CHATROOM IN C

COMPUTER NETWORKS LABORATORY

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OVERVIEW

This is a chatroom made in C language with Socket Programming using threads and select() system call. Both threads and select() system call allows to handle multiple clients in socket programming simultaneously.

This chatroom supports private messages, group chats and file transfer. Messages and file transfers are end-to-end encrypted. No one outside of the chat, not even server, can read or listen to them. Check the features section for more.

USING THREADS

serverThread.c and clientThread.c uses threads to achieve Client Server Architecture.

Command to start serverThread.c:

```
gcc serverThread.c -o serverThread
./serverThread <port_no>
```

Command to start clientThread.c:

```
gcc clientThread.c -o clientThread
./clientThread <IP_Address> <port_no> <username>
```

USING SELECT

server.c and client.c uses select() system call to achieve Client Server Architecture.

Command to start server.c:

```
gcc server.c -o server
./server <port_no>
```

Command to start client.c:

```
gcc client.c -o client
./client <IP_Address> <port_no> <username>
```

FEATURES

- This chatroom can handle **multiple clients** simultaneously.
- Unique clients can join and disconnect from the server.
- It supports **message broadcasting** to all clients present in the server as well as **private messaging** between two clients.
- It also supports file transfer between two clients.
- You can **report a client** using its username.
- Server has the power to remove a client.
- Messages and files are end-to-end encrypted.
- If a client is idle for 60 seconds (subjected to change), its session is timed out and it automatically disconnects.
- It also supports **group chats**, and allows clients to **create**, **join and leave** groups.
- Groups with no members are automatically deleted.
- Server also has the power to delete a group.

COMMANDS SUPPORTED

Common Client Commands

- <message>: for broadcasting messages to all clients.
- @<username> <message>: enter username of client to send private message.
- @<username> @file <filename>: to send file named filename.
- #<username>: to report a nuisance-causing client with username.
- **EXIT:** to disconnect from the chat server.

Client Commands for Group chat

- **\$CREATE:** to create a group
- \$JOIN: to join a group
- \$LEAVE: to leave a group
- \$<groupname> <message>: to send message in the group
- \$<groupname> @file <filename>: to send file named filename in the group

Server Commands

- **REMOVE <username>:** to remove client named username.
- **DELETE <groupname>:** to delete group named groupname.
- **CLOSE:** to close the server

Developer protocols followed:

• The response from server to client should be of format >> <server_message>...

GITHUB LINK OF THE PROJECT:

https://github.com/pntu007/ChatRoom

CONTRIBUTORS

- Saurav Kumar Singh (22CS01010)
- Suprit Naik (22CS01018)
- Harsh Maurya (22CS01046)
- Om Prakash Behera (22CS01041)

GALLERY

