User Manual For Connecting to backend server

So My application is running on Port 5000. You will also need the IP address to connect but that can change all the time so I will have to give that to you differently the code for a basic connection in C++ is shown below. Note, once you connect you can simply send and receive data by sending C++ strings through the connection.

main() {

const char\* server\_ip = "203.0.113.17"; // or your LAN IP

const uint16\_t port = 5000;

int sock = socket(AF\_INET, SOCK\_STREAM, 0);

if (sock < 0) { perror("socket"); return 1; }

sockaddr\_in addr{};

addr.sin\_family = AF\_INET;

addr.sin\_port = htons(port);

inet\_pton(AF\_INET, server\_ip, &addr.sin\_addr);

if (connect(sock, (sockaddr\*)&addr, sizeof(addr)) < 0) {

perror("connect"); close(sock);

return 1;

}

//The above snippet connects, make sure the server\_ip is replaced with actual ip

To send a message use the snippet below.  
 // Example join/login

std::string login = "join alice\n";

send(sock, login.c\_str(), login.size(), 0);

The flow of how your application needs to send commands is as follows:

First you must send Join <username> where the username is the users username (lacks security but will fix later)

Then after this the commands are available and as follows

1. create\_user <username> <password> //creates a new user
2. create\_chat <user\_id1> <user\_id2> …. //needs at least two user ids but can take more and will create a new chat room