Client-Server Network Application

Setup

Compile chat_client.c:

```
$ gcc -o chatclient chat_client.c
```

Run chat_serve.py:

```
$ python chat_serve.py <port_number>
```

In a seperate terminal window run chat_client:

```
$ ./chatclient <hostname> <port_number>
```

Running chat_client example:

```
$ ./chatclient flip1.engr.oregonstate.edu 30020
```

Handles

You will be prompted to input handles for both the server and the client. The handle must not exceed 10 characters, respectively.

Communication

The client will be prompted to begin communication. The client and server will then be alternately prompted to send messages back and forth.

Terminating the connection

Input `\quit` to terminate the connection between chat*serve and chat*client. This will stop chat*client, however chat*serve will continue running and is available to accept new connections.

Testing Machine

The client-server network application was tested on flip1.engr.oregonstate.edu and flip2.engr.oregonstate.edu, with success in both cases.