CSCE 5580 Coding Assignment #1 Messaging Server

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How to Run:

- 1. Go to the Folder and open terminal on that folder and run sh run.sh in terminal (It uses gnome-terminal to run clients). So It works on Linux. To run in Windows need to comment that line from code and run clients separately
- 2. In shell script file Server ip, Port and the number of clients are **configurable**.

#!/bin/sh python server.py localhost 8119 2

3. After executing the shell script the server and clients will run.

Server screenshot: In the following screenshot two clients join the server and exit later

```
turja@localhost:~/python_chatServer-master/Final — sh run.sh

[turja@localhost Final]$ vim run.sh

SERVER WORKING

send to all

client (127.0.0.1, 38590) connected [ Turja ]

[NEW CONNECTION] ('127.0.0.1', 38590) connected.

2

client (127.0.0.1, 38602) connected [ Kundu ]

[NEW CONNECTION] ('127.0.0.1', 38602) connected.

2

data received: bye

client (127.0.0.1, 38602) is offline [ Kundu ]

data received: bye

client (127.0.0.1, 38590) is offline [ Turja ]
```

User screenshot: In the following screenshot two users have been created and they chat between them

```
Terminal

CREATING NEW ID:
Enter username: Kundu
Kundu
Welcome to chat room. Enter 'bye' anytime to exit
Turja joined the conversation
You: hello
Turja: hi
You: what are you doing
Turja: I am doing assignment
Turja: whar are you doing
You: same here
You: Good luck
Turja: you too
You:
```

```
CREATING NEW ID:
Enter username: Turja
Turja
Welcome to chat room. Enter 'bye' anytime to exit
Kundu: hello
You: hi
Kundu: what are you doing
You: I am doing assignment
You: whar are you doing
Kundu: same here
Kundu: Good luck
You: you too
You:
```

Implementation Details:

Our implementation has the following features

- Server class features:
 - Server listens to a port for accepting connections from users.
 - For each connection request, a new thread is generated to handle the user messaging
 - A Global buffer maintained to store the user message and relay to other users
 - To keep track of connected clients, a table is maintained.
 - Safely close socket when clients exit and keep track of the number of active users.
- Node class features:
 - Establish a connection with the server.
 - Transfer data via the server to other users.
 - Print every piece of information you have received.
- Main class features:
 - Take input from the command line: server address, port, and number of clients
 - Instantiate server class and client class