# Report

CMPE156 Name: Shuli He, ID:she77@ucsc.edu TCP-based-chat

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Use command 'm	nake' (Makefile)	to compile the source	code. (Usina a++)
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Run:
client:
./client \ <ipaddress> \<port> \<id></id></port></ipaddress>
server:
./server \ <listen-port></listen-port>

## Design:

Server - Client

- 1. Client will send a connection message to server with its id at the beginning.
- 2. When the server received a connection from client it will create a new thread to handle the command from this client.
- 3. /list: The server maintains a list of the waiting client when client call /list the server will send this list.
- 4. /wait: The client will create a new port to listen the chat connection. First will use select to accept () in a new listen thread then it send the new port to

server and server will add this client's information to the waiting list.

5. /connect <id>: When a client request connection the server will search the waiting list and return the result back to the client.

6. /left: When a client stops waiting it will send /left to server and the server can remove it from waiting list.

Client – Client

 /connect <id>: A client get the information from server it can connect to another client by the new port number and start chat. It will start a message receive thread to recv () and type send message in the main thread.

2. Ctrl-c: the client can use ctrl-c to leave the waiting state and chatting state with a state change.

3. /quit will always exit the program.

## Potential problem:

1. There might some memory leak with the socket or thread.

2. Client might cannot connect to an old port when the waiting one update a new one.

3. Ctrl-c sometimes has some issue.

4. Connection between client might lost.

5. Waiting list might no clear the leave client in some cases.

## Test:

#### From two client side



#### From server side

```
unix.lt.ucsc.edu - PuTTY
                                                                                     ×
 -bash-4.2$ make
g++ -o ./bin/client -g ./src/Chat_Client.cpp ./src/simpleSocket.cpp -lpthread g++ -o ./bin/server -g ./src/Chat_Server.cpp ./src/simpleSocket.cpp -lpthread
-bash-4.2$ cd bin
-bash-4.2$ ./server 12345
 =====Waiting for client's request======
hhllii is comming!
127.0.0.1 35896
lily is comming!
127.0.0.1 35902
hhllii>wait for connection
Add waiting port for hhllii: 48681
hhllii>stop waiting
hhllii>show list
hhllii>wait for connection
Add waiting port for hhllii: 49021
lily>show list
lily>connect to hhllii...
hhllii>show list
hhllii left.
lily left.
```