Details Not Achieved

The bot can connect to the miniircd, except when its nickname is already in use on the server. This is because the program can’t understand the ERR\_NICKNAMEINUSE reply. This could be fixed by simply reading the message sent back immediately after connecting with the bot, and checking that return message for the error code, and changing the nickname of the bot appropriately before sending back another request.

Due to time constraints, the bot sends back the first word of its message to the client when sent a !command. To combat this in an (almost) fix, we put a “\_” character between each word, in order for the client to actually get the full message. This is because instead of returning the information to the server, to then send that information to the hexchat client, our bot instead sends information directly to the client socket itself.

The bot, upon receiving a private message from a client, will send an appropriate random fact back, but the message is sent to anyone in that current channel as well. This is simply a flaw in the server code when sending messages. There should be an if statement to narrow down which specific socket the bot sends the message to.

One feature in the RFC protocol not implemented is when the user joins a channel, the server doesn’t respond to the client’s “WHO” requests. This is once again due to time restraints, but could be fixed by simply putting an if statement in the code to check for incoming commands, then looping through the users in the requested channel and returning them to the server.

Additional Features

We added a !help command that simply outputs the list of channel commands the user can perform with the bot.

While implementing the !day and !time commands, we also threw in a !date command to output the current date.