University of Dhaka

NetConnect

Project Report

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1 Objectives

The primary objective of the NetConnect Chat Application project is to develop a robust and efficient chat application that facilitates group communication with features including group creation, user management, messaging, file transfer, and administrative functionalities.

- **Create a Chat Application:** The main goal of this project is to make a chat application. Just like when you talk to your friends using a messaging app on your phone, we want to create a program that lets people chat with each other on their computers.
- **Make Group Chats Possible:** We want people to be able to chat in groups, not just one-on-one. This means you can talk to many friends at once in one chat room.
- **Manage Users:** In our chat app, we need to keep track of who's using it. We'll create a system to add new users, remove them, and keep their information safe.
- **Send Messages:** People use chat apps to send messages to each other, so we need to make sure our app can do that smoothly. You type a message, hit send, and it appears in the chat for everyone to see.
- **Handle Files:** Sometimes, people want to send more than just messages. They might want to share pictures, documents, or other files. Our app should be able to handle that too.
- **Admin Features:** For group chats, there should be someone in charge, like a group leader. We'll add features for this person to manage the group, like approving new members or kicking out troublemakers.

2 Methodology

The project follows an iterative development methodology, with frequent testing and feedback loops to ensure continuous improvement. The development process involves the following steps:

2.1 Server

2.1.1 Seriver Initialization

1. The server script initializes a socket and binds it to a specific IP address and port to listen for incoming connections.
2. Upon receiving a connection request from a client, it establishes a connection and spawns a new thread to handle communication with that client.

2.1.2 Group Management

1. The groups dictionary stores information about each group, including its members, pending join requests, and online members.
2. Methods are implemented to create new groups, add/remove members, handle join requests, and manage group administrators.

2.1.3 Message Handling

1. The server listens for messages from clients and processes them accordingly.
2. Messages can include commands such as sending a message to a group, approving a join request, changing group administrators, or transferring files.

2.1.4 File Transfer

1. File transfer functionality allows clients to send files to other members of the group.
2. The server coordinates the file transfer process by receiving the file from the sender and distributing it to the online members of the group.

2.1.5 Threading

1. Threading is utilized to handle multiple client connections concurrently, ensuring that the server can communicate with multiple clients simultaneously without blocking.

2.2 Client

2.2.1 Connection Establishment

1. The client script establishes a connection with the server upon execution, allowing users to interact with the chat application.

2.2.2 User Input Handling

1. User input is captured and processed to execute various commands such as joining a group, sending messages, approving join requests, or transferring files.

2.2.3 Command Execution:

1. Based on user input, the client sends corresponding commands to the server to perform specific actions.
2. For example, typing "/joinGroup" followed by a group name will send a request to the server to join that group.

2.2.4 Message Display

1. Messages received from the server are displayed to the user, allowing them to see the ongoing conversation in the chat room.

2.2.5 Threading

1. Threading is used to separate user input handling from server communication, ensuring that the client can continue to accept user input while waiting for server responses.

3 Tools and Techniques

1. Programming Language: Python
2. Socket Programming for network communication
3. Threading for concurrent execution of tasks
4. Pickle for object serialization
5. Command-line interface for user interaction

4 Snapshots of Design

4.1 Client

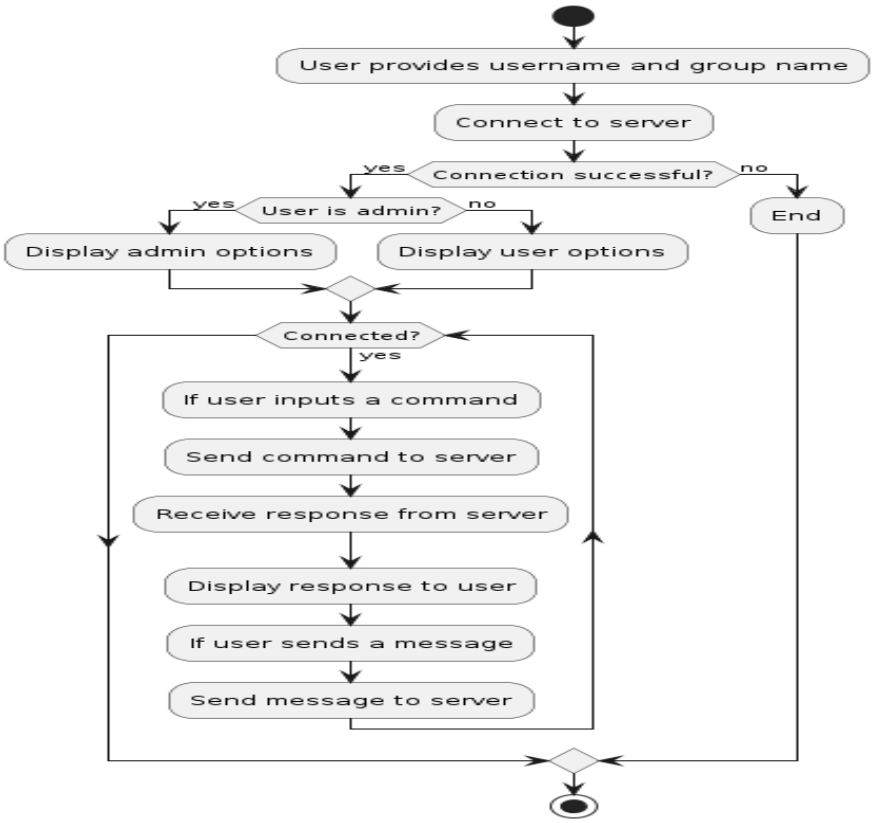

Figure 1: flowchart of client

4.2 Server

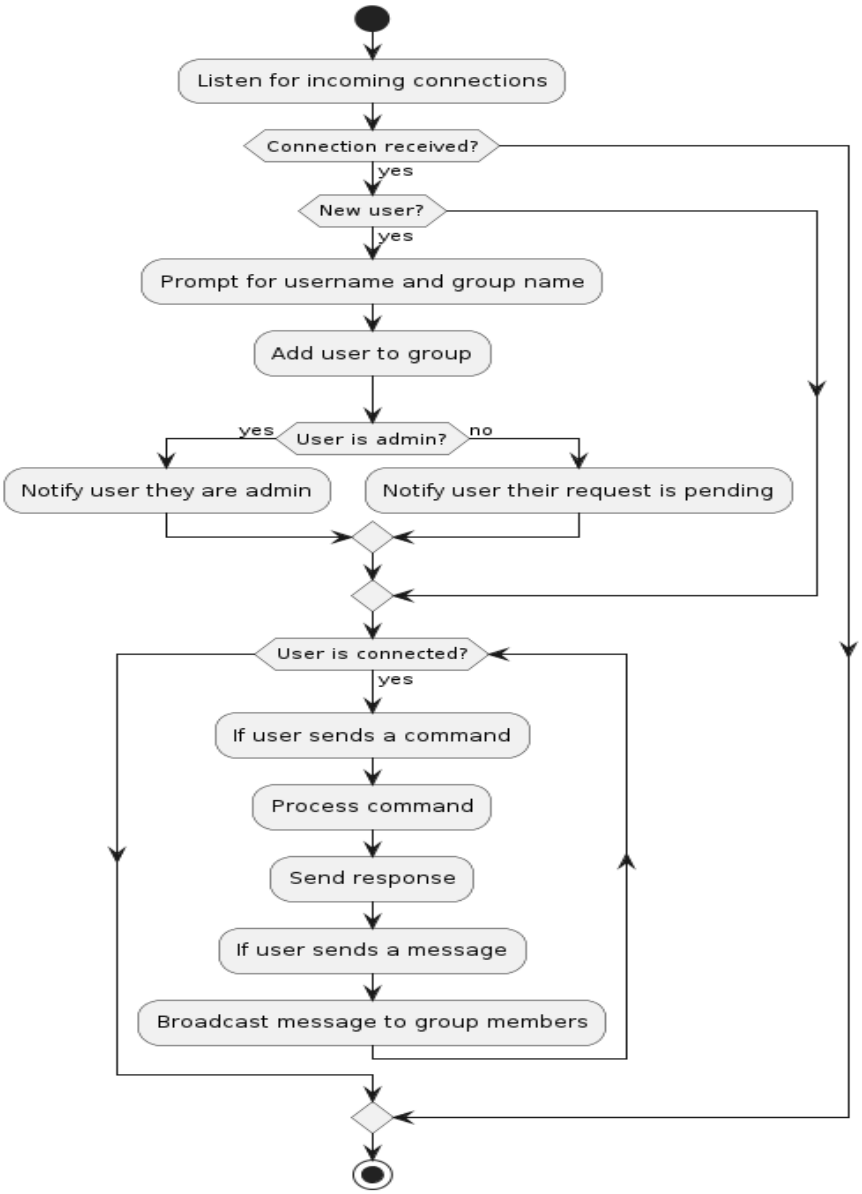

Figure 2: flowchart of server

5 Sample Input and Output

5.1 Group Creation And Member Request

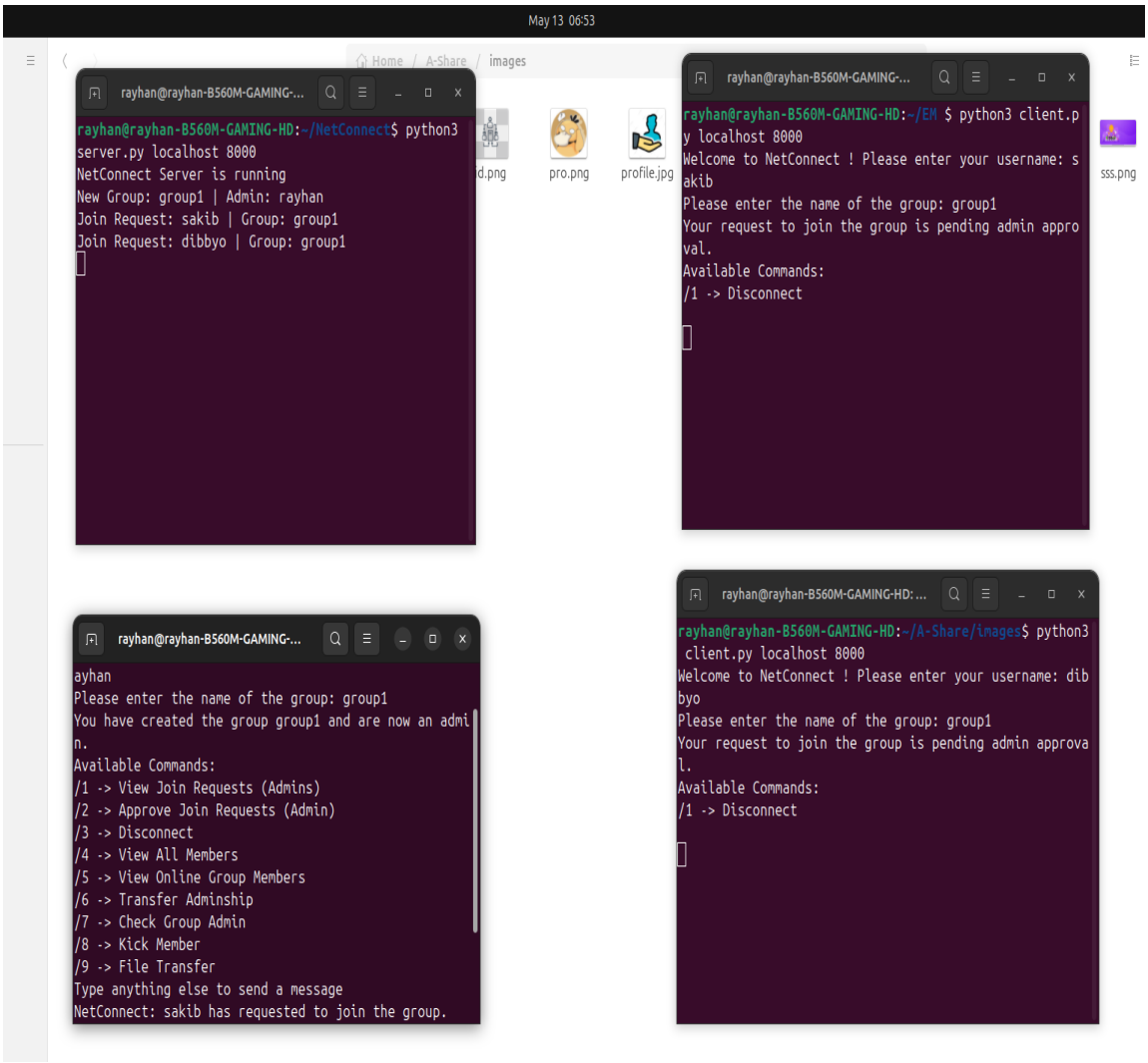

Figure 3: Status of server and client who requested in new group

In the screenshot we can see rayhan created the group group1 and sakib,dibbyo requested to join in that group.As a result they cant use the group chat functionality.

5.2 Approving request by admin rayhan

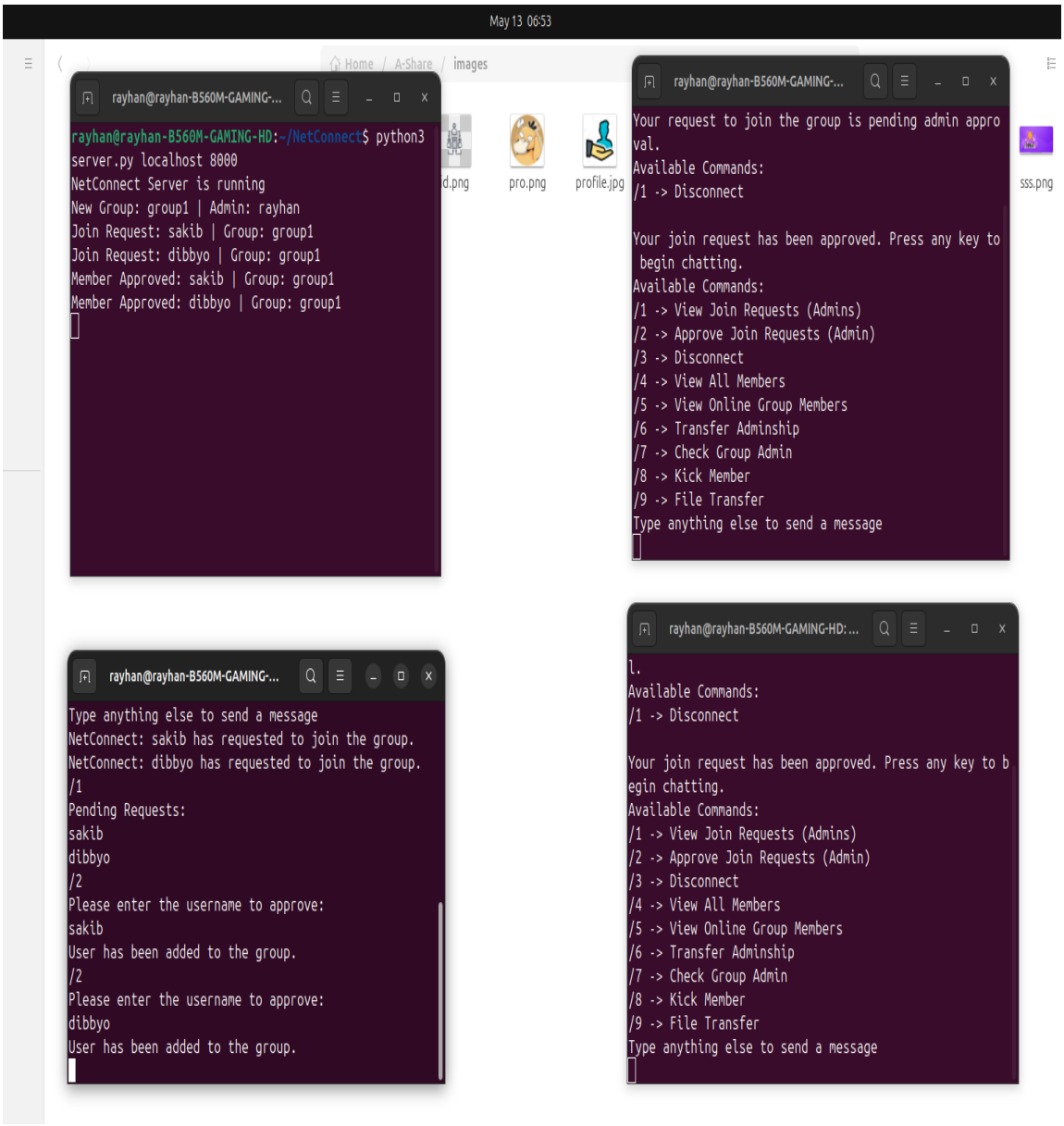

Figure 4: Admin approved requet to join group

In the screenshot we can see admin approved sakib and dibbyo's join requet to group1.Now these two member can use group chat functionaility.

5.3 Group Member Sending Message

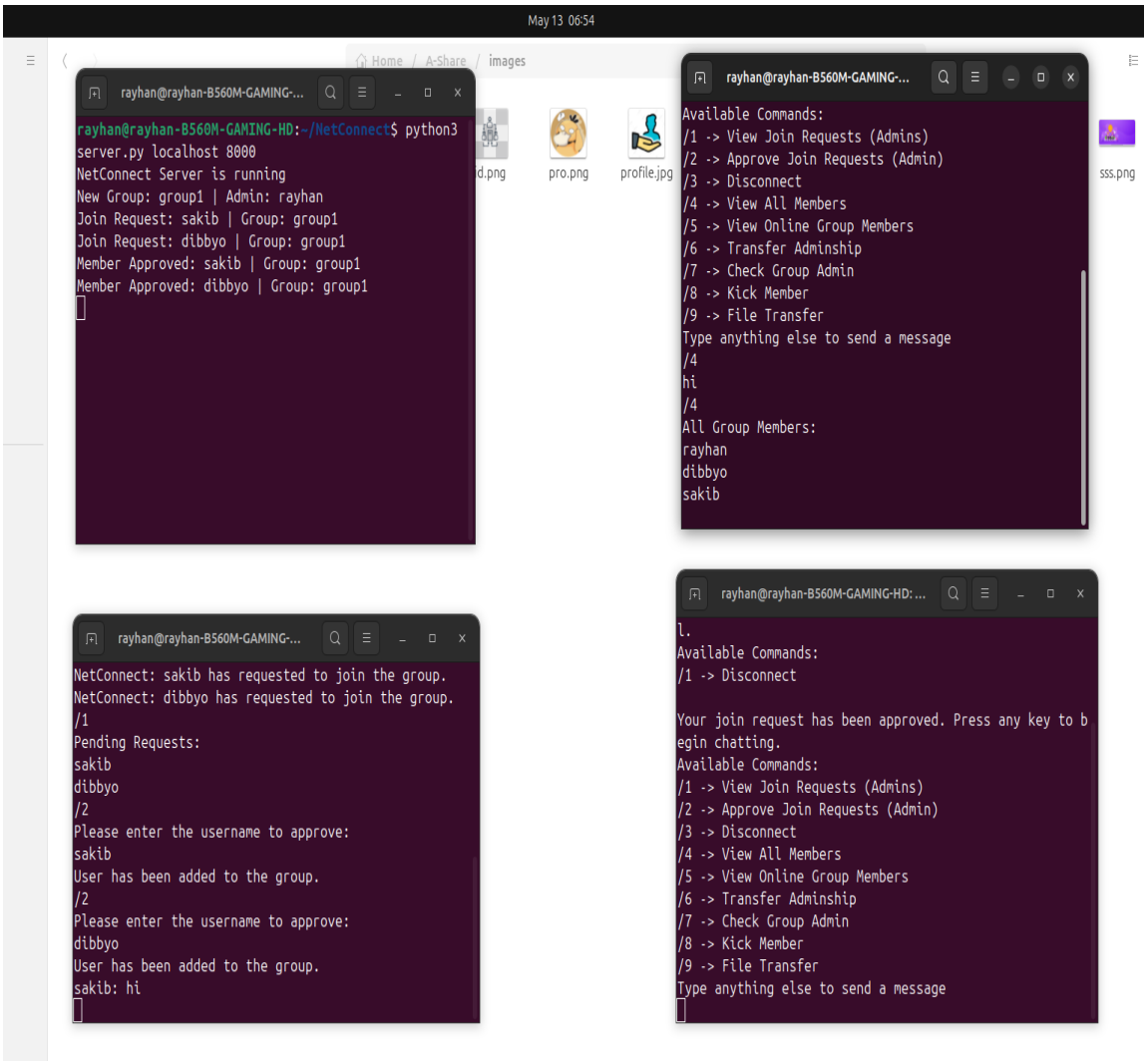

Figure 5: Group Chat

In this screenshot we can see group member are chatting in the group and who is sending the message that is also shown.

5.4 Checking Who is Admin

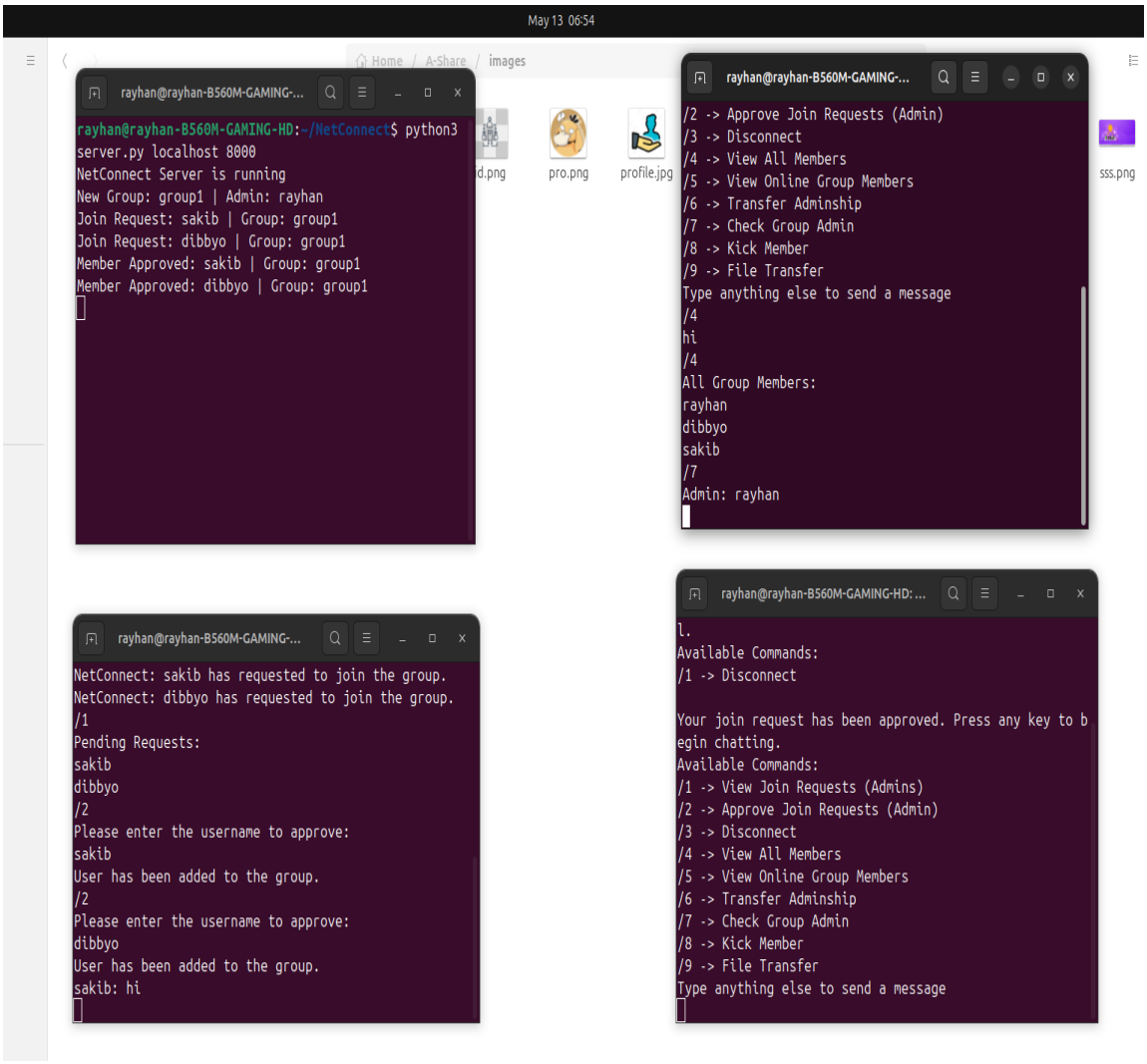

Figure 6: Who is Admin?

There is a option for checking who is admin of the specific group.By inputing /7 a group member can check who is the admin of that group.

5.5 Chatting by group Member

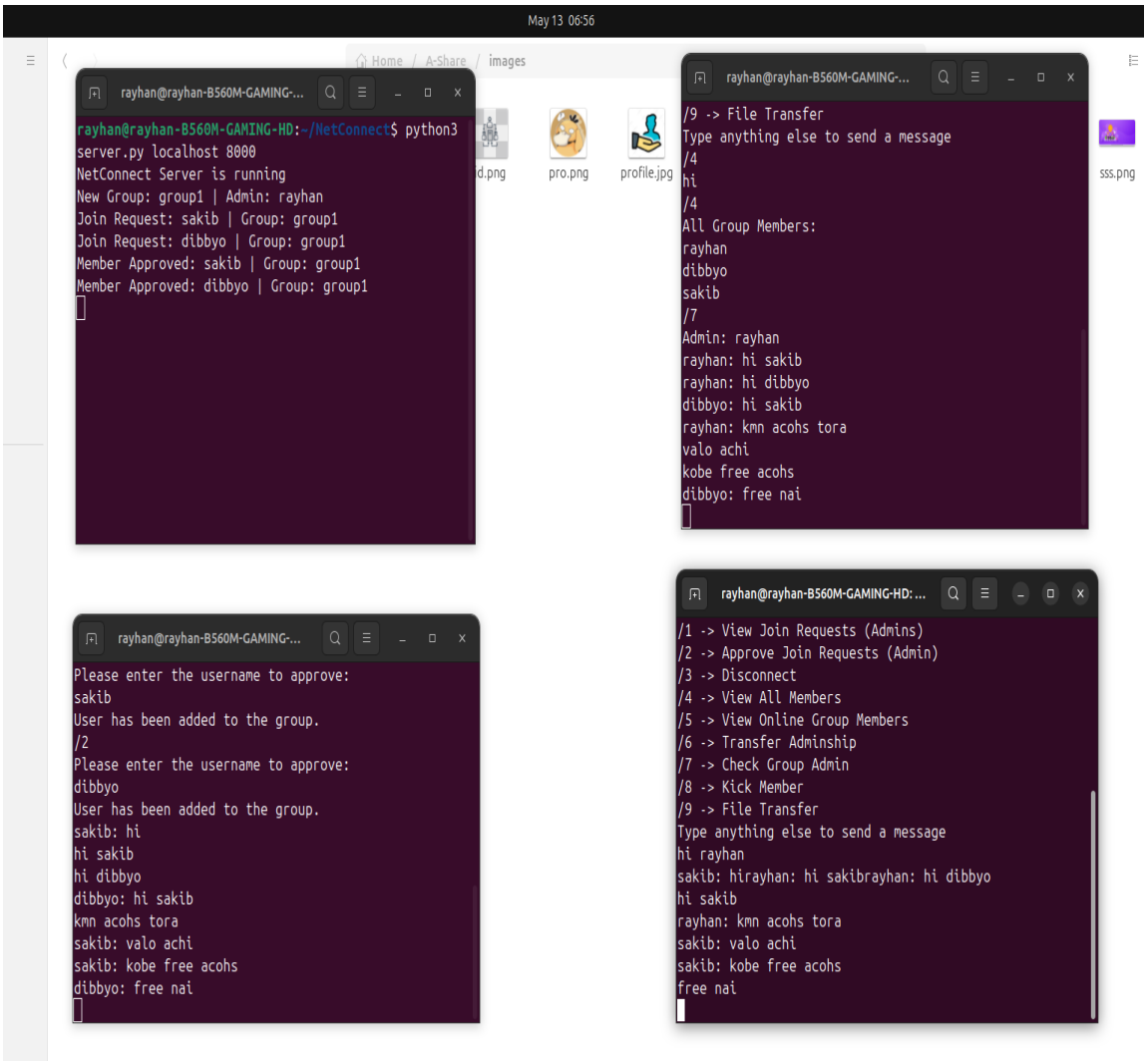

Figure 7: Chatting

5.6 Sending File1

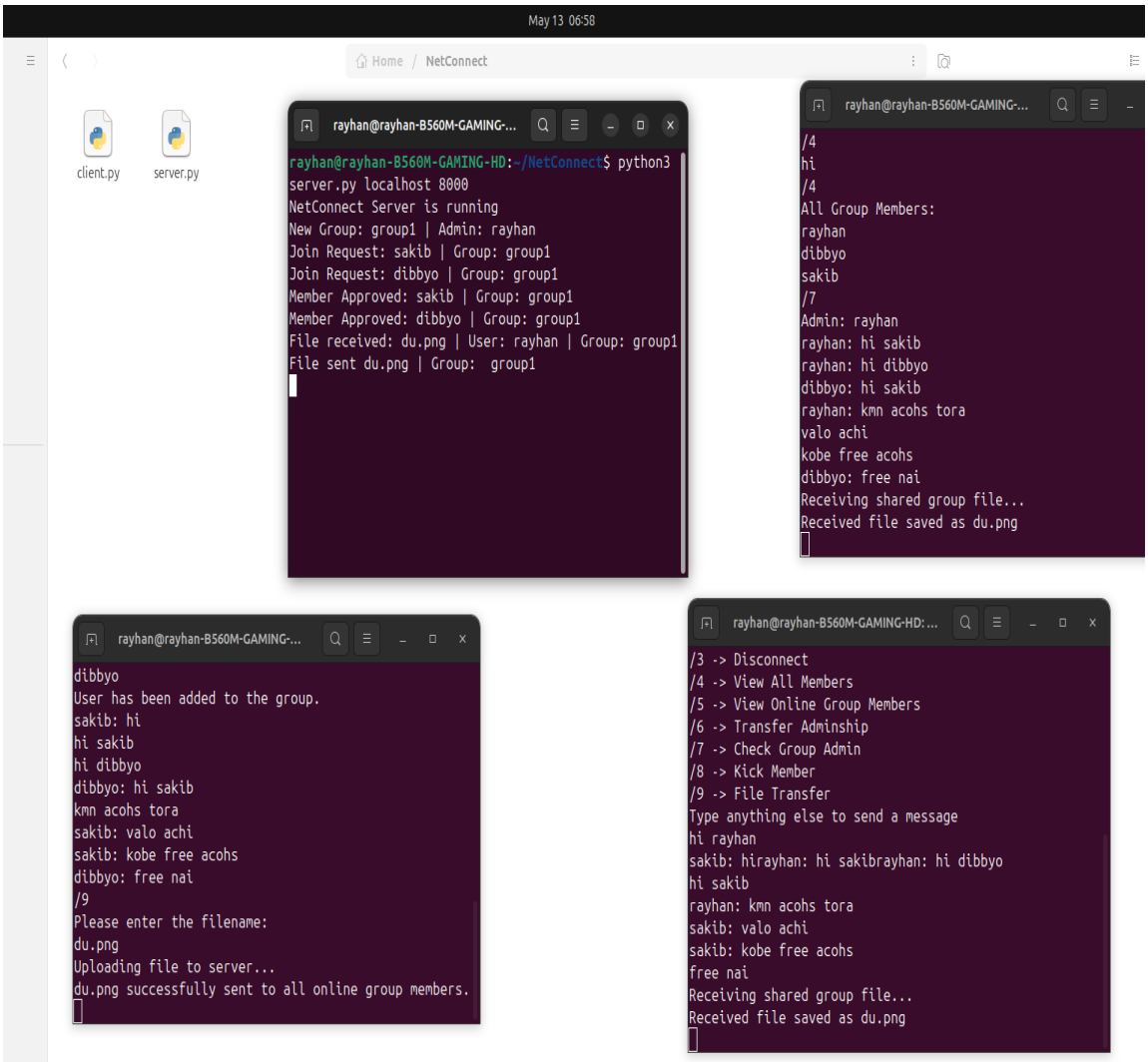

Figure 8: Output of client

5.7 Sending File2

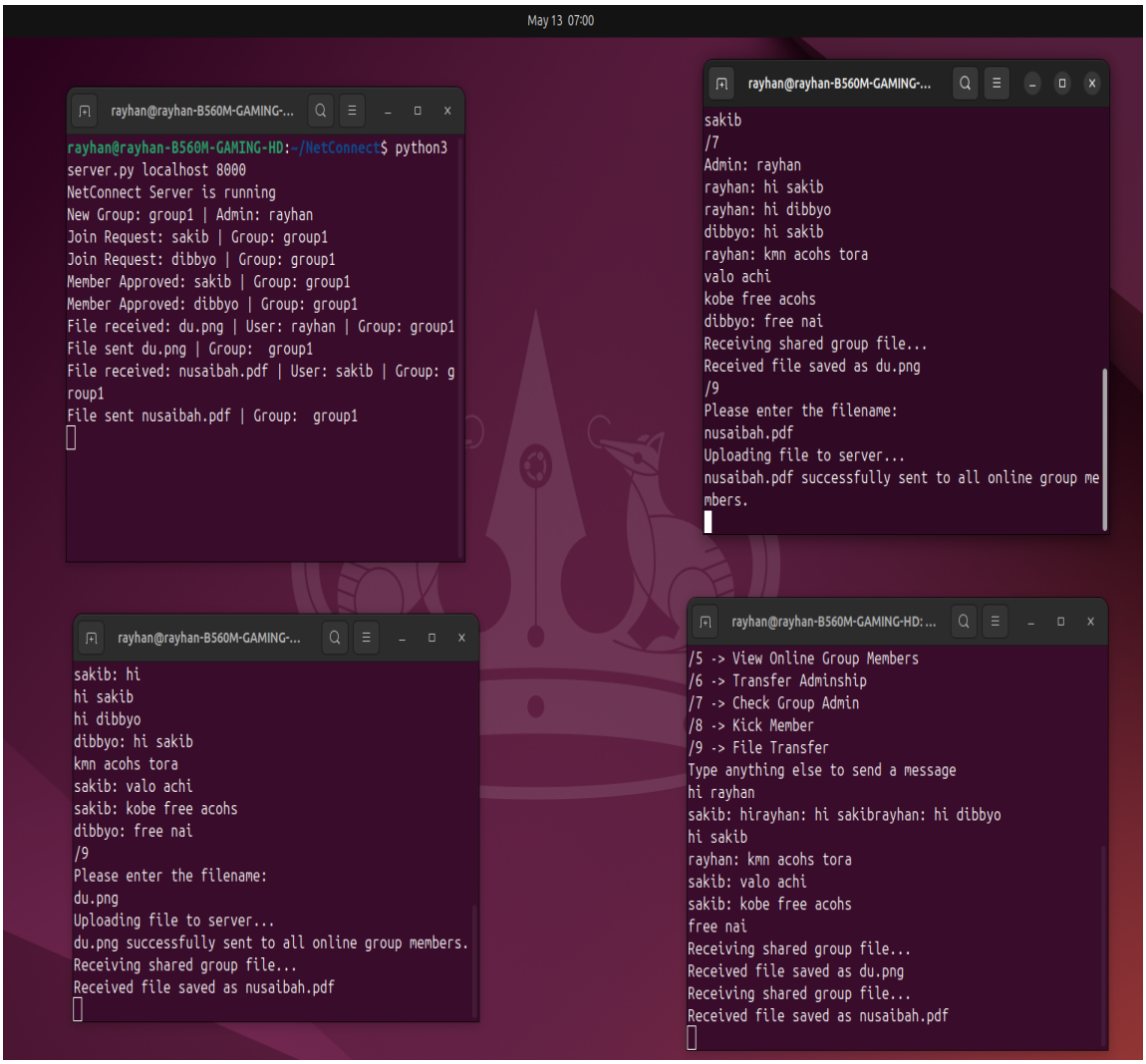

Figure 9: Output of client

5.8 Kick Member

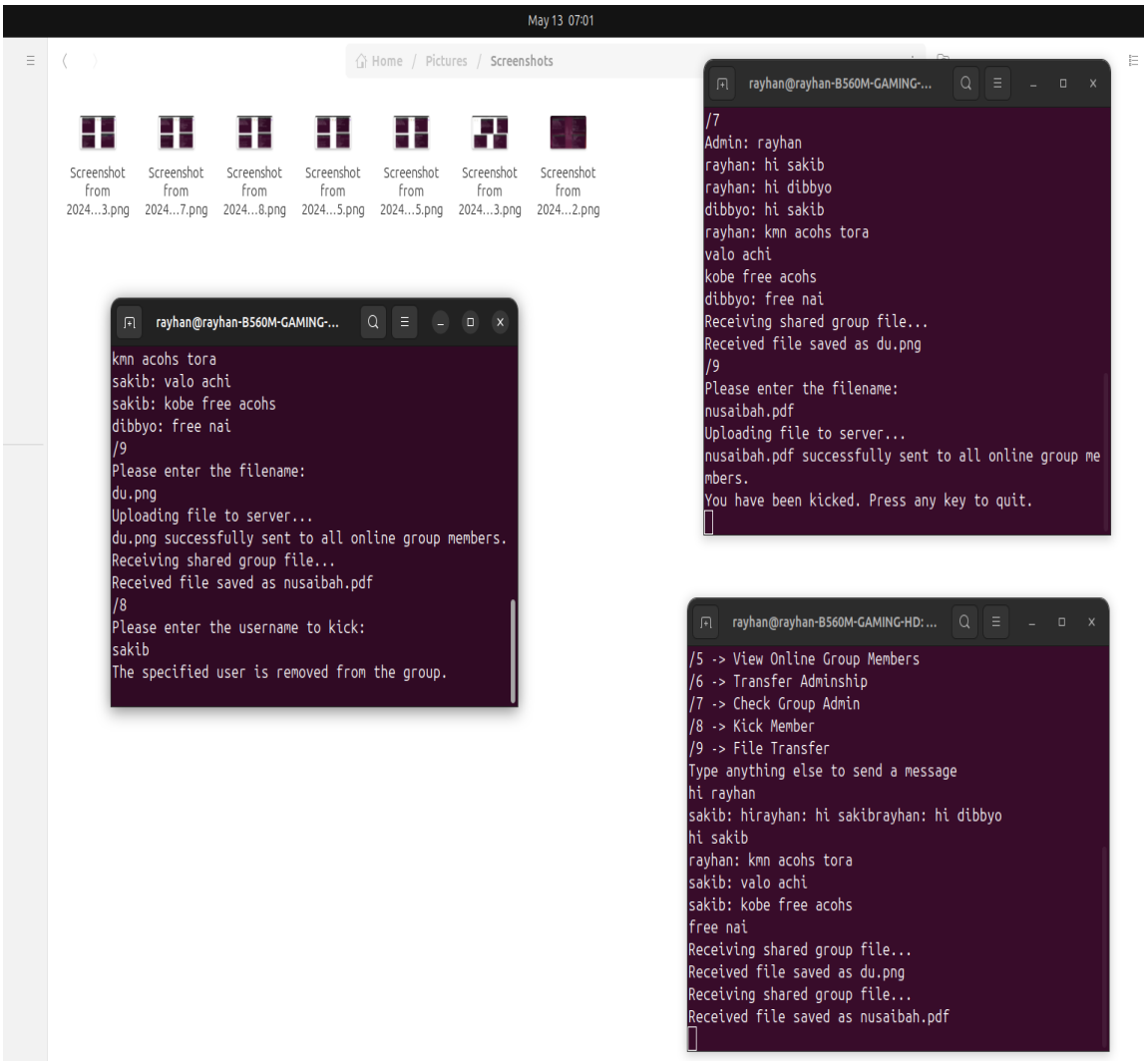

Figure 10: Kicking Member

In this screenshot we can see admin kicked member sakib from the group.

6 Analysis and Report

The NetConnect Chat Application project has been successfully implemented with all specified functionalities. Thorough testing has been conducted to ensure the reliability and efficiency of the application. The use of socket programming and threading has enabled concurrent communication and efficient handling of multiple clients. The application provides a seamless user experience with intuitive commands and clear feedback messages.

7 Conclusion

In conclusion, the NetConnect Chat Application project has achieved its objectives of developing a feature-rich and user-friendly chat application. The application demonstrates the effective use of Python programming language and network communication techniques to facilitate real-time group communication. Further enhancements and refinements can be made based on user feedback and future requirements. Overall, the project showcases the capabilities of modern software development techniques in building scalable and interactive communication platforms.