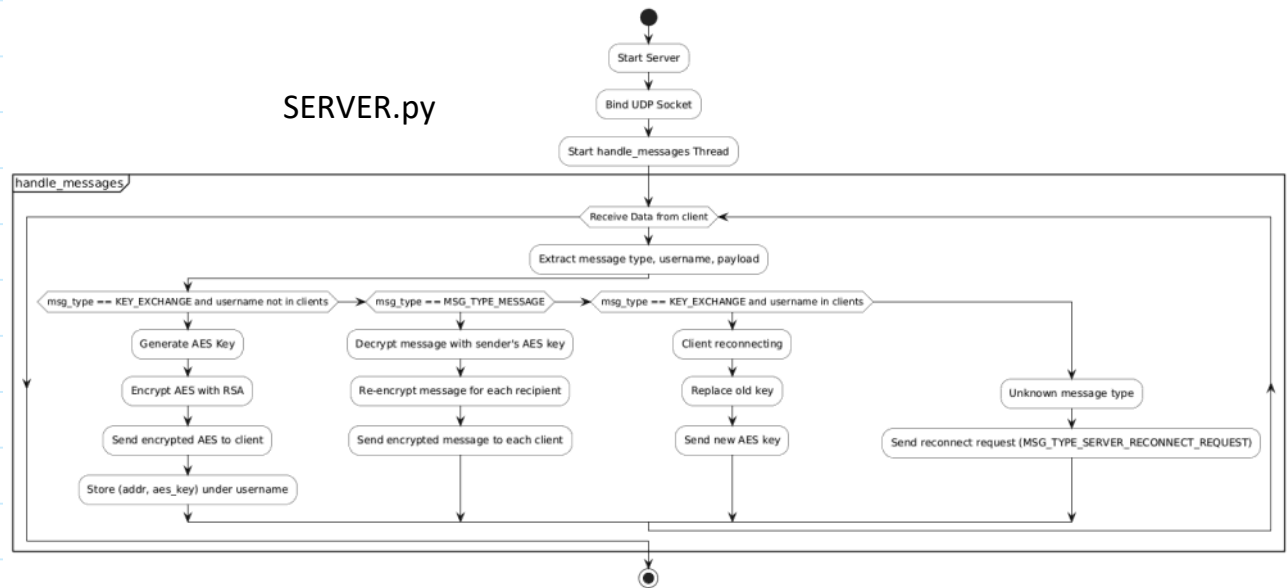


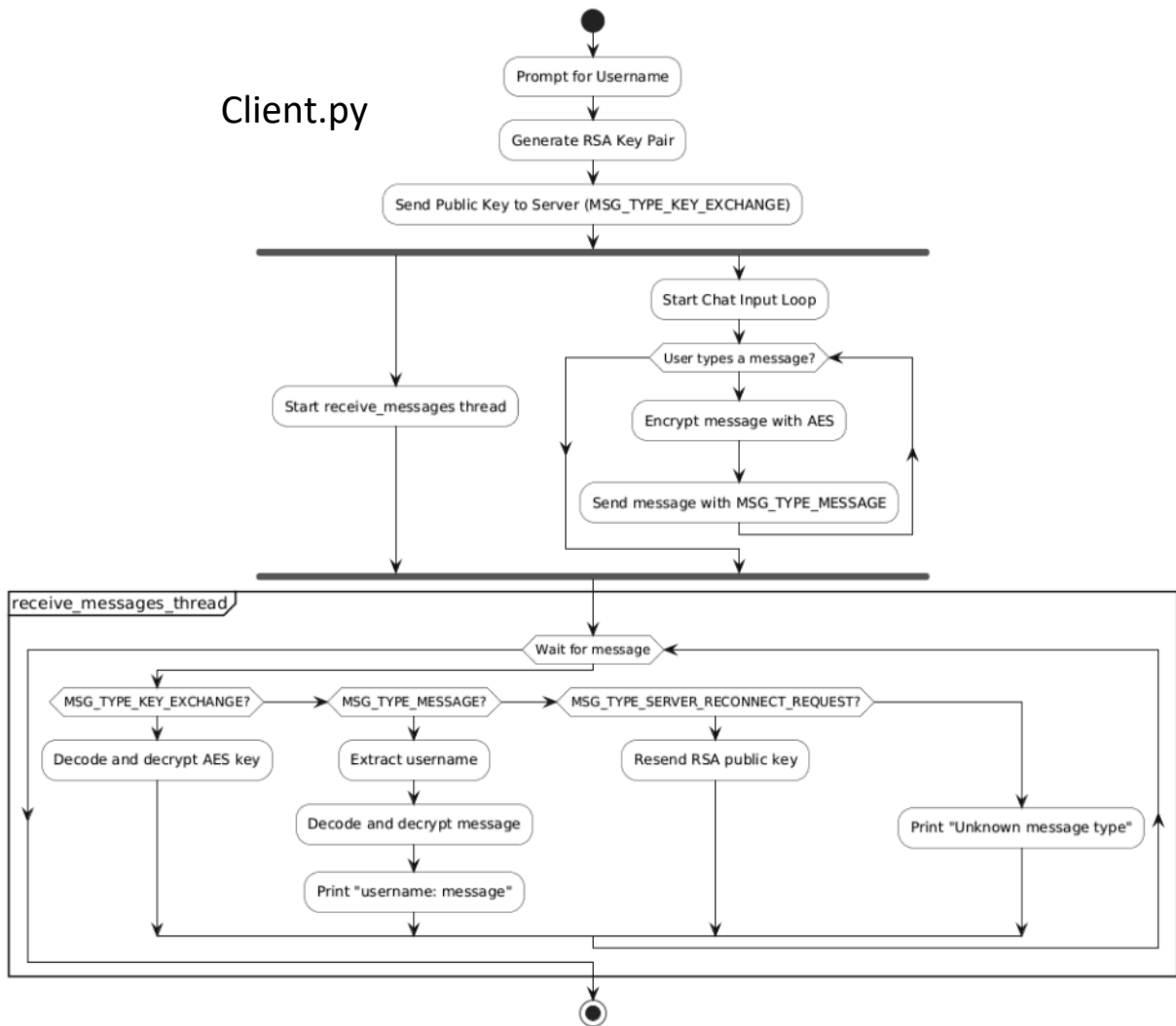
# UDP-SECURE-CHAT UML, Framing, and Server/Client Exchange

Tuesday, May 6, 2025 2:01 AM

AI GENERATED BASED ON CODE



## Client.py



## PACKET FRAMING

### ◆ Client → Server (Incoming Message)

pgsql

Copy

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+-----+-----+-----+-----+			
1 byte	32 bytes (padded str)	variable length	
Message Type	Client Username	Encrypted Payload	
+-----+-----+-----+-----+			
MSG_TYPE_*	.ljust(32).encode()	- base64(AES(iv + data))	

## ◆ Server → Client (Outgoing Message)

pgsql

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+-----+	+-----+	+-----+	+-----+
1 byte	32 bytes (padded str)	variable length	
Message Type	Sender Username	Encrypted Payload	
+-----+	+-----+	+-----+	+-----+
MSG_TYPE_*	sender.ljust(32).encode()	base64(AES(iv + message))	

## ◆ Special Server Message: Reconnect Request

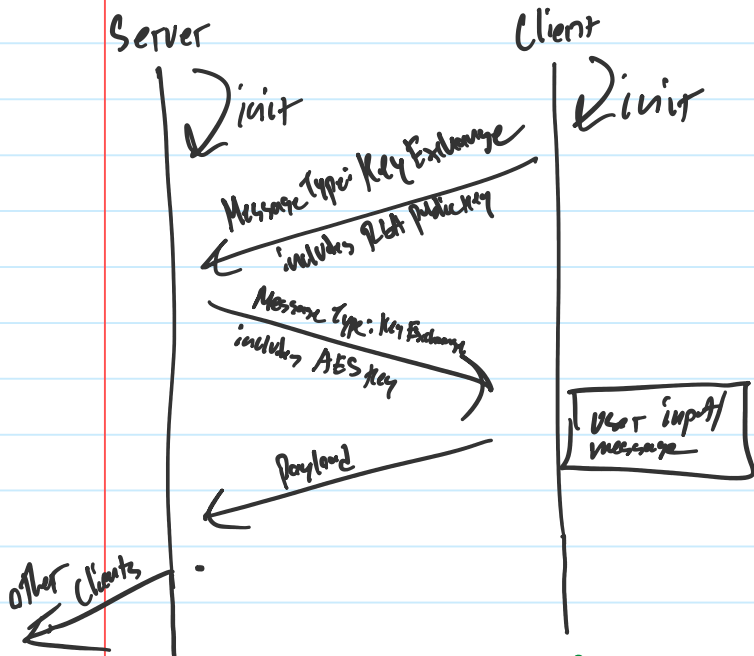
lua

Copy

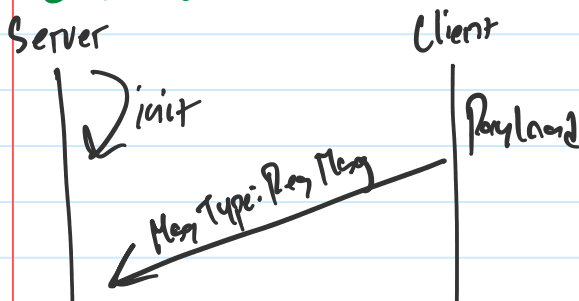
Edit

+-----+	
1 byte	
MSG_TYPE_SERVER_RECONNECT_REQUEST (0x03)	
+-----+	

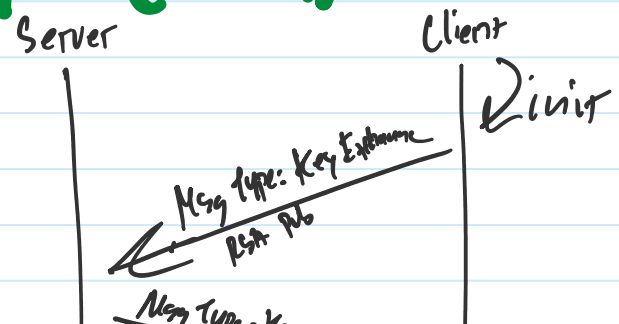
# Ideal



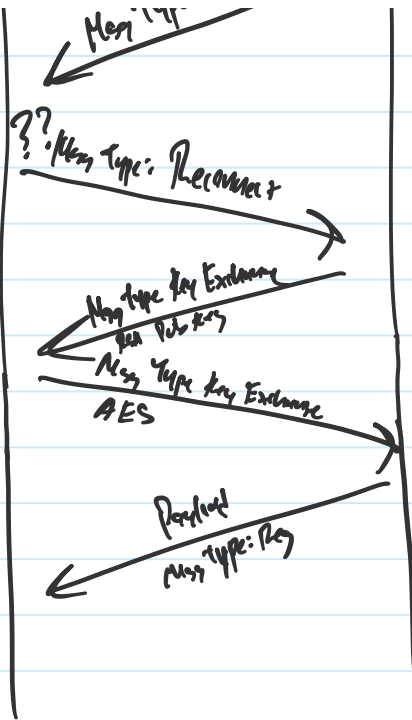
# Server Disconnect/Lost client list



# Client Re



Other Clients



Other Clients

