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*Networks and Networking*

*Chat Client and Server Project*

This tar file contains:

1. server.c – Source code of the sever written in C.
2. client.c - Source code for the client.
3. Makefile – executable with “make all” command to compile the codes and remove binaries.
4. Readme – contains the screenshot of working sever with three clients.

To run this program, type “make all” followed by “ ./server 9760” to run the sever or “ ./client hopper.cluster.earlham.edu 9760” to run the client.

Once the client is accepted the user can use the /USER SP <username> to assign himself a username for all connected clients to see and begin sending requests to the server.

The server will respond to all /POST, /USER, /WHO, /HELP , /QUIT requests by the client and will be able to forward all post messages to the connected clients.

To build this code I used the socket code provided in the class and build upon its infrastructure. Initially I had used fork( ) but later switched to multithreading as I found it to be a simpler more memory effective method.

I was unable to add the three digit responses of the sever or add chat rooms or encryptions.

Screenshot: ---- > Next page.

