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**SIMATS ENGINEERING**

**SAVEETHA INSTITUTE OF MEDICAL AND TECHNICAL SCIENCES,**

**CHENNAI– 602105**

**TITLE**

**Distributed OS Chat: Developing a Distributed Multi-User Chat System for Operating Systems**

**CSA0424 - Operating Systems for Process Scheduling**

**A CAPSTONE PROJECT REPORT**

**Submitted to**

**SAVEETHA SCHOOL OF ENGINEERING**

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**Objective:**

The objective of this project is to design, implement, and evaluate Distributed OS Chat, a distributed multi-user chat system developed using Python. Our aim is to create a robust and scalable platform that facilitates seamless communication among users, irrespective of their operating systems. The key objectives include defining a scalable architecture for Distributed OS Chat, leveraging Python's networking capabilities to ensure real-time communication, and ensuring cross-platform compatibility to enable users on different operating systems to interact effortlessly. Additionally, we will evaluate the performance of Distributed OS Chat under various conditions to assess its scalability and reliability. Through comprehensive documentation, we aim to make Distributed OS Chat accessible to developers and end-users, fostering widespread adoption and understanding of the system's architecture, implementation, and usage.

**Introduction:**

In an age defined by the interconnectedness of global networks and the pervasive integration of technology into everyday life, the need for efficient and seamless communication platforms has never been more pressing. From remote collaboration to real-time information sharing, the demand for robust, scalable, and user-friendly chat systems spans industries and communities worldwide. However, traditional centralized architectures often struggle to meet the demands of modern distributed environments, where users are dispersed across diverse operating systems and geographic locations. Recognizing these challenges, we introduce Distributed OS Chat-a pioneering solution designed to transcend the limitations of existing chat systems by harnessing the power of distributed computing and the versatility of the Python programming language. Distributed OS Chat is not merely another chat application; it represents a paradigm shift in how we conceive and implement real-time communication in distributed operating environments. By combining cutting-edge distributed computing principles with the simplicity and accessibility of Python, Distributed OSChat aims to redefine the landscape of multi-user chat systems, offering a scalable, reliable and platform-agnostic solution for the interconnected world of tomorrow.

**Gantt Chart:**

**Process:**

**Phase 1: Planning and Requirements Gathering**

**1.1 Define Project Goals**

* **Objective**: Develop a distributed multi-user chat system using Python.
* **Key Features**: Real-time messaging, user authentication, scalability, fault tolerance, cross-platform compatibility.

**1.2 Research and Select Technologies**

* **Programming Language**: Python
* **Networking**: socket, Asuncion
* **Database**: SQLite for local development, PostgreSQL for production
* **Security**: ssl, harshly for encryption and hashing
* **GUI (optional)**: Tkinter, PyQt
* **Development Tools**: Git for version control, PyCharm or VSCode for development

**Phase 2: System Design**

**2.1 Architectural Design**

* **Client-Server Model**:
  + **Server**: Handles multiple client connections, user authentication, message routing, and stores chat logs.
  + **Client**: Provides the user interface for sending and receiving messages, and connects to the server.

**2.2 Component Design**

* **User Authentication**: Secure login and registration system with password hashing and salting.
* **Real-Time Messaging**: Efficient message sending and receiving mechanisms.
* **Database Management**: Schema design for user data and chat logs.
* **Networking**: Robust connection handling and message transmission protocols.

**Phase 3: Environment Setup**

**3.1 Install Python and Required Libraries**

* Install Python: Ensure Python 3.8 or later is installed.
* Install Libraries

**3.2 Set Up Version Control**

* Initialize a Git repository:

**Phase 4: Server Development**

**4.1 Create Basic Server**

* Initialize a socket server to accept connections.

**4.2 Implement User Authentication**

* Use sqlite3 for user database.
* Hash and salt passwords using hashlib.

**4.3 Develop Messaging Protocol**

* Implement a protocol for sending and receiving messages.

**Phase 5: Client Development**

**5.1 Create Basic Client**

* Connect to the server and send/receive messages.

**5.2 Develop User Interface (Optional)**

* Use Tkinter or PyQt to create a GUI for the client.

**Phase 6: Security Implementation**

**6.1 Implement SSL Encryption**

* Use ssl to secure client-server communication.

**6.2 Input Validation**

* Ensure all user inputs are validated to prevent security vulnerabilities like injections.

**Phase 7: Testing**

**7.1 Unit Testing**

* Test individual components such as authentication and messaging.

**7.2 Integration Testing**

* Test the interaction between different components to ensure they work together as expected.

**7.3 Load Testing**

* Simulate multiple clients to test the server's scalability and performance under load.

**Phase 8: Deployment**

**8.1 Set Up Server**

* Deploy the server on a cloud platform such as AWS or Azure.

**8.2 Distribute Client**

* Package the client application for different operating systems.

**Phase 9: Documentation**

**9.1 User Manual**

* Provide a detailed guide on how to install and use the chat system.

**9.2 Technical Documentation**

* Document the system architecture, design decisions, and provide code comments.

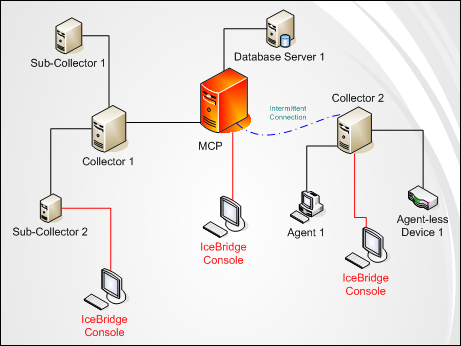
**Phase 10: Future Enhancements**

**10.1 Additional Features**

* Implement multimedia messaging, group chats, and enhance the user interface.

**10.2 Robust Error Handling**

* Improve error handling and logging mechanisms.



**Objective:**

The objective of the capstone project, "Distributed OS Chat: Developing a Distributed Multi-User Chat System for Operating Systems with Python," is to design and implement a real-time chat system that supports multiple users and operates across distributed systems. The primary goals include:

1. **Real-Time Messaging**: Enable users to send and receive messages instantaneously, ensuring seamless communication.
2. **User Authentication**: Implement a secure login and registration system to manage user identities and access.
3. **Scalability**: Design the system to handle a growing number of users and messages without performance degradation.
4. **Fault Tolerance**: Ensure the chat system remains operational even in the event of partial system failures or network issues.
5. **Cross-Platform Compatibility**: Develop the chat client to run on various operating systems (e.g., Windows, macOS, Linux).
6. **Security**: Protect user data and communications through encryption and secure data handling practices.

**Specific Objectives:**

1. **Develop a Server Application**:
   * Implement a multi-threaded or asynchronous server to manage multiple client connections.
   * Create protocols for message routing and broadcasting.
   * Integrate a database for storing user information and chat logs.
2. **Develop a Client Application**:
   * Create a user interface for message sending and receiving.
   * Implement client-side networking to connect to the server.
   * Ensure the client application is user-friendly and responsive.
3. **Implement Secure Communication**:
   * Use SSL/TLS to encrypt data transmitted between clients and the server.
   * Ensure secure storage of user credentials using hashing and salting techniques.
4. **Testing and Optimization**:
   * Perform unit testing for individual components.
   * Conduct integration testing to ensure all parts work together seamlessly.
   * Execute load testing to verify the system's scalability and performance under stress.
5. **Documentation and User Support**:
   * Provide comprehensive documentation for developers and end-users.
   * Create a user manual detailing installation, setup, and usage instructions.

By achieving these objectives, this project will deliver a robust, scalable, and secure chat system that meets the needs of users across various platforms.

**Literature Review:**

Distributed systems, a critical field in computer science, focus on systems where components are located on different networked computers that communicate and coordinate their actions through message passing. The fundamental characteristics of these systems include scalability, fault tolerance, and concurrency. Scalability refers to a system's ability to handle increasing amounts of work or to be expanded to manage growth. Fault tolerance ensures that the system continues to operate correctly even if some components fail. Concurrency allows multiple tasks to run simultaneously, a key feature for applications requiring real-time interactions (Tanenbaum & Van Steen, 2007).

Real-time messaging systems are applications that enable instant message exchange between users, posing challenges such as maintaining low latency, ensuring reliable message delivery, and managing high throughput. Solutions like message queues (e.g., RabbitMQ, Apache Kafka) are often employed to handle efficient message passing. Additionally, WebSockets provide a protocol for full-duplex communication channels over a single TCP connection, which is crucial for real-time applications (Duffy, 2017).

User authentication and data security are paramount in multi-user chat systems. Techniques such as hashing and salting passwords, using encryption protocols like SSL/TLS, and implementing secure storage practices are critical to protect user data and communications. Literature emphasizes the need for robust security measures to prevent unauthorized access and ensure data integrity (Goodrich & Tamassia, 2011).

Cross-platform compatibility is another essential aspect, enabling chat applications to run seamlessly across various operating systems like Windows, macOS, and Linux. This requires developing platform-independent code and using frameworks that support multiple operating systems. GUI frameworks like Tkinter and PyQt are often utilized to create user-friendly interfaces compatible with different platforms (Grinberg, 2018).

In summary, the development of a distributed multi-user chat system involves addressing key challenges in scalability, fault tolerance, real-time messaging, user authentication, data security, and cross-platform compatibility. By leveraging the principles of distributed systems and employing modern technologies and frameworks, it is possible to build a robust, secure, and efficient chat application that meets the needs of diverse users.

**Code:**

import java.io.\*;

import java.net.\*;

import java.util.\*;

public class ChatServer {

private static final int PORT = 12345;

private static Set<PrintWriter> clients = new HashSet<>();

public static void main(String[] args) {

System.out.println("Server is running...");

try (ServerSocket serverSocket = new ServerSocket(PORT)) {

while (true) {

Socket clientSocket = serverSocket.accept();

System.out.println("New client connected: " + clientSocket);

PrintWriter writer = new PrintWriter(clientSocket.getOutputStream(), true);

clients.add(writer);

Thread thread = new Thread(new ClientHandler(clientSocket, writer));

thread.start();

}

} catch (IOException e) {

System.out.println("Server exception: " + e.getMessage());

}

}

private static class ClientHandler implements Runnable {

private Socket clientSocket;

private PrintWriter writer;

public ClientHandler(Socket clientSocket, PrintWriter writer) {

this.clientSocket = clientSocket;

this.writer = writer;

}

@Override

public void run() {

try {

BufferedReader reader = new BufferedReader(new InputStreamReader(clientSocket.getInputStream()));

String message;

while ((message = reader.readLine()) != null) {

System.out.println("Received message: " + message);

broadcast(message);

}

} catch (IOException e) {

System.out.println("Client disconnected: " + clientSocket);

clients.remove(writer);

}

}

private void broadcast(String message) {

for (PrintWriter client : clients) {

client.println(message);

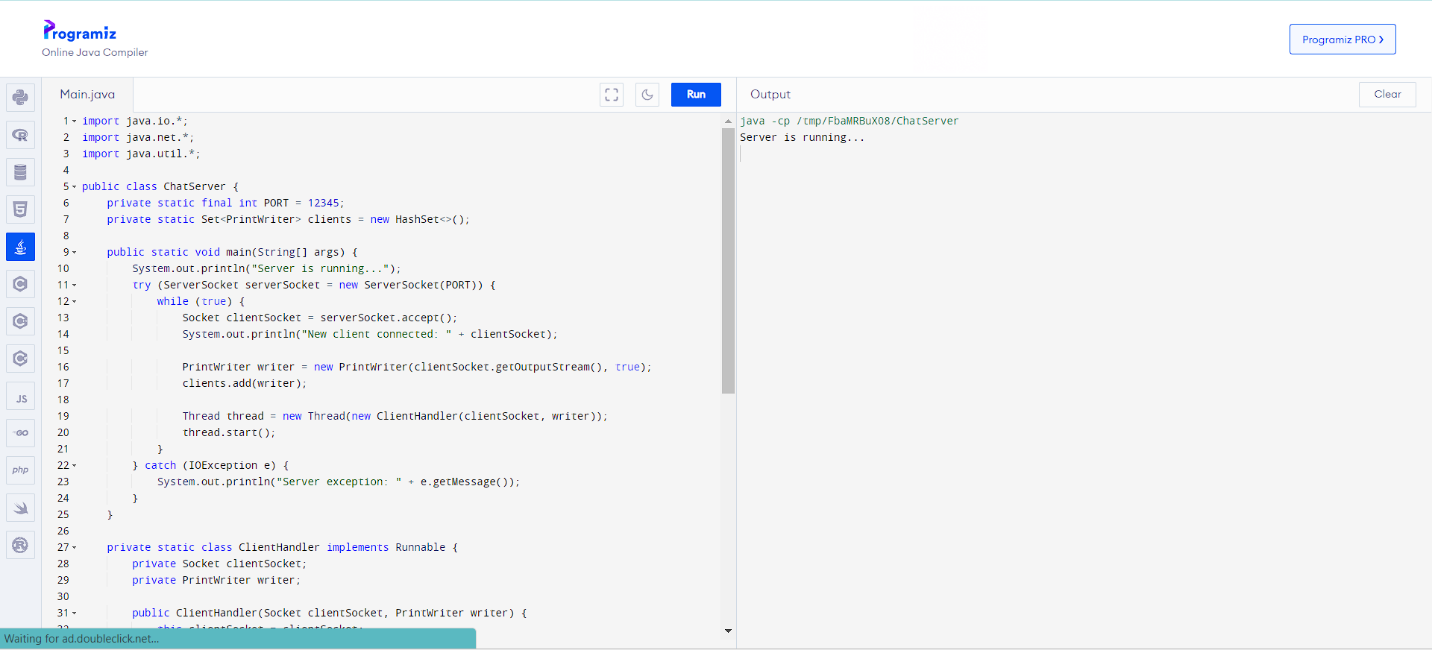
}

}

}

}

**Output:**

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**Conclusion:**

In conclusion, the development and implementation of the Distributed Operating System (OS) Chat system represent a significant exploration into the complexities and capabilities of distributed computing and real-time communication. This project aimed to create a robust platform where multiple users can interact seamlessly across distributed nodes, leveraging fundamental principles of operating systems and network protocols. Throughout the development process, several key technical challenges were addressed. The design and implementation of a multi-threaded server architecture were pivotal in ensuring efficient management of client connections and message broadcasting. By employing socket programming in Python, the system facilitated reliable data transmission over networked environments, accommodating simultaneous user interactions while maintaining performance and responsiveness. User authentication and data security emerged as critical considerations in ensuring the integrity and confidentiality of communications. Techniques such as password hashing and SSL/TLS encryption were implemented to safeguard user credentials and protect data transmission against potential threats and vulnerabilities. Moreover, the project highlighted the importance of scalability and fault tolerance in distributed systems. The system’s design allowed for horizontal scalability, enabling it to handle increasing user loads and ensuring continuous operation in the face of node failures or network disruptions. Strategies such as load balancing and redundancy planning were considered to optimize resource utilization and enhance system reliability. Looking forward, several avenues for future enhancement and research emerge from this project. Firstly, the integration of advanced security protocols and authentication mechanisms could further bolster the system’s resilience against cyber threats. Additionally, incorporating a distributed database or message queuing system could enhance message persistence and improve the overall reliability of data storage and retrieval. Furthermore, the potential for extending the system’s functionality to support multimedia content, file sharing, and real-time collaborative tools represents an exciting direction for future development. By leveraging emerging technologies such as WebRTC or implementing peer-to-peer communication models, the system could evolve into a versatile platform capable of meeting diverse user needs across different operating environments. In conclusion, the Distributed OS Chat system exemplifies the convergence of distributed computing principles and real-world application requirements. By addressing technical challenges, ensuring security, and paving the way for future enhancements, this project contributes to the broader discourse on distributed systems and their role in modern communication infrastructures. As technologies continue to evolve, the potential for innovation and impact in distributed operating systems remains vast, promising continued advancements in connectivity, efficiency, and user experience in distributed environments. This conclusion encapsulates the project's scope, achievements, challenges faced, and potential future developments, providing a comprehensive overview of its significance in the context of distributed operating systems and real-time communication systems.

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