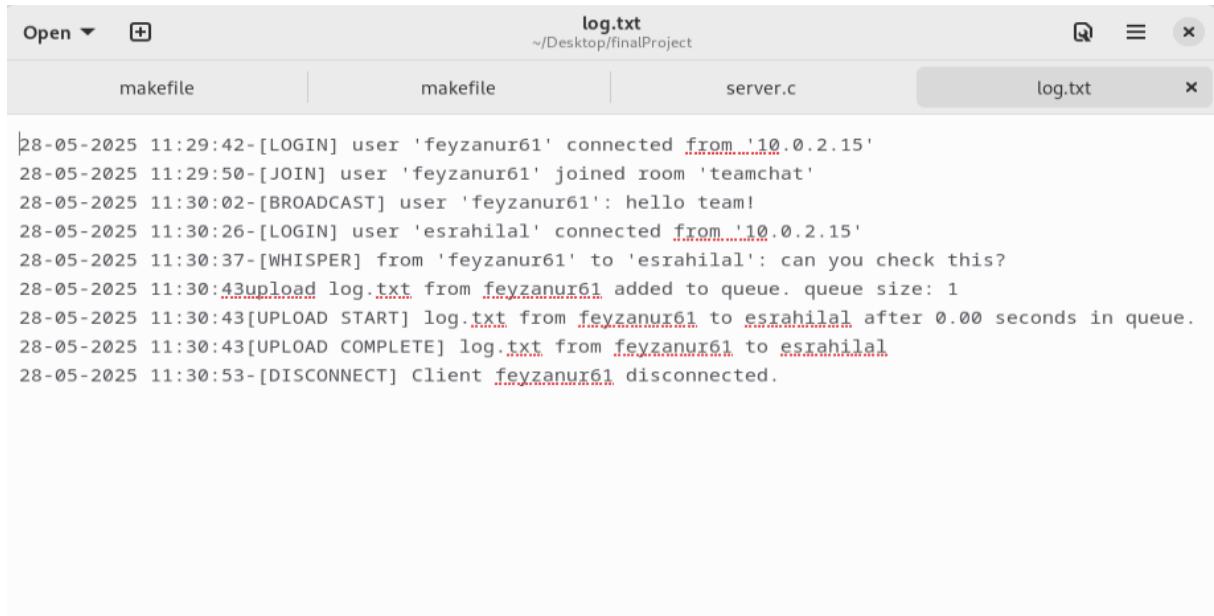
> /sendfile log.txt esrahilal
> [SERVER]: File upload added to queue.

> /exit
> [SERVER]: Disconnected. Goodbye!
```

#### Server Console:

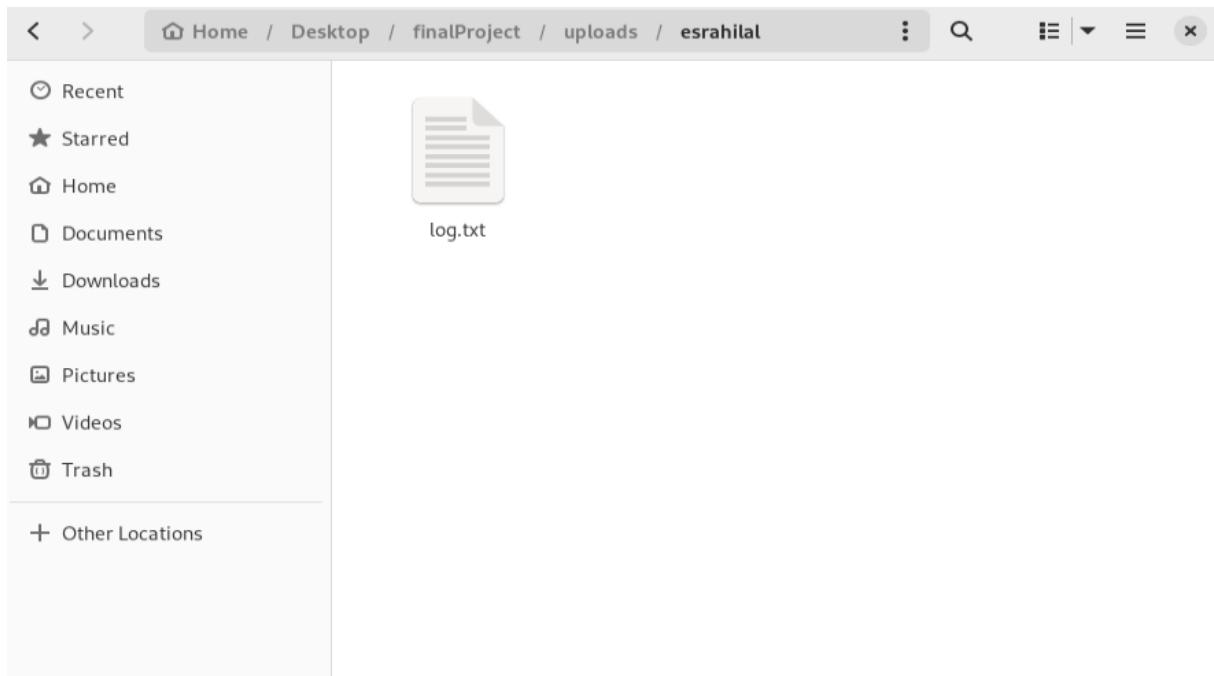
```
feyza@debian:~/Desktop/finalProject$ ./chatserver 8080
[INFO] Server listening on port: 8080
[CONNECT] New client connected: feyanur61 from 10.0.2.15
[COMMAND] feyanur61 joined room 'teamchat'
[COMMAND] feyanur61 broadcast to 'teamchat'
[CONNECT] New client connected: esrahilal from 10.0.2.15
[COMMAND] feyanur61 sent whisper to esrahilal
[DISCONNECT] Client feyanur61 disconnected.
```

## Log.txt:



```
28-05-2025 11:29:42-[LOGIN] user 'feyzanur61' connected from '10.0.2.15'
28-05-2025 11:29:50-[JOIN] user 'feyzanur61' joined room 'teamchat'
28-05-2025 11:30:02-[BROADCAST] user 'feyzanur61': hello team!
28-05-2025 11:30:26-[LOGIN] user 'esrahilal' connected from '10.0.2.15'
28-05-2025 11:30:37-[WHISPER] from 'feyzanur61' to 'esrahilal': can you check this?
28-05-2025 11:30:43[upload log.txt from feyanur61 added to queue. queue size: 1
28-05-2025 11:30:43[UPLOAD START] log.txt from feyanur61 to esrahilal after 0.00 seconds in queue.
28-05-2025 11:30:43[UPLOAD COMPLETE] log.txt from feyanur61 to esrahilal
28-05-2025 11:30:53-[DISCONNECT] Client feyanur61 disconnected.
```

The sent file log.txt copied under uploads/targetUser directory.



## Case1:

The broadcasted message is not delivered to user that left the room.

### Client1 Terminal:

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: elifnisa17
> /join teamA
> [Server]: You joined the room 'teamA'

> /broadcast Hey team!! We have a new project.
> [SERVER]: Message sent to room 'teamA'
> [teamA] esrahilal: Well, you guys do it. I'm done.

> /broadcast ok:)
> [SERVER]: Message sent to room 'teamA'
> █
```

### Client2 Terminal:

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: esrahilal
> [feyzanur61]: can you check this?
> /join teamA
> [Server]: You joined the room 'teamA'

> [teamA] elifnisa17: Hey team!! We have a new project.

> /broadcast Well, you guys do it. I'm done.
> [SERVER]: Message sent to room 'teamA'
> /leave
> [Server]: You left the room 'teamA'

> /exit
> [SERVER]: Disconnected. Goodbye!
```

### Server Console:

```
feyza@debian:~/Desktop/finalProject$ ./chatserver 8080
[INFO] Server listening on port: 8080
[CONNECT] New client connected: feyanur61 from 10.0.2.15
[COMMAND] feyanur61 joined room 'teamchat'
[COMMAND] feyanur61 broadcast to 'teamchat'
[CONNECT] New client connected: esrahilal from 10.0.2.15
[COMMAND] feyanur61 sent whisper to esrahilal
[DISCONNECT] Client feyanur61 disconnected.
[COMMAND] esrahilal joined room 'teamA'
[CONNECT] New client connected: elifnisa17 from 10.0.2.15
[COMMAND] elifnisa17 joined room 'teamA'
[COMMAND] elifnisa17 broadcast to 'teamA'
[COMMAND] esrahilal broadcast to 'teamA'
[COMMAND]: User esrahilal left room: teamA
[COMMAND] elifnisa17 broadcast to 'teamA'
[DISCONNECT] Client esrahilal disconnected.
█
```

### Log.txt

```
28-05-2025 11:34:33-[JOIN] user 'esrahilal' joined room 'teamA'
28-05-2025 11:34:47-[LOGIN] user 'elifnisa17' connected from '10.0.2.15'
28-05-2025 11:36:45-[JOIN] user 'elifnisa17' joined room 'teamA'
28-05-2025 11:37:26-[BROADCAST] user 'elifnisa17': Hey team!! We have a new project.
28-05-2025 11:37:49-[BROADCAST] user 'esrahilal': Well, you guys do it. I'm done.
28-05-2025 11:37:54User esrahilal left room: teamA
28-05-2025 11:38:03-[BROADCAST] user 'elifnisa17': ok:)
28-05-2025 11:40:41-[DISCONNECT] Client esrahilal disconnected.
```

## Case2: Client SIGINT handling

### Client terminal:

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatclient 127.0.0.1 8080
Enter your username: feyanur
> /join team
> [Server]: You joined the room 'team'

> /broadcast hey
> [SERVER]: Message sent to room 'team'
> ^C
[INFO] SIGINT received. Shutting down gracefully...
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ █
```

### Server console:

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatserver 8080
[INFO] Server listening on port: 8080
[CONNECT] New client connected: feyanur from 10.0.2.15
[COMMAND] feyanur broadcast to 'team'
[DISCONNECT] Client feyanur disconnected.
```

## Case3: Wrong port number

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8081
connect: Connection refused
```

## Case4: Missing entry

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1
Usage: ./chatclient <IP> <PORT>
```

## Case5: Server SIGINT

### Server Console:

```
[CONNECT] New client connected: feyanur from 10.0.2.15
[CONNECT] New client connected: esrahilal34 from 10.0.2.15
[COMMAND] esrahilal34 joined room 'team'
[COMMAND] esrahilal34 sent whisper to feyanur
`C
[SHUTDOWN] SIGINT received. Shutting down the server gracefully...
[DISCONNECT] Client feyanur disconnected.
[DISCONNECT] Client esrahilal34 disconnected.
feyza@debian:~/Desktop/finalProject$ █
```

### **Client1 Terminal:**

```
> feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: esrahilal34
> /join team
> [Server]: You joined the room 'team'

> /whisper feyzanur hey
> [SERVER]: Whisper sent to feyzanur

>
[INFO] Server is shutting down. Disconnecting...
feyza@debian:~/Desktop/finalProject$
```

### **Client2 Terminal:**

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: feyzanur
> [esrahilal34]: hey
>
[INFO] Server is shutting down. Disconnecting...
feyza@debian:~/Desktop/finalProject$
```

### **Log.txt**

```
28-05-2025 13:43:56-[LOGIN] user 'feyzanur' connected from '10.0.2.15'
28-05-2025 13:44:01-[LOGIN] user 'esrahilal34' connected from '10.0.2.15'
28-05-2025 13:44:05-[JOIN] user 'esrahilal34' joined room 'team'
28-05-2025 13:44:12-[WHISPER] from 'esrahilal34' to 'feyzanur': hey
28-05-2025 13:44:19[SHUTDOWN] SIGINT received. Disconnecting 2 clients, saving logs.
```

### **Case6 & 7:**

-File not exists.

-User not found

-Same filename collision

### **Client Terminal:**

```
feyza@debian:~/Desktop/finalProject$ ./chatclient 127.0.0.1 8080
Enter your username: feyzanur61
> /sendfile file.txt esrahilal
> [ERROR]: File does not exist.

> /sendfile log.txt esra
> [ERROR]: Target user not found.

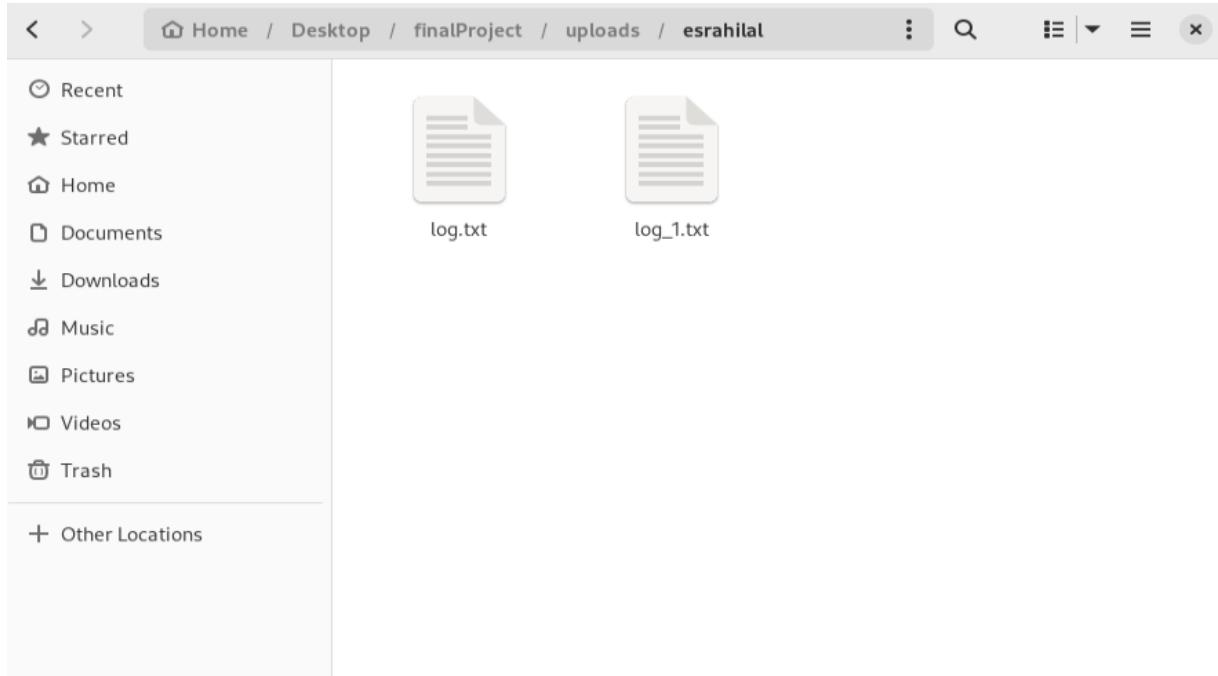
> /sendfile log.txt esrahilal
> [SERVER]: File upload added to queue.

>
```

## Log.txt

```
28-05-2025 13:47:27-[LOGIN] user 'feyzanur61' connected from '10.0.2.15'  
28-05-2025 13:47:32-[LOGIN] user 'esrahilal' connected from '10.0.2.15'  
28-05-2025 13:47:56[ERROR]: Target user not found.  
28-05-2025 13:48:04[upload log.txt from feyzanur61 added to queue. queue size: 1  
28-05-2025 13:48:04[FILE] Conflict : 'log.txt' received twice -> renamed 'log_1.txt'  
28-05-2025 13:48:04[UPLOAD START] log_1.txt from feyzanur61 to esrahilal after 0.00 seconds in  
queue.  
28-05-2025 13:48:04[UPLOAD COMPLETE] log.txt from feyzanur61 to esrahilal
```

## Uploads/username



### Case8: Run Client using valgrind

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==4919== Memcheck, a memory error detector
==4919== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==4919== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==4919== Command: ./chatclient 127.0.0.1 8080
==4919==
Enter your username: tuba1808
> /join teamB
> [Server]: You joined the room 'teamB'

> /broadcast Are there any homework to do
> [SERVER]: Message sent to room 'teamB'
> [teamB] emre0234: no the semester ended!

> /whisper emre0234 thanks
> [SERVER]: Whisper sent to emre0234

> /exit
> [SERVER]: Disconnected. Goodbye!

> ==4919==
==4919== HEAP SUMMARY:
==4919==     in use at exit: 272 bytes in 1 blocks
==4919==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==4919==
==4919== LEAK SUMMARY:
==4919==     definitely lost: 0 bytes in 0 blocks
==4919==     indirectly lost: 0 bytes in 0 blocks
==4919==     possibly lost: 272 bytes in 1 blocks
==4919==     still reachable: 0 bytes in 0 blocks
==4919==           suppressed: 0 bytes in 0 blocks
==4919== Rerun with --leak-check=full to see details of leaked memory
==4919==
==4919== For lists of detected and suppressed errors, rerun with: -s
==4919== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$ █
```

### Case 9: Server Console:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatserver 8080
==5315== Memcheck, a memory error detector
==5315== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5315== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5315== Command: ./chatserver 8080
==5315==
[INFO] Server listening on port: 8080
[CONNECT] New client connected: emre0234 from 10.0.2.15
[COMMAND] emre0234 joined room 'teamB'
[COMMAND] emre0234 broadcast to 'teamB'
[DISCONNECT] Client emre0234 disconnected.
^C
[SHUTDOWN] SIGINT received. Shutting down the server gracefully...
==5315==
==5315== HEAP SUMMARY:
==5315==     in use at exit: 272 bytes in 1 blocks
==5315==   total heap usage: 27 allocs, 26 frees, 12,692 bytes allocated
==5315==
==5315== LEAK SUMMARY:
==5315==   definitely lost: 0 bytes in 0 blocks
==5315==   indirectly lost: 0 bytes in 0 blocks
==5315==   possibly lost: 272 bytes in 1 blocks
==5315==   still reachable: 0 bytes in 0 blocks
==5315==   suppressed: 0 bytes in 0 blocks
==5315== Rerun with --leak-check=full to see details of leaked memory
==5315==
==5315== For lists of detected and suppressed errors, rerun with: -s
==5315== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$ █
```

### Client Terminal:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==5317== Memcheck, a memory error detector
==5317== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5317== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5317== Command: ./chatclient 127.0.0.1 8080
==5317==
Enter your username: emre0234
> /join teamB
> [Server]: You joined the room 'teamB'

> /broadcast no work to do
> [SERVER]: Message sent to room 'teamB'
> /whisper tuba1808 bye
> [ERROR]: Username is not found
> /exit
> [SERVER]: Disconnected. Goodbye!

> ==5317==
==5317== HEAP SUMMARY:
==5317==     in use at exit: 272 bytes in 1 blocks
==5317==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==5317==
==5317== LEAK SUMMARY:
==5317==   definitely lost: 0 bytes in 0 blocks
==5317==   indirectly lost: 0 bytes in 0 blocks
==5317==   possibly lost: 272 bytes in 1 blocks
==5317==   still reachable: 0 bytes in 0 blocks
==5317==   suppressed: 0 bytes in 0 blocks
==5317== Rerun with --leak-check=full to see details of leaked memory
==5317==
==5317== For lists of detected and suppressed errors, rerun with: -s
==5317== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$ █
```

## Case10:

Valgrind SIGINT Server sends termination info to all clients

Server Console:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatserver 8080
==5418== Memcheck, a memory error detector
==5418== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5418== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5418== Command: ./chatserver 8080
==5418==
[INFO] Server listening on port: 8080
[CONNECT] New client connected: feyanur61 from 10.0.2.15
[CONNECT] New client connected: esra from 10.0.2.15
[CONNECT] New client connected: tuba1808 from 10.0.2.15
^C
[SHUTDOWN] SIGINT received. Shutting down the server gracefully...
==5418==
==5418== HEAP SUMMARY:
==5418==     in use at exit: 1,088 bytes in 4 blocks
==5418==   total heap usage: 35 allocs, 31 frees, 13,275 bytes allocated
==5418==
==5418== LEAK SUMMARY:
==5418==   definitely lost: 0 bytes in 0 blocks
==5418==   indirectly lost: 0 bytes in 0 blocks
==5418==   possibly lost: 1,088 bytes in 4 blocks
==5418==   still reachable: 0 bytes in 0 blocks
==5418==       suppressed: 0 bytes in 0 blocks
==5418== Rerun with --leak-check=full to see details of leaked memory
==5418==
==5418== For lists of detected and suppressed errors, rerun with: -s
==5418== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$
```

Client1 terminal:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==5420== Memcheck, a memory error detector
==5420== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5420== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5420== Command: ./chatclient 127.0.0.1 8080
==5420==
Enter your username: feyanur61
>
[INFO] Server is shutting down. Disconnecting...
==5420==
==5420== HEAP SUMMARY:
==5420==     in use at exit: 272 bytes in 1 blocks
==5420==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==5420==
==5420== LEAK SUMMARY:
==5420==   definitely lost: 0 bytes in 0 blocks
==5420==   indirectly lost: 0 bytes in 0 blocks
==5420==   possibly lost: 272 bytes in 1 blocks
==5420==   still reachable: 0 bytes in 0 blocks
==5420==       suppressed: 0 bytes in 0 blocks
==5420== Rerun with --leak-check=full to see details of leaked memory
==5420==
==5420== For lists of detected and suppressed errors, rerun with: -s
==5420== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$
```

### Client2 Terminal:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==5435== Memcheck, a memory error detector
==5435== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5435== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5435== Command: ./chatclient 127.0.0.1 8080
==5435==
Enter your username: esra
>
[INFO] Server is shutting down. Disconnecting...
==5435==
==5435== HEAP SUMMARY:
==5435==     in use at exit: 272 bytes in 1 blocks
==5435==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==5435==
==5435== LEAK SUMMARY:
==5435==   definitely lost: 0 bytes in 0 blocks
==5435==   indirectly lost: 0 bytes in 0 blocks
==5435==   possibly lost: 272 bytes in 1 blocks
==5435==   still reachable: 0 bytes in 0 blocks
==5435==   suppressed: 0 bytes in 0 blocks
==5435== Rerun with --leak-check=full to see details of leaked memory
==5435==
==5435== For lists of detected and suppressed errors, rerun with: -s
==5435== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$
```

### Client3 terminal:

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==5446== Memcheck, a memory error detector
==5446== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5446== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5446== Command: ./chatclient 127.0.0.1 8080
==5446==
Enter your username: tuba1808
>
[INFO] Server is shutting down. Disconnecting...
==5446==
==5446== HEAP SUMMARY:
==5446==     in use at exit: 272 bytes in 1 blocks
==5446==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==5446==
==5446== LEAK SUMMARY:
==5446==   definitely lost: 0 bytes in 0 blocks
==5446==   indirectly lost: 0 bytes in 0 blocks
==5446==   possibly lost: 272 bytes in 1 blocks
==5446==   still reachable: 0 bytes in 0 blocks
==5446==   suppressed: 0 bytes in 0 blocks
==5446== Rerun with --leak-check=full to see details of leaked memory
==5446==
==5446== For lists of detected and suppressed errors, rerun with: -s
==5446== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$
```

## Case11:

Client Terminal:

Duplicate username attempted.

```
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
==5441== Memcheck, a memory error detector
==5441== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==5441== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==5441== Command: ./chatclient 127.0.0.1 8080
==5441==
Enter your username: esra
> [ERROR] -Username already taken.

> ==5441==
==5441== HEAP SUMMARY:
==5441==     in use at exit: 272 bytes in 1 blocks
==5441==   total heap usage: 8 allocs, 7 frees, 5,948 bytes allocated
==5441==
==5441== LEAK SUMMARY:
==5441==   definitely lost: 0 bytes in 0 blocks
==5441==   indirectly lost: 0 bytes in 0 blocks
==5441==   possibly lost: 272 bytes in 1 blocks
==5441==   still reachable: 0 bytes in 0 blocks
==5441==   suppressed: 0 bytes in 0 blocks
==5441== Rerun with --leak-check=full to see details of leaked memory
==5441==
==5441== For lists of detected and suppressed errors, rerun with: -s
==5441== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
feyza@debian:~/Desktop/finalProject$ valgrind ./chatclient 127.0.0.1 8080
```

Log.txt

```
28-05-2025 14:06:44-[LOGIN] user 'feyzanur61' connected from '10.0.2.15'
28-05-2025 14:06:48-[LOGIN] user 'esra' connected from '10.0.2.15'
28-05-2025 14:06:53[REJECTED]-Duplicate username attempted: esra
28-05-2025 14:06:58-[LOGIN] user 'tuba1808' connected from '10.0.2.15'
28-05-2025 14:07:03[SHUTDOWN] SIGINT received. Disconnecting 3 clients, saving logs.
```

## Case12: Rejoining the room & room switching

1.Room switching

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatclient 127.0.0.1 8080
Enter your username: feyzanur
> /join team
> [Server]: You joined the room 'team'

> /join room
> [Server]: You joined the room 'room'

> /leave
> [Server]: You left the room 'room'

> /leave
> ^C
[INFO] SIGINT received. Shutting down gracefully...
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ █
```

### Log.txt

```
31-05-2025 11:27:11-[LOGIN] user 'feyzanur' connected from '10.0.2.15'  
31-05-2025 11:27:13-[JOIN] user 'feyzanur' joined room 'team'  
31-05-2025 11:27:16-[ROOM] user 'feyzanur' left room 'team', joined room 'room'  
31-05-2025 11:27:20-[ROOM] User feyzanur left room: room
```

### 2.Rejoining the room

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ valgrind ./chatclient 127.0.  
0.1 8080  
==8184== Memcheck, a memory error detector  
==8184== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.  
==8184== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info  
==8184== Command: ./chatclient 127.0.0.1 8080  
==8184==  
Enter your username: feyzanur  
> /join team  
> [Server]: You joined the room 'team'  
  
> [team] esra: hey team!!  
  
> /leave  
> [Server]: You left the room 'team'  
  
> /join team  
> [Server]: Welcome back! You rejoined the room 'team'  
  
> /exit  
> [SERVER]: Disconnected. Goodbye!
```

### Log.txt

```
29-05-2025 16:01:45-[LOGIN] user 'feyzanur' connected from '10.0.2.15'  
29-05-2025 16:01:48-[JOIN] user 'feyzanur' joined room 'team'  
29-05-2025 16:01:58-[LOGIN] user 'esra' connected from '10.0.2.15'  
29-05-2025 16:02:01-[JOIN] user 'esra' joined room 'team'  
29-05-2025 16:02:06-[BROADCAST] user 'esra': hey team!!  
29-05-2025 16:02:11-[ROOM] User feyzanur left room: team  
29-05-2025 16:02:15-[JOIN] user 'feyzanur' rejoined room 'team'  
29-05-2025 16:02:18-[DISCONNECT] Client feyzanur disconnected.
```

### Case13: Username too long.

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk 3/1801042618_FeyzaNur_Kucuk$ ./chatclient 127.0.0.1 8080  
Enter your username: feyzanurkucuk231784  
Username too long. Maximum allowed is 16 characters.
```

### Case14: 30 concurrent connection example\_log.txt added to this directory.

```
gcc -pthread client/client.c -o chatclient
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatserver 8080
[INFO] Server listening on port: 8080
[CONNECT] New client connected: u1 from 10.0.2.15
[CONNECT] New client connected: u2 from 10.0.2.15
[CONNECT] New client connected: u3 from 10.0.2.15
[CONNECT] New client connected: u4 from 10.0.2.15
[CONNECT] New client connected: u5 from 10.0.2.15
[CONNECT] New client connected: u6 from 10.0.2.15
[CONNECT] New client connected: u7 from 10.0.2.15
[CONNECT] New client connected: u8 from 10.0.2.15
[COMMAND] u1 broadcast to 'testroom'
[CONNECT] New client connected: u9 from 10.0.2.15
[COMMAND] u2 broadcast to 'testroom'
[CONNECT] New client connected: u10 from 10.0.2.15
[COMMAND] u3 broadcast to 'testroom'
[COMMAND] u1 sent whisper to u2
[CONNECT] New client connected: u11 from 10.0.2.15
[COMMAND] u4 broadcast to 'testroom'
[COMMAND] u2 sent whisper to u3
[CONNECT] New client connected: u12 from 10.0.2.15
[COMMAND] u5 broadcast to 'testroom'
[COMMAND] u3 sent whisper to u4
[DISCONNECT] Client u1 disconnected.
[COMMAND] u6 broadcast to 'testroom'
[CONNECT] New client connected: u13 from 10.0.2.15
[COMMAND] u4 sent whisper to u5
[DISCONNECT] Client u2 disconnected.
[COMMAND] u7 broadcast to 'testroom'
[CONNECT] New client connected: u14 from 10.0.2.15
[COMMAND] u5 sent whisper to u6


---


[CONNECT] New client connected: u15 from 10.0.2.15
[DISCONNECT] Client u3 disconnected.
[COMMAND] u8 broadcast to 'testroom'
[COMMAND] u6 sent whisper to u7
[DISCONNECT] Client u4 disconnected.
[COMMAND] u9 broadcast to 'testroom'
[CONNECT] New client connected: u16 from 10.0.2.15
[COMMAND] u7 sent whisper to u8
[DISCONNECT] Client u5 disconnected.
[COMMAND] u10 broadcast to 'testroom'
[CONNECT] New client connected: u17 from 10.0.2.15
[COMMAND] u8 sent whisper to u9
[DISCONNECT] Client u6 disconnected.
[COMMAND] u11 broadcast to 'testroom'
[CONNECT] New client connected: u18 from 10.0.2.15
[COMMAND] u9 sent whisper to u10
[COMMAND] u12 broadcast to 'testroom'
[DISCONNECT] Client u7 disconnected.
[CONNECT] New client connected: u19 from 10.0.2.15
[COMMAND] u10 sent whisper to u11
[DISCONNECT] Client u8 disconnected.
[CONNECT] New client connected: u20 from 10.0.2.15
[COMMAND] u11 sent whisper to u12
[COMMAND] u13 broadcast to 'testroom'
[DISCONNECT] Client u9 disconnected.
[COMMAND] u14 broadcast to 'testroom'
[CONNECT] New client connected: u21 from 10.0.2.15
[COMMAND] u12 sent whisper to u13
[DISCONNECT] Client u10 disconnected.
[COMMAND] u15 broadcast to 'testroom'
[CONNECT] New client connected: u22 from 10.0.2.15
```

```
[CONNECT] New client connected: u22 from 10.0.2.15
[DISCONNECT] Client u11 disconnected.
[COMMAND] u13 sent whisper to u14
[CONNECT] New client connected: u23 from 10.0.2.15
[COMMAND] u16 broadcast to 'testroom'
[COMMAND] u14 sent whisper to u15
[DISCONNECT] Client u12 disconnected.
[CONNECT] New client connected: u24 from 10.0.2.15
[COMMAND] u17 broadcast to 'testroom'
[COMMAND] u15 sent whisper to u16
[COMMAND] u18 broadcast to 'testroom'
[CONNECT] New client connected: u25 from 10.0.2.15
[DISCONNECT] Client u13 disconnected.
[COMMAND] u16 sent whisper to u17
[DISCONNECT] Client u14 disconnected.
[COMMAND] u19 broadcast to 'testroom'
[CONNECT] New client connected: u26 from 10.0.2.15
[COMMAND] u17 sent whisper to u18
[DISCONNECT] Client u15 disconnected.
[COMMAND] u20 broadcast to 'testroom'
[COMMAND] u18 sent whisper to u19
[CONNECT] New client connected: u27 from 10.0.2.15
[DISCONNECT] Client u16 disconnected.
[COMMAND] u21 broadcast to 'testroom'
[CONNECT] New client connected: u28 from 10.0.2.15
[COMMAND] u19 sent whisper to u20
[COMMAND] u22 broadcast to 'testroom'
[DISCONNECT] Client u17 disconnected.
[CONNECT] New client connected: u29 from 10.0.2.15
[COMMAND] u20 sent whisper to u21
[DISCONNECT] Client u18 disconnected.
[DISCONNECT] Client u18 disconnected.
[COMMAND] u23 broadcast to 'testroom'
[CONNECT] New client connected: u30 from 10.0.2.15
[COMMAND] u21 sent whisper to u22
[DISCONNECT] Client u19 disconnected.
[COMMAND] u24 broadcast to 'testroom'
[COMMAND] u22 sent whisper to u23
[DISCONNECT] Client u20 disconnected.
[COMMAND] u25 broadcast to 'testroom'
[COMMAND] u23 sent whisper to u24
[DISCONNECT] Client u21 disconnected.
[COMMAND] u26 broadcast to 'testroom'
[COMMAND] u24 sent whisper to u25
[DISCONNECT] Client u22 disconnected.
[COMMAND] u27 broadcast to 'testroom'
[COMMAND] u25 sent whisper to u26
[DISCONNECT] Client u23 disconnected.
[COMMAND] u28 broadcast to 'testroom'
[COMMAND] u26 sent whisper to u27
[DISCONNECT] Client u24 disconnected.
[COMMAND] u29 broadcast to 'testroom'
[COMMAND] u27 sent whisper to u28
[DISCONNECT] Client u25 disconnected.
[COMMAND] u30 broadcast to 'testroom'
[COMMAND] u28 sent whisper to u29
[DISCONNECT] Client u26 disconnected.
[COMMAND] u29 sent whisper to u30
[DISCONNECT] Client u27 disconnected.
[DISCONNECT] Client u28 disconnected.
[DISCONNECT] Client u29 disconnected.
[DISCONNECT] Client u30 disconnected.
```

---

### Case15: Room is full

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ valgrind ./chatclient 127.0.0.1 8080
==19746== Memcheck, a memory error detector
==19746== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==19746== Using Valgrind-3.19.0 and LibVEX; rerun with -h for copyright info
==19746== Command: ./chatclient 127.0.0.1 8080
==19746==
Enter your username: u1
> /join team
> [SERVER]: Room is full.

>
```

### Case16: 31th client tries to connect.

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatclient 127.0.0.1 8080
Enter your username: u31
> [ERROR] -Server full. Maximum 30 clients allowed.

> feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$
```

### Case17: Oversized file rejection. File larger than 3mb is being tried to sent.

```
feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ ./chatclient 127.0.0.1 8080
Enter your username: feyanur
> /sendfile 1801042618_report.pdf esra
> [ERROR]: File size exceeds 3MB limit.

> /sendfile log.txt esra
> [SERVER]: File upload added to queue.

> /exit
> [SERVER]: Disconnected. Goodbye!

> feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk$ █
```

### Case18: File upload queue limit. 6th and 7th users waitfor upload slot. 7 different terminals opened with tmux and runned concurrently.

> [FILE] log_20.txt sent to feyanur > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [QUEUE] example_log.txt from u1 waited 2.00 seconds for upload slot. > [FILE] example_log_3.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh	> /sendfile log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] log_19.txt sent to feyanur > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > > [FILE] example_log_2.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh
> /sendfile log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] log_18.txt sent to feyanur <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] example_log_2.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh	> [QUEUE] log.txt from u2 waited 2.00 seconds for upload slot. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] log_21.txt sent to feyanur <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] example_log.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh
> [INFO] Server is shutting down. Disconnecting... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./chatclient 127.0.0.1 8080 Enter your username: u4 > /sendfile log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] log_17.txt sent to feyanur <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] example_log.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh	> [FILE] log_17.txt sent to feyanur <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > /sendfile example_log.txt feyanur > [SERVER]: File upload added to queue. <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > [FILE] example_log_1.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh
> [FILE] example_log.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C [INFO] SIGINT received. Shutting down the server gracefully... feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./run_test.sh	> [FILE] example_log_3.txt sent to feyanur  <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin-left: 10px;"></div> > ^C feyza@debian:~/Downloads/1801042618_FeyzaNur_Kucuk\$ ./chatclient 127.0.0.1 8080█

## Log.txt

```
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u3 added to queue. queue size: 1
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u2 added to queue. queue size: 2
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u5 added to queue. queue size: 3
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u6 added to queue. queue size: 5
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u4 added to queue. queue size: 5
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u added to queue. queue size: 3
31-05-2025 10:56:38-[FILE] Upload example_log.txt from u1 added to queue. queue size: 4
31-05-2025 10:56:40[UPLOAD START] example_log.txt from u4 to feyzanur after 0.00 seconds in queue.
31-05-2025 10:56:40[UPLOAD START] example_log.txt from u2 to feyzanur after 0.00 seconds in queue.
31-05-2025 10:56:40[UPLOAD COMPLETE] example_log.txt from u4 to feyzanur
31-05-2025 10:56:40[FILE] Conflict: 'example_log.txt' received twice -> renamed 'example_log_1.txt'
31-05-2025 10:56:40[UPLOAD START] example_log_1.txt from u5 to feyzanur after 0.00 seconds in queue.
31-05-2025 10:56:40[UPLOAD COMPLETE] example_log.txt from u5 to feyzanur
31-05-2025 10:56:40[FILE] Conflict: 'example_log.txt' received twice -> renamed 'example_log_2.txt'
31-05-2025 10:56:40[UPLOAD START] example_log_2.txt from u to feyzanur after 0.00 seconds in queue.
31-05-2025 10:56:40[UPLOAD COMPLETE] example_log.txt from u to feyzanur
31-05-2025 10:56:40[UPLOAD COMPLETE] example_log.txt from u2 to feyzanur
31-05-2025 10:56:40[FILE] Conflict: 'example_log.txt' received twice -> renamed 'example_log_2.txt'
31-05-2025 10:56:40[QUEUE] example_log.txt from u1 waited 2.00 seconds for upload slot.
31-05-2025 10:56:40[QUEUE] example_log.txt from u6 waited 2.00 seconds for upload slot.
31-05-2025 10:56:40[UPLOAD START] example_log_2.txt from u3 to feyzanur after 0.00 seconds in queue.
31-05-2025 10:56:40[UPLOAD COMPLETE] example_log.txt from u3 to feyzanur
31-05-2025 10:56:42[FILE] Conflict: 'example_log.txt' received twice -> renamed 'example_log_3.txt'
31-05-2025 10:56:42[UPLOAD START] example_log_3.txt from u1 to feyzanur after 2.00 seconds in queue.
31-05-2025 10:56:42[FILE] Conflict: 'example_log.txt' received twice -> renamed 'example_log_3.txt'
31-05-2025 10:56:42[UPLOAD START] example_log_3.txt from u6 to feyzanur after 2.00 seconds in queue.
31-05-2025 10:56:42[UPLOAD COMPLETE] example_log.txt from u1 to feyzanur
31-05-2025 10:56:42[UPLOAD COMPLETE] example_log.txt from u6 to feyzanur
```

## Issues Faced and Solutions

- **Problem:** When the server was stopped using Ctrl+C (SIGINT), the clients remained running and did not close properly.  
**Solution:** Implemented a signal handler for SIGINT on the server side that sends a shutdown message to all connected clients before closing. Clients listen for this message and exit cleanly, ensuring both server and clients close together.
- **Problem:** After stopping the server and trying to restart it immediately, the server could not bind to the same port again due to the port being in use.  
**Solution:** Enabled the socket option SO\_REUSEADDR on the server socket. This allows the server to reuse the port immediately after shutdown without waiting for the OS to release it.
- **Problem:** Multiple threads accessing shared data structures like the list of connected clients and upload queue caused race conditions and inconsistent data.  
**Solution:** Used pthread mutex locks to protect these shared resources so that only one thread can modify them at a time, preventing conflicts and data corruption.
- **Problem:** File upload queue access by multiple threads sometimes caused deadlocks or missed signals.  
**Solution:** Introduced semaphores combined with mutexes to manage the upload queue properly, ensuring threads wait when the queue is empty or full and proceed safely when data is available.

## Conclusion

The project successfully demonstrates multithreaded socket programming in C. Key achievements include:

- Stable handling of 15+ concurrent clients.
- Real-time messaging with support for rooms and private messages.
- Secure and synchronized file uploads via a queue mechanism.
- Robust logging and graceful shutdown via signal handling.

## Potential Improvements

- Persistent Storage: Store chat logs and uploaded files on disk or database.
- Authentication System: Add login/password functionality.
- User Interface: Develop a GUI version using ncurses or a separate frontend app.
- Timeout Handling: Disconnect idle clients after a configurable period.

## Java Implementation

### Server.java

#### Core Components

- clients: Maps usernames to their handler threads.
- rooms: Maps room names to sets of usernames.
- userRooms: Tracks which room a user belongs to.

#### Sockets and Threads

The server listens on a user-defined port and creates a new thread for each incoming connection using a ServerSocket. Each client is managed independently through a ClientHandler thread. Example run: java Server 8080

#### ClientHandler Class

Handles the logic for one client:

- run(): reads commands and responds
- sendMessage(): sends a message to the client
- getIP(): retrieves the client's IP address

#### Command Handling

- /join <room>: joins a room, max 15 users
- /leave: exits the current room

- /broadcast <msg>: sends message to room
- /whisper <user> <msg>: private message
- /sendfile <filename> <user>: logs simulated file transfer
- /exit: disconnects user and remove them from users list.

## Logging System

Each event is recorded in log.txt with a timestamp using write\_to\_log(). Example:

2025-05-29 18:06:30 - [BROADCAST] user feyzanur61:Hello team!

## Multithreading

Each client has its own thread, enabling concurrent interactions. Threads are created with new Thread(handler).start().

## Error Handling

Exceptions such as IO errors or disconnections are handled gracefully. Client sockets are closed and removed from server memory.

## **Client.java**

### Socket Communication

It creates a Socket with the server's IP and port. The client uses:

- BufferedReader: to receive server messages
- PrintWriter: to send messages to the server

### Command-Line Arguments

The IP and port must be passed at startup:

java Client <server-ip> <port>

Example:

java Client 127.0.0.1 8080

### Username Input

After connecting, the client is prompted to enter a username, which is sent to the server for registration.

### Receive Thread

A new thread is created to listen for incoming messages from the server. This allows the user to send messages and receive messages concurrently.

### Supported Commands

The client supports the following commands:

- /join <room>
- /leave
- /broadcast <msg>
- /whisper <user> <msg>
- /sendfile <filename> <user>
- /exit

## Error Handling

If the server connection is lost, the client prints a message and exits. IOExceptions are handled to avoid crashes.

Test run:

Client1

```
[CLIENT] Server connection lost. Exitingjava Client 192.1
68.1.7 8080\feyza\Desktop\finalProject>
[CLIENT] Connected to the server.
Enter your username: feyzanur
[INFO] Commands: /join roomName, /leave, /whisper usernam
e message, /broadcast message, /sendfile filename targetU
ser, exit
[SERVER] Welcome, feyzanur!
/join team
[SERVER] Joined room 'team'.
[team]esra: Hello team!
/leave
[SERVER] Left room 'team'.
/whisper esra i left the chatroom
[Whisper from esra]: oh, i see.
/sendfile log.txt esra
[SERVER] File added to the upload queue.
/exit
[CLIENT] Server connection lost. Exiting.
PS C:\Users\feyza\Desktop\finalProject> []
```

Client2

```
max 16 chars). Connection closing.      javac Client.java
                                         \feyza\Desktop\finalProject>
PS C:\Users\feyza\Desktop\finalProject> java Client 192.1
68.1.7 8080
[CLIENT] Connected to the server.
Enter your username: esra
[INFO] Commands: /join roomName, /leave, /whisper usernam
e message, /broadcast message, /sendfile filename targetU
ser, exit
[SERVER] Welcome, esra!
/join team
[SERVER] Joined room 'team'.
/broadcast Hello team!
/broadcast is there any news?
[Whisper from feyzanur]: i left the chatroom
/whisper feyzanur oh, i see.
/exit
[CLIENT] Server connection lost. Exiting.
PS C:\Users\feyza\Desktop\finalProject> []
```

Server

```
[DISCONNECT] Client esra disconnected.
PS C:\Users\feyza\Desktop\finalProject> javac Server.java
PS C:\Users\feyza\Desktop\finalProject> java Server 8080
[INFO] Server listening on port 8080...
[CONNECT] user 'feyzanur' connected from 192.168.1.7
[CONNECT] user 'esra' connected from 192.168.1.7
[COMMAND] user 'feyzanur' joined room 'team'
[COMMAND] user 'esra' joined room 'team'
[COMMAND] user 'esra' broadcasted to 'team'
[COMMAND] user 'esra' broadcasted to 'team'
[COMMAND] user 'feyzanur' whispered to 'esra'
[COMMAND] user 'esra' whispered to 'feyzanur'
[COMMAND] 'feyzanur' initiated file transfer to esra
[DISCONNECT] Client esra disconnected.
[DISCONNECT] Client feyzanur disconnected.
[]
```