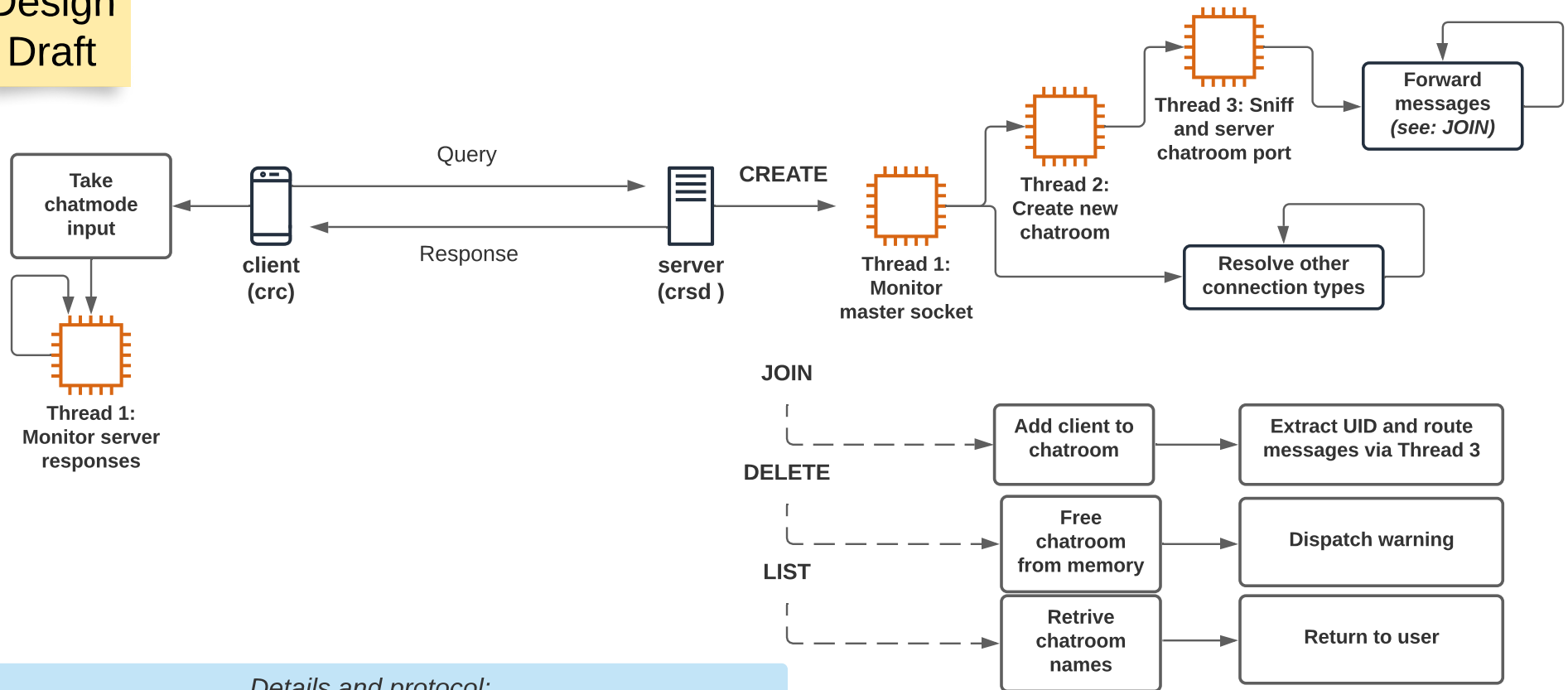


MP1 Design Draft



Details and protocol:

Server

- Stateful: Tracks chatrooms, client chat sockets and number of clients connected
- Outbound packet formats:
 - CREATE: { 1B Status }
 - JOIN: { 1B Status || 1B UID_assigned || 4B N_Members || 4B Port }
 - DELETE: { 1B Status }
 - LIST: { 1B Status || <= 255B Room_list }
- Status bytes are encodings of type enum Status

Client

- Issues command and parses responses to give user feedback including server-assigned UID
- When entering chat mode:
 - send { 1B UID }
 - Dispatch thread to monitor chat message forwards
 - Take user input on stdin