

COL334: Assignment 2 Report

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Following are the design choices that I've made:-

- I have added a new Error named **ERROR 104 Username taken** which is thrown by the server when any client tries to register by an username that is already present in the chat.
- For the case when sender-;server message doesn't have Error 103 but reciever throws this error to server then I do not close the connection between reciever and server.
- By default maximum of 10 clients are allowed (can be changed by providing a command line argument while running the server).
- These are for the cases which are not mentioned in the assignment statement, rest all the things I have strictly followed the formats and guidelines provided.