

Networks Lab Report - Lab 5

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Peer to Peer Chat Application

- Each peer runs its server at a fixed port(6789).
- Each peer has a user_info table which stores peer_name, IP, Port for every peer.
- The last activity of every peer is stored in an array and is checked against the current time for timeout in every iteration of the select call.
- When a timeout occurs, the corresponding peer socket is closed.
- If select does not return within a timeout value, application is closed.

Directions for compiling and running

1. make
2. ./p2p

Sample input and output

Message is entered as **peer_name/message**, where **peer_name** is the name of the friend you want to send the message and **message** is the actual message. The peer to which message is sent will receive it as **peer_name : message** where **peer_name** is the name of the friend who sent the message and **message** is the actual message he sent.