

Project: Client-Server Chat

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- **Introduction and instructions for how to run the programs, which are all python3:**

Run server.py: `python3 server.py`

Run client.py: `python3 client.py`

In order to run the two programs, open two sections on flip, run server.py on one flip first, and then run client.py on the other flip. After running the two programs, you can chat between them by typing messages in the two terminals.

My programs are able to terminate by both programs. No matter which program sends `/q`, both the program itself and the other program will terminate together.

Please note that in order to keep the format same as the example screenshots shown in the project requirements description file, my client sends some more information in the first message to the server. So, please do not try to enter `/q` to quit both programs in the first message that client sends to server, they won't terminate by this `/q` message.

- **Screenshots of the running code:**

Terminate by client entering `/q`:

```
flip1 ~/CS372/project2 158% python3 server.py
Server listening on: localhost on port: 1234
Connected by ('127.0.0.1', 46220)
Waiting for message...
Hello
Type /q to quit
Enter message to send...
>How are you?
Good. You?
>Good
Bye
>Bye
flip1 ~/CS372/project2 159% █
```

```
flip1 ~/CS372/project2 157% python3 client.py
Connected to: localhost on port: 1234
Type /q to quit
Enter message to send...
>Hello
How are you?
>Good. You?
Good
>Bye
Bye
>/q
flip1 ~/CS372/project2 158% █
```

Terminate by server entering /q:

```
flip2 ~/CS372/project2 156% python3 server.py
Server listening on: localhost on port: 2345
Connected by ('127.0.0.1', 49856)
Waiting for message...
Hello
Type /q to quit
Enter message to send...
>How are you?
Good. You?
>Good
Bye
>/q
flip2 ~/CS372/project2 157% 
```

```
flip2 ~/CS372/project2 157% python3 client.py
Connected to: localhost on port: 2345
Type /q to quit
Enter message to send...
>Hello
How are you?
>Good. You?
Good
>Bye
flip2 ~/CS372/project2 158% 
```