Functionality Implementation

Functionality 1: REGISTER

Client side: an infinity for loop until messages received using recev() function from sever side indicates registration success. First set buffer with "REGISTER", then get user input for name and password and append to buffer, then use send() function to send buffer to sever.

Server side: Extract name and password from buffer by delimiter ':'. Use isNewUser(name) function to check if it is new user.

For subcase that it is new user: allocate memory for the first free space in listOfUsers[] array and set corresponding attributes of user_info_t struct. Create .txt file with user's name as filename and broadcast welcome message as well as send registration success message to the new user.

For subcase that it is existing user: first check password, then change the user state and read the .txt file corresponding to the user and finally broadcast the welcome message.

Functionality 2: WHO

Server side: loop through the existing users in listOfUsers[] array and concatenate all the user names into the common-separated ToClient[] array as buffer and send it to the requesting client indicated by pfds[i].fd using send() function.

Client side: send input buffer with "WHO" in main loop that runs infinitly to get user input until interrupt. pthread created after the registration loop runs function infinitely until interrupt for receiving the data from server side using recev() function and then print it out.

Functionality 3: EXIT

Server side: Broadcast the leave message to the other users, then change the state of this user to offline, finally close the socket and remove the socket from pfds[].

Client side: send input buffer with "EXIT" in main loop that runs infinitly to get user input until interrupt. Then use pthread_join() function to wait for the thread we create for receiving messages from server side to terminate. In the thread function we check return value of recev() function, if return value is 0, then we close the file descriptor FD and use pthread_exit(NULL) to terminate the thread. After that use sigsuspend() to pause the program and we can use Ctrl+C to terminate the client.

Functionality 4: Direct Message

Server side: we get the send user name using get_username(pfds[i].fd) function and extract the receive user name and message from buffer received from client side using delimiter ':'. Then we get the destination socket using get_sockfd(destname). After that we check destination socket value to indicate whether destination user exist or not. In case the user exist, we send to the user's socket fd directly if the user is online. Otherwise, we open the

user's .txt file and write message to the .txt file.

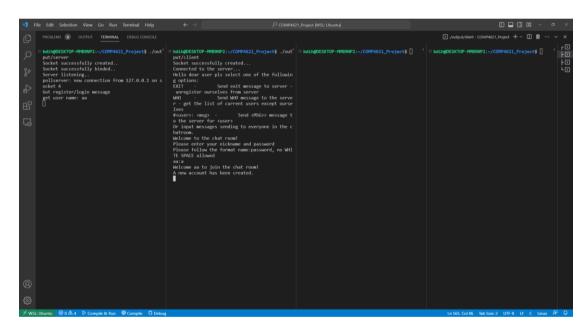
Client side: send input buffer with direct message in main loop that runs infinitly to get user input until interrupt. pthread created after the registration loop runs function infinitely until interrupt for receiving the data from server side using recev() function and then print it out.

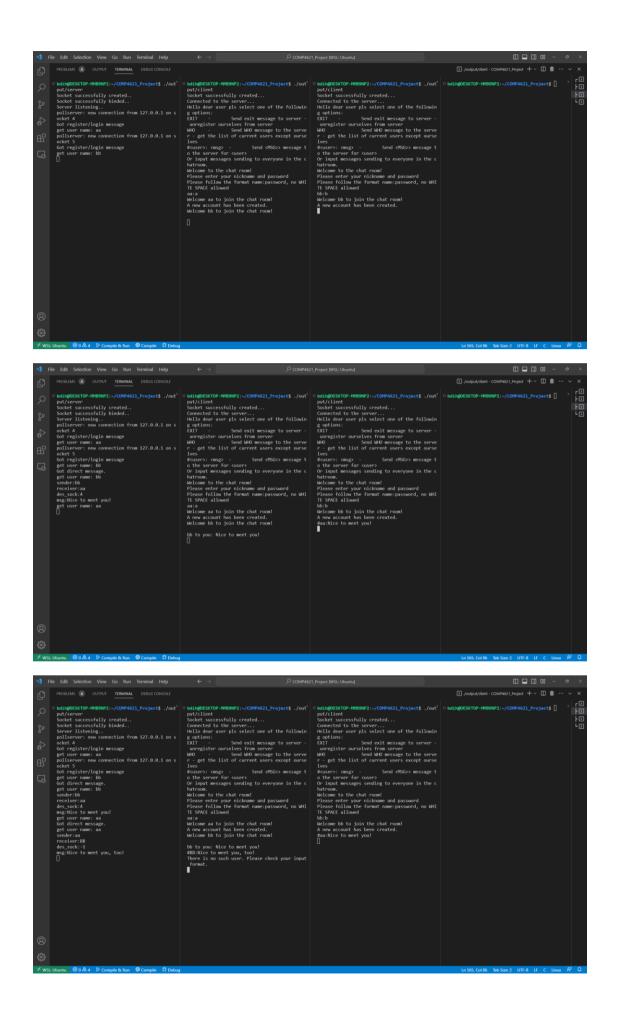
Functionality 5: Broadcast Message

Server side: loop through the existing users in listOfUsers[] array and send buffer received from client side to user that is online (by checking 'state' field value) and not the sender(by compare 'sockfd' field value to pfds[i].fd).

Client side: send input buffer with broadcast message in main loop that runs infinitly to get user input until interrupt. pthread created after the registration loop runs function infinitely until interrupt for receiving the data from server side using recev() function and then print it out.

Test Case Screenshots

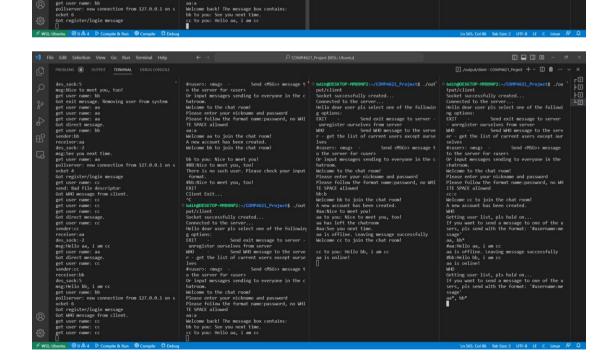












r - get the list of current users except curse. less scale of 8000 message to the server for cusers. Send of800 message to the server for cusers. Or input messages sending to everyone in the chatroom. Selcome to the chat room! Please enter your michamme and password Please enter your michamme and password message colon the format name:password, no MMI TE SPAC allows.

