"Client-Server Chat Application"

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Design:

The chat application consists of two main components: a client-side and a server-side. The client-side allows users to register, login, create/join/leave chat rooms, send and receive messages, and log out. The server-side stores user registration information, manages chat rooms, and handles messaging between clients. The communication between the client and server is served through sockets.

Server:

- a. The server handles the registration and login records of the users.
- b. The username has to be unique for each user.
- c. The rooms' names are also unique, if a room name already exists that room will be opened otherwise a new one will be created.

Client

- a. The client has to first either register or login to the chat application using username and password.
- b. The username has to be unique, if you have already created one account then you can use those credentials to log in.
- c. The password while entering is hidden for security purposes.
- d. You can join or create a room, if the name already exists then you join that room otherwise a new room will be created.

Implementation:

Server

- a. Server has a dictionary which stores the username and password when the user is registered.
- b. While logging in the credentials are matched for authentication.
- c. The rooms are also stored in a dictionary where users of that room are also stored, when a user leaves the room he is deleted from the list of users in a room.
- d. It is also displayed in the chat rooms with how many people are currently in the room.
- e. If the user logs out, he is deleted from all the rooms he had been, he can rejoin when he logs in again.
- f. Various colors have been added to the command line for displaying the content properly.

Client

- a. Command line interface with different colors.
- b. Runs on a localhost and port 5000.
- c. Supports multiple clients at the same time.
- d. Create or join or leave chat rooms.
- e. List active users in the current channel.
- f. Can easily register/login/logout from the chat application.

Screenshots:

Server

```
mittal@CASE:~/cp/Task 2$ python3 server.py
Running chat server at localhost:5000
prashant joined room [room1] from <127.0.0.1:37
528>
prachi joined room [room1] from <127.0.0.1:3753
0>
prashant left room [room1].
```

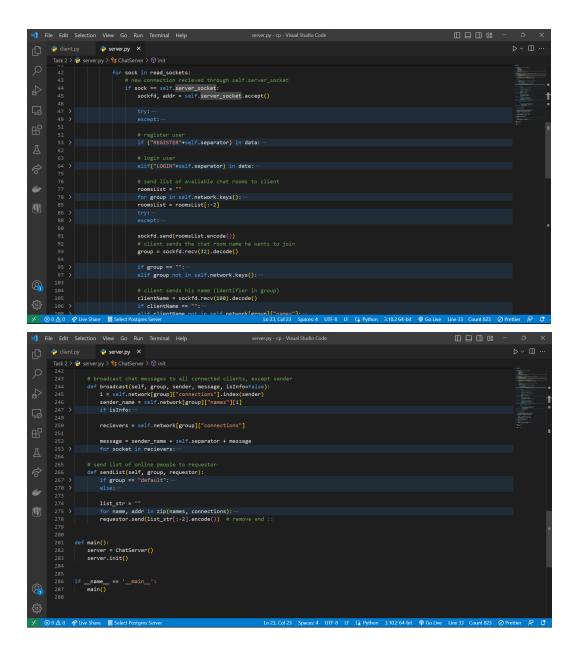
Client

```
mittal@CASE:~/cp/Task 2$ python3 client.py
Enter username: prashant
                                                             Press 1 to register
Press 2 to login
Enter password:
Registered successfully.
                                                             Command: 1
 <---- CHAT ROOMS ---->
                                                             Enter username: prachi
* default <0>
                                                             Enter password:
                                                             Registered successfully.
Join a Chat Room or Create New: room1
                                                             <---- CHAT ROOMS ---->
Joined room1 group as prashant
                                                             * default <0>
INFO> Connected to host. Start sending messages
                                                             * room1 <1>
              LIST => to get list of people onli
                                                             Join a Chat Room or Create New: room1
                                                             Joined room1 group as prachi
LOGOUT => logout.

INFO> prachi joined room [room1] from <127.0.0.
                                                             INFO> Connected to host. Start sending messag
                                                                           LIST => to get list of people on
1:37530>
prashant> [14:51:16] hello prachi
prachi> [14:51:31] hii prashant
prashant> [14:51:31] how are you
prachi> [14:51:43] i'm fine how are you
prashant> [14:51:43] great
prashant> [14:51:47] LEAVE
                                                             prachi> [14:51:16] LIST
                                                             <---- PEOPLE ONLINE ---->
                                                             * prashant <127.0.0.1:37528>
Left room1 group
                                                             * prachi <127.0.0.1:37530>
<---- CHAT ROOMS ---->
                                                             prashant> [14:51:28] hello prachi
* default <0>
                                                             prachi> [14:51:28] hii prashant
                                                            prashant> [14:51:35] how are you
prachi> [14:51:35] i'm fine how are you
prashant> [14:51:47] great
* room1 <1>
Join a Chat Room or Create New: LOGOUT
                                                             INFO> prashant left room [room1].
prachi> [14:51:52] [
mittal@CASE:~/cp/Task 2$
```

Code Snippets:

Server



Client

```
Tile Edit Selection View Go Run Terminal Help
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               client.py - cp - Visual Studio Code
                                 Task 2 > © clientpy > % ChatClient > ۞ init

import sys

import select

import socket

import getpass

from datetime import datetime
                                          7
8 RED = "\033[91m"
9 GREEN = "\033[92m"
10 YELLOW = "\033[93m"
11 BLUE = "\033[95m"
12 PURPLE = "\033[95m"
13 CYAN = "\033[95m"
14 RESET = "\033[976m"
15 BOLD = "\033[;1m"
                                                                                       ssc ChatClient():
    def __init__(self, host="localhost", port=5000):
        self.new_socket = None
        self.NOST = host
        self.PORT = port
        self.PORT = port
        self.secv_BUFER = 4096
        self.username = ""
        self.group = "default"
        self.separator = "888" # same as of server
        self.separator = "888" # same as of server
        self.helpMsg = """{}\...
32 det ProMpt(self)

33 sp. prompt for current active user to type message

34 sys.stdout.flush()

50 0 0 0 0 € live Share ■ Select Podgres Server
                                                                                                                                                                                                                                                                                                                                                                                                  client.py - cp - Visual Studio Code
                           ### def printList(self, msg, response):

### sys.stdout.write("\r\033[k")

### sys.stdout.flush()

### print(YELLON +"<----" + msg + "---->", RESET)

### print(YELLON +"<----" + msg + "-------")

### print(YELLON +")

### pri
```

Explanation:

Server

- a. The server stores the users in a dictionary in the object called.
- b. The dictionary stores username as key and password as value.
- c. Another dictionary which stores rooms with the value which has a list of users in the room.
- d. It easily tells how many users are inside and if anybody leaves a message for it is displayed.

Client

- a. I have used various colors to make the chat application look more informative.
- b. The user can easily register/login and logout from the application.
- c. The username should be unique and the password entered is hidden using the library specially to take the password from the terminal.
- d. The current time is also displayed before sending any message to the other users.
- e. If you want to get the list of users you can type LIST and it will display all users in that room.
- f. If you wish to leave the room type LEAVE in capitals.
- g. If you want to logout from the system enter LOGOUT and you'll be logged out easily.