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CSE 160 - Fall 2020
Project 4
Due: 12/8/2020 @3pm

Project 4 Design Process and Decisions

The goal for project 4 is to implement a working chat client and server on port 41. The client can then broadcast a message, whisper a message to a specific user, and print out a list of current users on the server.

When adding a user's name or message via the python commands, the string is then recast as chars to uint_8 for sending via packets to the desired destination. Once it arrives, the integers are then recast back to chars for printing. Our implementation of starting the server, adding clients to the server, and sending a list of current users on the server is working, but our broadcasting and message whispering does not. These two functions currently run infinitely and need to be killed to stop. We are not sure how this error is occurring at this time.

Requesting the number of clients connected to a server works as well as adding clients to the server, but broadcasting and whispers get caught somewhere in the TCP protocols and do not run as intended. There are also issues regarding unknown infinite runs which based on our observations should not be happening (but since they are consistent, there is an issue we are overlooking somewhere). We believe that our code is very close to completion however we have run out of time to do a proper implementation of our plans.