

Assignment 2

Chat Room implementation

In this assignment you will implement a server program which will act as a chat server supporting at most 10 clients at a time. You will also implement client program which will be able to connect to server at any time and send and receive message to and from the server.

Functionalities needed:

- The server should assign a name to each client so that it can differentiate between the clients.
- Whenever a client joins or sends messages it should be displayed in the server's terminal.
- Also when a client sends a message the server should broadcast to all clients.
- If a client types /exit, /quit or /part, client exits; server broadcasts a message that client(alias) has left.

You should implement the same in C using socket APIs, multithreading or select() system call so that all the functionalities work concurrently. You may use either STREAM or DGRAM socket.