

Functions:

SOCKET ConnectionMaker():

This function makes a socket and then connects to our server. When it can't connect to server in port 12345, it sends a failed message.

Void ConnentionCloser(SOCKET S):

It closes the socket that we made in previous function. (Socket s)

Void AccountMenu():

This function makes an user interface for client user. It gets the number of operand that user wants to do and then it refers to proper function for each task. In this function when user gives the program an invalid number, program sends a failed message.

Void RegisterOperand():

In this function we send register data to server. We first get a maximum 49 character username and password from user and then we create a proper string in order to send to server. (The string format has mentioned in the Doc) after sending the message we receive a Json format string from server and then we analyze it.

Void LoginOperand():

It performs same as the last function. The only difference between this operand and RegisterOperand is when we get an error it means the username is invalid or the password is incorrect.(success or error are mentioned in json format string in type object) this function receives a token from server.

Void MainMenu(cJSON* AuthToken):

This function is called when user logins properly. We mentioned before that when user logins correctly it receives the token, so we pass the token to this function and other function we will call next to send this token to server. This function is an UI for login users. (It is same as AccountMenu function)

Void CreatechannelOperand(cJSON* AuthToken):

This function performs like RegisterOperand function. It sends a proper message that includes channel name to server.

Void JoinchannelOperand(cJSON* AuthToken):

This function performs like LoginOperand function. It sends a proper message that includes channel name to server. (We send the token to server after converting JsonObject to string)

Void LogoutOperand(cJSON* AuthToken):

We send logout request with token to server and then return to AccountMenu. This operand is available in both MainMenu and ChannelMenu.

Void ChannelMenu(cJSON* AuthToken):

It is same as MainMenu. It is an UI for users that join or create channel.

Void SendOperand(cJSON* AuthToken):

We get a message and send it to server. This message should have at most 1027 characters till \n character.

Void RefreshOperand(cJSON* AuthToken):

We send this request to server and receive json format response. We translate this format to an array of string and then print it for users. (this format include two kind of objects: sender and content)

Void MembersOperand(cJSON* AuthToken):

It works like RefreshOperand function.

Void LeaveOperand(cJSON* AuthToken):

It returns to MainMenu!