**Assignment #2 - INFO-6016 Network Programming**

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**How to Run:**

1. Open the Visual Studio Solution
2. Build the solution (**x86 DEBUG** only due to OpenSSL)
   1. We removed the release build as after linking the protobuf caused an error pointing to a path on your C drive. Could we look at this at some point. If you have any question feel free to e-mail us.
3. Start the application
   1. The solution should start an instance of the server and client, if it doesn’t:
      1. Start the server manually
      2. Start the client manually
4. If anything complains about missing dlls, copy them from lib/Debug. (These should automagically copy during the build, but if not…)

**Menu:**

1. Login
   1. Enter a username / password
      1. On success you are brought into the chat.
      2. On fail the error is displayed on the menu.
2. Register
   1. Enter a username / password
      1. On success you are brought to the menu where you can select login.
      2. On fail you are brought to the menu where the error is displayed.
         1. To fail the password strength check, submit a password with less than 4 characters or more than 255.
3. Quit

**Commands:**

/join [room] Connects the user to the specified room. (Room name must not contain whitespace.)

/say [room] [message] Sends a message to the specified room. All users in the room will get receive the message.

/leave [room] Disconnects the user from the specified room.

/quit Disconnects the user from the server and closes the application.

**Other:**

Database Schema can be found in the database\_setup.sql file.

Google Protobuf config can be found in the AuthenticationProtocol.proto file.