TCP Chat Application

Overview

This is a simple TCP chat application implemented in C++. The application consists of a client and server that communicate with each other over a TCP connection. The server handles multiple clients and allows basic arithmetic operations through message exchanges.

Features

- TCP-based communication
- Supports multiple client connections
- Basic arithmetic operations: addition, subtraction, multiplication, and division
- User-friendly interface for sending and receiving messages

Technologies Used

C++

TCP Sockets

Linux/Unix-based Operating System

Files

- **client.cpp**: The client-side code that connects to the server, sends messages, and receives responses.
- **server.cpp**: The server-side code that listens for client connections, processes incoming messages, and sends responses.

How to Compile

To compile the client and server programs, use the following commands:

```
"bash
g++ client.cpp -o client
g++ server.cpp -o server
```

How to Run

1. **Start the Server**:

Open a terminal and run the server with a specified port number (e.g., `12345`):

```
```bash
./server 12345
```

#### 2. \*\*Start the Client\*\*:

Open another terminal and run the client, specifying the server's IP address (localhost for local testing) and port number:

```
"bash
./client 127.0.0.1 12345
```

# 3. \*\*Chat\*\*:

- The client will receive an introductory message from the server.
- The client can send messages to the server, and the server will respond accordingly.
- Type "Goodbye" to end the chat session.

## **Usage**

The client can send messages in the format of arithmetic operations (e.g., `3+4`, `10-2`), and the server will respond with the result. The client can also send general messages, which the server will echo back.

#### Note

Ensure that the server is running before starting the client. This application is a basic demonstration of TCP sockets in C++. Enhancements such as error handling, input validation, and user authentication can be implemented for a more robust application.