# client /server chat

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## Overview

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- The solutions
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- Advantages and disadvantages

## Demo

## Solution Strategy

### Use a RPC library

- Limits risks, but adds constraints.
- Stakeholders' explicit time constraints.
- Not reinventing existing solutions

#### Find RPC libraries

- With existing client/server interfaces.
- Object oriented
- Check feasibility by reading documentation

## Which solutions and technology

#### rpclib

- C++ library.
- Uses cmake.
- Can be configured for many platforms, including embedded solutions.

- Not a symmetric protocol, no slave service
- Source code quality and maintainability issues.
- Not widely used: limited documentation and support.

#### rpyc

- Python library.
- Source code portability across many platforms.
- Limited support for embedded solution.

- Works out of the box, no configuration needed.
- Documented as a symmetric protocol.

## Tools used for the development

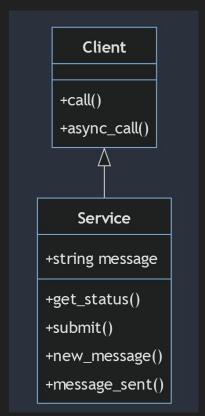
## rpclib setup

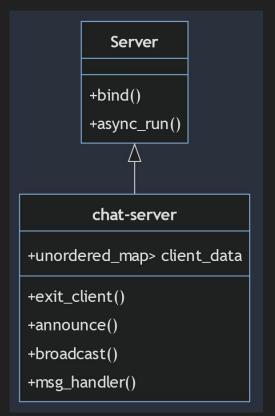
- Visual Studio Code (for rpclib)
- Visual Studio (for project solutions)
- CMake
- Visual Studio C++ Tool chains and the necessary plugins

## rpyc setup

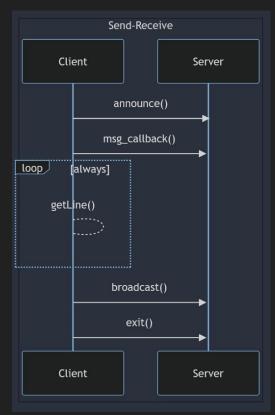
- Spyder
- Python 3.7.9
- pyflakes

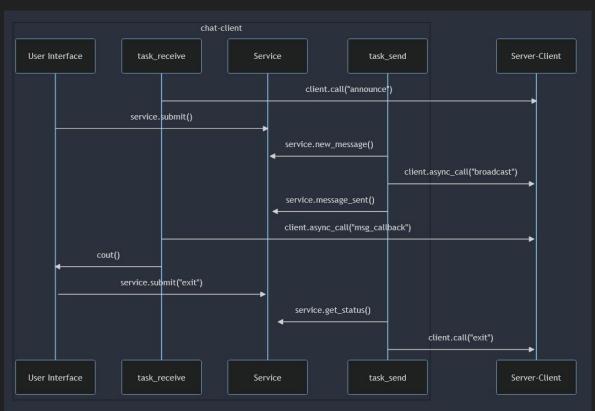
## Architecture and design (class diagram)





## Architecture and design (sequence diagram)





## Advantages and disadvantages

### **Advantages**

- TCP based
- Unordered\_map for client data brings elegance to the implementation.
- Fast coding, small solution.
- New request commands can be implemented in a short time.
- On server each client sink has its own thread: clients are served in parallel.
- Server does not need to wait for the client.

#### **Disadvantages**

- Client does not wait if server is not online or disconnects.
- Not event based. The usage of events would optimize resource usage.
- No error handling
- Client callback is blocking a thread
- The connection is not secure, but implementation of SSL or ECC encryption possible.
- Messages in the queue are overwritten if client not ready.

## Questions?

#### Summary:

- 1. RPC based client server chat
- 2. Simplicity of the solution
- 3. Advantages and disadvantages
- 4. Further improvements possible