Chat Application using Sockets

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Prereqisites

- Socket
- Python
- Tkinter

What is Socket?

- Endpoints of Bidirectional communications channel.
- May communicate between processes on the same machine, or different machines.
- May be implemented over different channel types: TCP, UDP, Unix domain sockets and so on

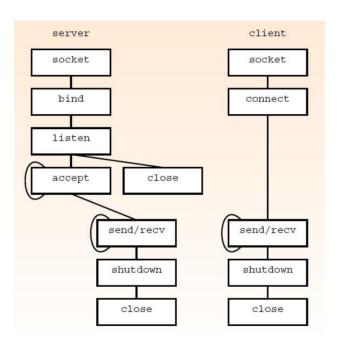
Sockets

- Uniquely identified by an IP address and a port.
- These (IP,Port) couple refers to an application.
- Used in client-server applilcation.
- Establishes connection between client and server and then for exchanging data.

Socket System calls

- Socket() creates a new socket.
- bind() binds the socket to an address.
- listen() allows socket to accept incoming connections from other sockets.
- accept() accepts a connection on a listening socket.
- connect() established a connection with another socket.

Our approach



Application snaps

SERVER

CLIENT

```
File Edit Shell Debug Options Window Help

Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 27 2018, 04:59:51) [MSC v.1914 64 bit (AMD6 4)] on win32

Type "copyright", "credits" or "license()" for more information.

>>>

====== RESTART: C:\Users\Amol\Desktop\Chat App with sockets\server.py ====== server will start on host: 192.168.43.62

server binding with host and port completed successfully

Waiting for connections...
```

SERVER

CLIENT

```
File Edit Shell Debug Options Window Help

Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 27 2018, 04:59:51) [MSC v.1914 64 bi 4)] on win32

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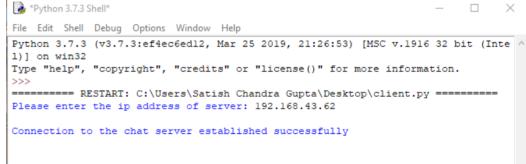
====== RESTART: C:\Users\Amol\Desktop\Chat App with sockets\server.py == server will start on host: 192.168.43.62

server binding with host and port completed successfully

Waiting for connections...

('192.168.43.61', 50320) has been connected and is now online....

>>>
```



SERVER

CLIENT

```
*Pvthon 3.7.0 Shell*
File Edit Shell Debug Options Window Help
Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 27 2018, 04:59:51) [MSC v.1914 64 bit (AMD6
4)] on win32
Type "copyright", "credits" or "license()" for more information.
====== RESTART: C:\Users\Amol\Desktop\Chat App with sockets\server.py ======
server will start on host: 192.168.43.62
server binding with host and port completed successfully
Waiting for connections...
('192.168.43.61', 50347) has been connected and is now online....
>>Hello there!
message has been sent ..
Client: Hi How are you?
>>I am fine. What about you?
message has been sent..
Client: I am good.
```

```
File Edit Shell Debug Options Window Help

Python 3.7.3 (v3.7.3:ef4ec6ed12, Mar 25 2019, 21:26:53) [MSC v.1916 32 bit (Inte ^ 1)] on win32

Type "help", "copyright", "credits" or "license()" for more information.

>>>

========= RESTART: C:\Users\Satish Chandra Gupta\Desktop\client.py ==========

Please enter the ip address of server: 192.168.43.62

Connection to the chat server established successfully

Server: Hello there!

>>Hi How are you?

message has been sent..

Server: I am fine. What about you?

>>I am good.

message has been sent..
```

Current Challenges

- Sending multiple line messages.
- Duplex communication.

Future Updates

- Implementation using graphical user interface(GUI)
- Connecting multiple clients to the same server for exchanging data

THANK YOU