

第十二周作业

作业要求

利用socket和多线程，实现支持多人对话的聊天室。具体地，实现Manager和Chatter 两个类，Chatter只需和Manager之间建立一对一联系，而Manager则负责广播或转发所有用户的消息。

服务器实现

```
import socket
import threading
import queue
import json # json.dumps(some)打包 json.loads(some)解包
import os
import os.path
import sys

text = ''

IP = '127.0.0.1'
PORT = 9999 # 端口
messages = queue.Queue()
users = [] # 0:userName 1:connection
lock = threading.Lock()

def onlines(): # 统计当前在线人员
    online = []
    for i in range(len(users)):
        online.append(users[i][0])
    return online

class ChatServer(threading.Thread):

    global users, que, lock

    def __init__(self): # 构造函数
        threading.Thread.__init__(self)
        self.s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
        os.chdir(sys.path[0])

        # 接受来自客户端的用户名，如果用户名为空，使用用户的IP与端口作为用户名。如果用户名出现重复，则在出现的用户名依此加上后缀“2”、“3”、“4”.....

    def receive(self, conn, addr): # 接收消息
        user = conn.recv(1024) # 用户名称
```

```

user = user.decode()
if user == '用户名不存在':
    user = addr[0] + ':' + str(addr[1])
tag = 1
temp = user
for i in range(len(users)): # 检验重名, 则在重名用户后加数字
    if users[i][0] == user:
        tag = tag + 1
        user = temp + str(tag)
users.append((user, conn))
USERS = onlines()
self.Load(USERS, addr)
# 在获取用户名后会不断地接受用户端发来的消息 (即聊天内容), 结束后关闭连接。
try:
    while True:
        message = conn.recv(1024) # 发送消息
        message = message.decode()
        f = open('server.txt', 'a')
        f.write(message)
        f.write('\n')
        f.close()
        message = user + ':' + message
        self.Load(message, addr)
    conn.close()
# 如果用户断开连接, 将该用户从用户列表中删除, 然后更新用户列表。
except:
    j = 0 # 用户断开连接
    for man in users:
        if man[0] == user:
            users.pop(j) # 服务器端删除退出的用户
            break
    j = j+1

    USERS = onlines()
    self.Load(USERS, addr)
    conn.close()

```

将地址与数据 (需发送给客户端) 存入messages队列。

```

def Load(self, data, addr):
    lock.acquire()
    try:
        messages.put((addr, data))
    finally:
        lock.release()

```

服务端在接受到数据后, 会对其进行一些处理然后发送给客户端, 如下图, 对于聊天内容, 服务端直接发送给客户端, 而对于用户列表, 便由json.dumps处理后发送。

```

def sendData(self): # 发送数据
    while True:

```

```

        if not messages.empty():
            message = messages.get()
            if isinstance(message[1], str):
                for i in range(len(users)):
                    data = ' ' + message[1]
                    users[i][1].send(data.encode())
                    print(data)
                    print('\n')

            if isinstance(message[1], list):
                data = json.dumps(message[1])
                for i in range(len(users)):
                    try:
                        users[i][1].send(data.encode())
                    except:
                        pass

    def run(self):
        self.s.bind((IP, PORT))
        self.s.listen(5)
        q = threading.Thread(target=self.sendData)
        q.start()
        while True:
            conn, addr = self.s.accept()
            t = threading.Thread(target=self.receive, args=(conn, addr))
            t.start()
        self.s.close()

if __name__ == '__main__':
    cserver = ChatServer()
    cserver.start()

```

客户端实现

```

import socket
import tkinter
import tkinter.messagebox
import threading
import json
import tkinter.filedialog
from tkinter.scrolledtext import ScrolledText

IP = ''
PORT = ''
user = ''

```

```

listbox1 = '' # 用于显示在线用户的列表框
show = 1 # 用于判断是开还是关闭列表框
users = [] # 在线用户列表
chat = '-----Group chat-----' # 聊天对象

#登陆窗口

root0 = tkinter.Tk()
root0.geometry("300x150")
root0.title('用户登陆窗口')
root0.resizable(0,0)
one = tkinter.Label(root0,width=300,height=150,bg="LightBlue")
one.pack()

IP0 = tkinter.StringVar()
IP0.set('')
USER = tkinter.StringVar()
USER.set('')

labelIP = tkinter.Label(root0,text='IP地址',bg="LightBlue")
labelIP.place(x=20,y=20,width=100,height=40)
entryIP = tkinter.Entry(root0, width=60, textvariable=IP0)
entryIP.place(x=120,y=25,width=100,height=30)

labelUSER = tkinter.Label(root0,text='用户名',bg="LightBlue")
labelUSER.place(x=20,y=70,width=100,height=40)
entryUSER = tkinter.Entry(root0, width=60, textvariable=USER)
entryUSER.place(x=120,y=75,width=100,height=30)

def Login(*args):
    global IP, PORT, user
    IP, PORT = entryIP.get().split(':')
    user = entryUSER.get()
    if not user:
        tkinter.messagebox.showwarning('warning', message='用户名为空!')
    else:
        root0.destroy()

loginButton = tkinter.Button(root0, text ="登录", command = Login,bg="Yellow")
loginButton.place(x=135,y=110,width=40,height=25)
root0.bind('<Return>', Login)

root0.mainloop()

# 建立连接
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((IP, int(PORT)))
if user:
    s.send(user.encode()) # 发送用户名

```

```

else:
    s.send('用户名不存在'.encode())
    user = IP + ':' + PORT

# 聊天窗口
root1 = tkinter.Tk()
root1.geometry("640x480")
root1.title('群聊'+user)
root1.resizable(0,0)

# 消息界面
listbox = ScrolledText(root1)
listbox.place(x=5, y=0, width=640, height=320)
listbox.tag_config('tag1', foreground='red',background="yellow")
listbox.insert(tkinter.END, '欢迎进入群聊, 大家开始聊天吧!', 'tag1')

INPUT = tkinter.StringVar()
INPUT.set('')
entryIput = tkinter.Entry(root1, width=120, textvariable=INPUT)
entryIput.place(x=5,y=320,width=580,height=170)

# 在线用户列表
listbox1 = tkinter.Listbox(root1)
listbox1.place(x=510, y=0, width=130, height=320)

def send(*args):
    message = entryIput.get() + '@' + user + '@' + chat
    f = open('client'+user+'.txt','a')
    f.write(message)
    f.write('\n')
    f.close
    s.send(message.encode())
    INPUT.set('')

sendButton = tkinter.Button(root1, text="\n发\n\n\n送",anchor = 'n',command =
send,font=('Helvetica', 18),bg = 'white')
sendButton.place(x=585,y=320,width=55,height=300)
root1.bind('<Return>', send)

def receive():
    global uses
    while True:
        data = s.recv(1024)
        data = data.decode()
        print(data)
        try:
            uses = json.loads(data)

```

```

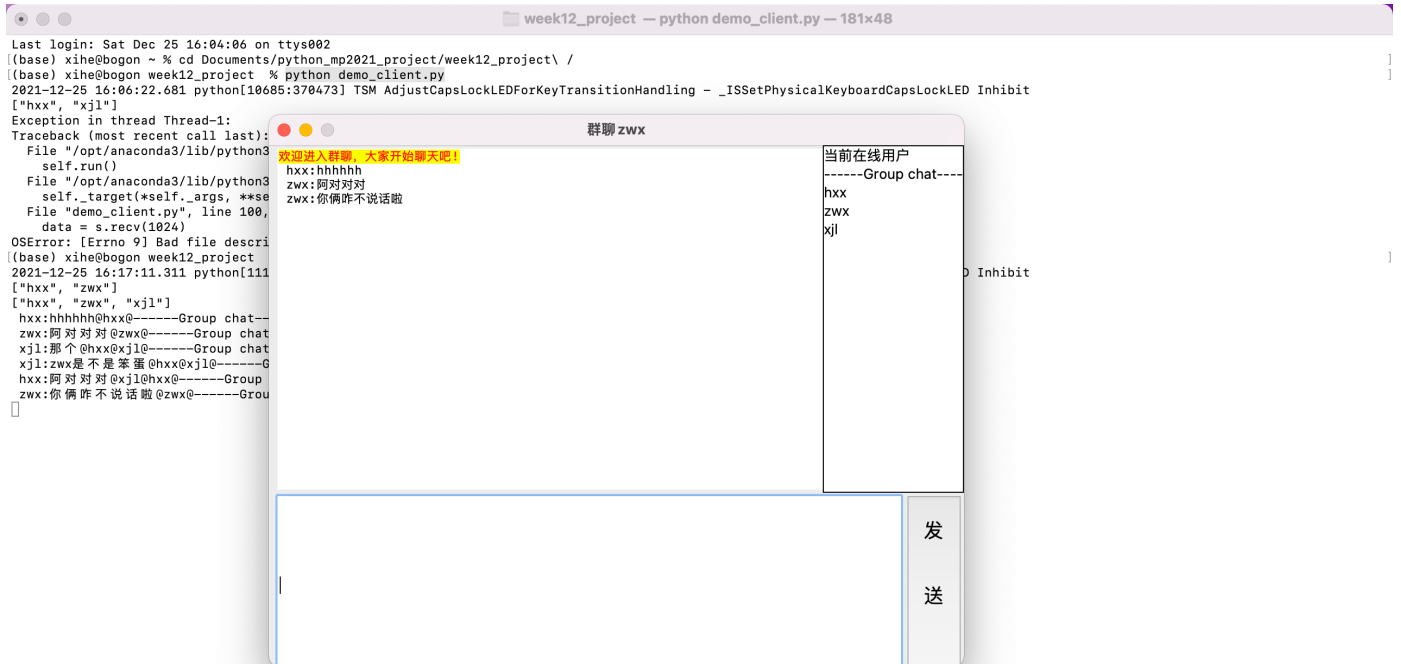
listbox1.delete(0, tkinter.END)
listbox1.insert(tkinter.END, "当前在线用户")
listbox1.insert(tkinter.END, "-----Group chat-----")
for x in range(len(uses)):
    listbox1.insert(tkinter.END, uses[x])
users.append('-----Group chat-----')
except:
    data = data.split('@')
    message = data[0]
    userName = data[1]
    chatwith = data[2]
    message = '\n' + message
    if chatwith == '-----Group chat-----': # 群聊
        if userName == user:
            listbox.insert(tkinter.END, message)
        else:
            listbox.insert(tkinter.END, message)
    elif userName == user or chatwith == user: # 私聊
        if userName == user:
            listbox.tag_config('tag2', foreground='red')
            listbox.insert(tkinter.END, message, 'tag2')
        else:
            listbox.tag_config('tag3', foreground='green')
            listbox.insert(tkinter.END, message, 'tag3')
listbox.see(tkinter.END)

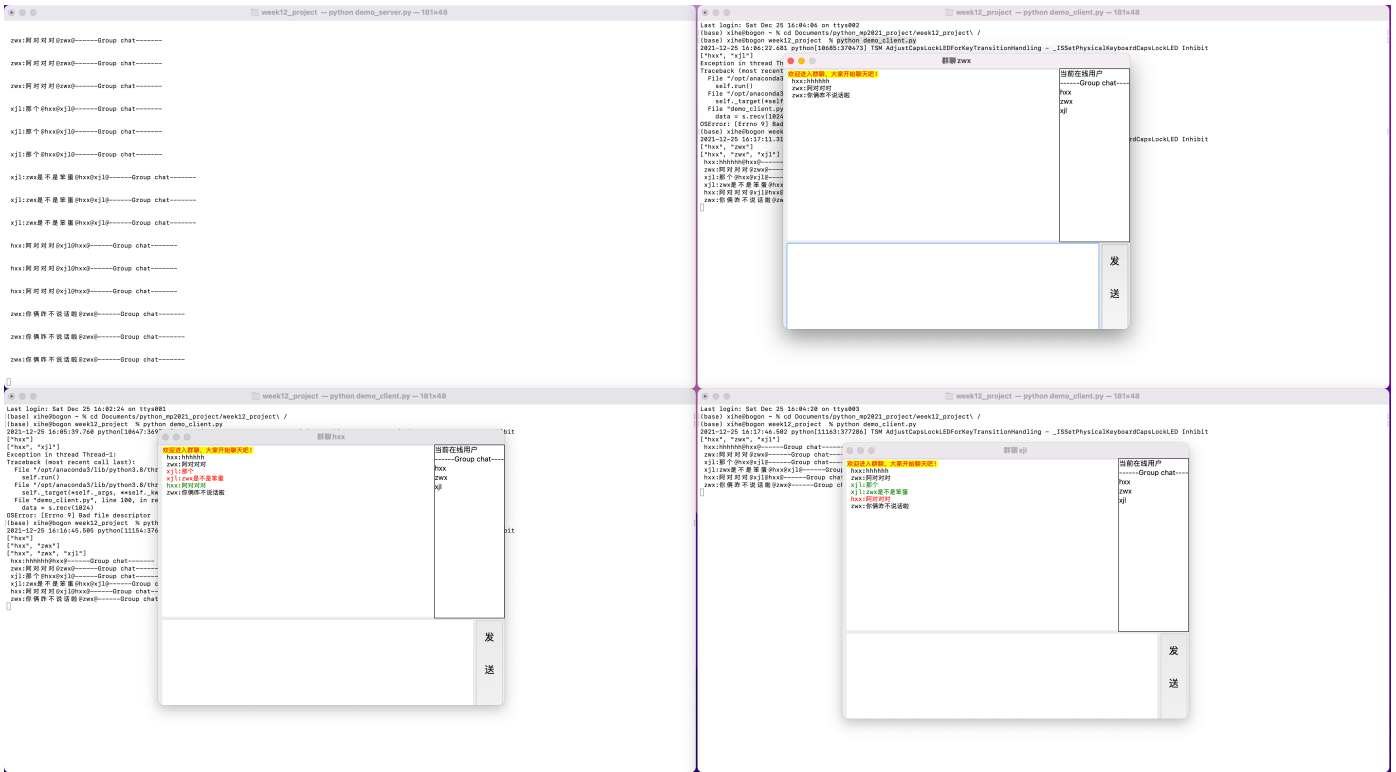
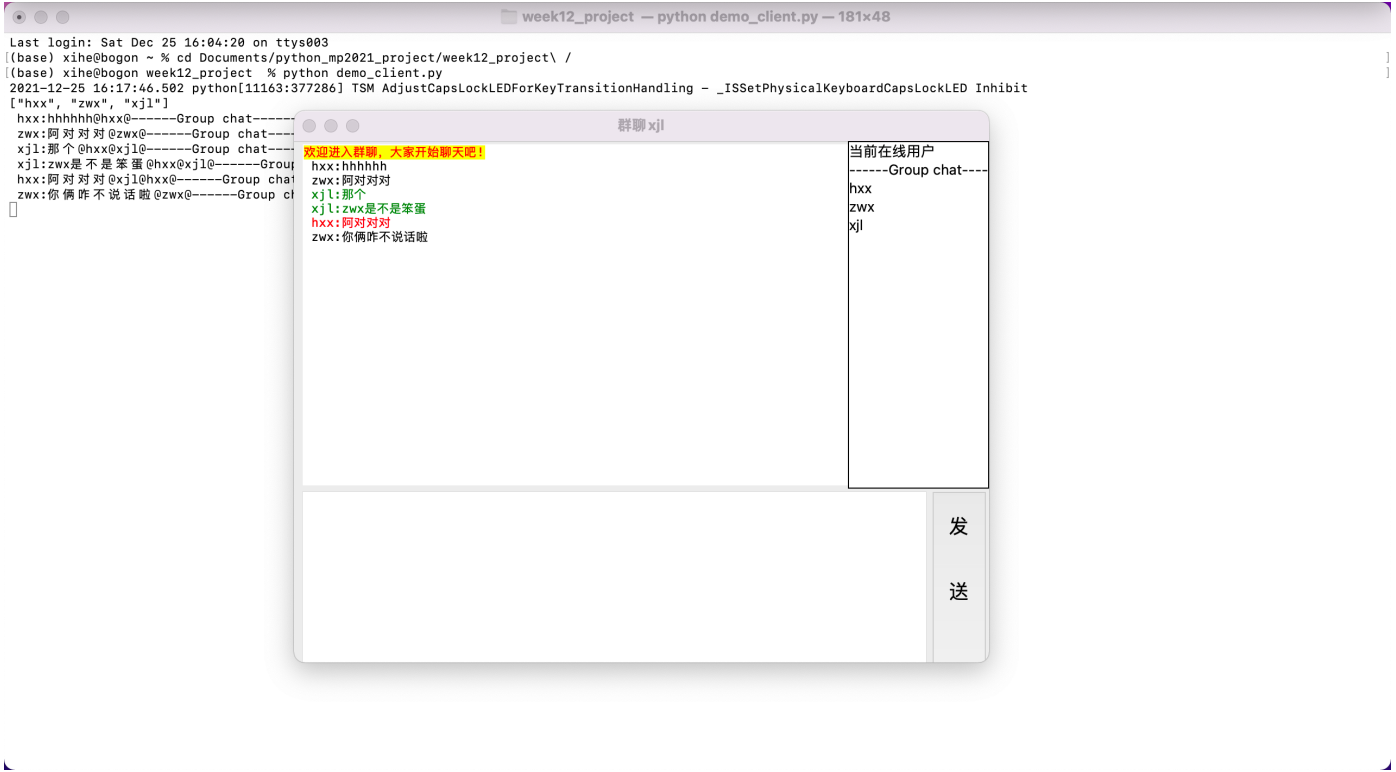
r = threading.Thread(target=receive)
r.start() # 开始线程接收信息

root1.mainloop()
s.close()

```

代码结果展示





聊天记录保存结果





server.txt

那个@hxx@xjl@-----Group chat-----
hhhhhh@hxx@-----Group chat-----
阿对对对@zwx@-----Group chat-----
阿对对对@xjl@hxx@-----Group chat-----
zwx是不是笨蛋@hxx@xjl@-----Group chat-----



clienthxx.txt

hhhhhh@hxx@-----Group chat-----
阿对对对@xjl@hxx@-----Group chat-----
ooo@hxx@-----Group chat-----

