1 Introduction

For your first project you will write a client and a server for an application that resembles IRC (Internet Relay Chat) and IM (Instant Messaging).

Clients connect to the server and supply a username and password. The server verifies that the username exists and the password matches the password stored in a password file read by the server during the initialization phase. If the username and password match then the server allows the client to connect. Once this is done, the client can send messages that are delivered by the server to all other clients currently logged in the chat room. The client can also send messages to users offline. Finally the client can send a bye message to disconnect from the chat room.

Students taking CS444 and 344 students that want to take 10% extra credit will also have to implement a direct talk connection between two clients of the system. The client should run on the N800 Tablet. The server should run on a Linux-based PC.

2 Protocol Description

The protocol that you are going to implement works on top of TCP. It is an ASCII based protocol (case sensitive) and the general format of the commands sent is as follows:

```
COMMAND\nTagName: Value\nTagName: Value\n
```

Each line is terminated by the newline character (ASCII character 13). The first line contains the command line. This line contains one of the command strings shown in section 2.1. The remaining lines contain “tags” that provide additional information. The format of a tag is a string identifying the tag name followed by a colon “:”, one or more spaces then the tag value. The list of tags is described in section 2.1.1. The end of the command is specified by two consecutive newline characters.

2.1 Protocol Commands

The following commands are part of the IM protocol.

1. CONNECT. This command is sent by the client to the server and supplies the user’s username and password. This command MUST have the following three tags (in order):

   - UID: string
   - PASSWD: string
   - SEQ: number
The string in the UID tag is the user's username and the password is the user's password. The server will compare the user's username and password to the locally stored username and password. If they agree the server replies with an OK otherwise it replies with an ERROR command MUST contain a SEQ tag and MAY have a ERRMSG tag that contains a string containing an error message. Errors generated in response to malformed commands should have a SEQ value of -1. If a received ERROR command is malformed, silently discard it.

When the CONNECT is successful, the server may additionally send messages that were meant for the user, that arrived when the user was offline. (See POST for additional details).

2. OK The OK command is interpreted as positive acknowledgement of a previously sent valid message. It MUST always be accompanied by a valid SEQ tag.

3. ERROR The ERROR command is a positive acknowledgement of a previously sent invalid message. The ERROR command MUST always have a SEQ. If the ERROR is being sent in response to a malformed command (in terms of syntax, not content), then the sequence number MUST be -1. ERROR messages should not be generated in response to other ERROR messages.

4. SENDALL This command is sent by the client when it wants to send a message to all the users that are currently logged in the chat room. The SENDALL command MUST contain a MSG tag containing a string with the message that the client wants to send to the chat room.

5. PUBLISH When a client sends a SENDALL message to the server, the server publishes the message to the other members of the chat room by sending a PUBLISH message to each connected client (other than the client that sent the original SENDALL message). The PUBLISH message MUST contain a MSG tag with the same string as in the corresponding SENDALL message prepended by the username of its originator (e.g., <Sam> is anyone there?).

6. POST. A POST contains a MSG tag and a UID tag. This command is used by the client to post messages to the peer user. The client sends the message to the server and receives and OK as a response. If the peer user is currently online, the server delivers the message directly to him via a SEND message (see below). If the user is not online, the server defers the delivery of the message until the next login of the peer user. Once the second user is online the server will deliver it the pending message using the SEND command.

7. WHO. When a client that wants to find who the other users connected in the chat room are, a WHO command is sent to the server.

8. ULIST. When the server receives a WHO request from a client, it replies with a ULIST command. The ULIST command MUST contain a list of UID tags, one for each user that is currently logged in the chatroom (including the user that requested the list).

9. HANDLES. When a client wants to find all the users registered with the chat server, it sends a HANDLES command to the server.

10. HLIST. When the server receives a HANDLES request from a client, it replies with a HLIST command. The HLIST command MUST contain a list of UID tags, one for each user that is registered in the chatroom (including the user that requested the list and users who are not currently logged in).

11. BYE. When a client wants to exit the chatroom it sends a BYE command to the server. The client MUST wait for the OK response from the server before closing the TCP connection to the server.

Note: The following commands must be implemented only by students taking CS444 and 344 students for additional credit.

12. TALKTO. When a client wants to create a direct connection to another client in the system it sends a TALKTO command to the server. The TALKTO command MUST contain a UID tag with the username of the peer the user wants to connect to. For this assignment, a client may only have one direct connection at a time.
13. **TALKREQ.** When the server receives a TALKTO request from “usera” to “userb”, the server must forward the request to “userb” in a TALKREQ message. The TALKREQ message must contain a UID tag with the username of the user that initiated the request (“usera” in this example). The client that receives the TALKREQ message MUST reply either with an OK message containing a PORT tag or a MSG tag explaining why the invitation is being denied, or an ERROR message if the TALKREQ message is malformed. If “userb” has accepted, she should should start listening on her indicated port for incoming connections. The server then sends a TALKRESP message to the originator of the TALKTO message along with the PORT tag and an IP tag with the IP address of the responder (i.e., “userb”), which MUST immediately follow the PORT tag. The originator then should try to establish a TCP connection to the peer using the supplied port. After the connection is successfully established the client that requested the connection MUST send a CONNECT command supplying its username. If the receiver of the TALKREQ message did not accept the invitation, the server MUST send a TALKRESP to “usera” along with the message supplied by “userb”. For this assignment, assume a client will only have one pending TALKREQ at a time.

14. **TALKRESP.** A TALKRESP message is sent from the server back to the originator of a TALKTO message. TALKRESP must contain a PORT tag followed by an IP tag if the other principle accepted, or a MSG tag if the client denied the request.

15. **SEND.** Once the connection between the two peers has been successfully established (that is after the first CONNECT and OK message exchange) each peer can send SEND commands to each other. The SEND command MUST contain a UID tag and a MSG tag. SEND commands MUST be acknowledged by an OK command. Each client can terminate the connection by sending a BYE command.

### 2.1.1 Tags

The following tags are defined as part of the IM protocol:

1. **UID.** This tag provides a user’s username. The TagValue should be a string equal to a user’s username.
2. **PASSWD.** This tag provides the user’s password. The TagValue should be a string with the user’s password.
3. **SEQ.** Used to correlate replies to requests. The TagValue should be an integer.
4. **ERRMSG.** This tag is used to give more information regarding the reason of failure. The TagValue is a free form string (i.e. spaces are allowed) with diagnostic information.
5. **MSG.** This tag contains the message that the client wants to forward to the chat room. The TagValue is a string. The maximum length of the message string is 64000 characters. This tag may additionally be used in the OK message resulting from a TALKREQ. See the description of the TALKREQ command for more details.
6. **PORT.** This tag identifies the port that a client is listening to for direct connections. The TagValue is an integer in the range 1025-65535.
7. **IP.** This tag identifies the IP address that a client is listening for direct connections. The TagName is an IP address in dotted decimal format (e.g. 128.220.220.1).

All commands MUST contain the SEQ tag. This tag is used by the server to keep track of the messages sent by each client. Each client should use a unique sequence number for all requests it sends. OK and ERROR replies should use the sequence number of the command they are acknowledging. The SEQ tag should always be the last tag for any of the protocol commands.

### 2.2 Client Commands

The following commands are used in the client application by the user to perform a number of tasks:

1. `/login <username> <password>` This should be the first command issued by a user when using the client and trigger a protocol CONNECT command.
2. /who This command allows the user to discover the names of all users currently on the system and triggers a protocol WHO command.

3. /handles This command allows the user to discover the names of all users registered with the server and triggers a protocol HANDLES command.

4. /post This command allows the user to send a message, via the server to another user. If the user goes offline, the message will be delivered to the peer user on his next login.

5. /logout This command should trigger a protocol BYE command and exit the chat client (for 344 extra credit and 444 it should also generate a BYE message to be sent to the other principle if a private connection has been established).

6. Note: If no command is entered by the user then the message she types is sent to all other users currently logged in to the server (i.e. the client should generate a SENDALL command with the message typed by the user).

Additionally, 344 students doing the extra credit and all 444 students must support the following client commands:

1. /knock <username> This command should trigger a protocol TALKTO command to be sent to the server with <username> as the UID.

2. /accept This command is used to accept a TALKREQ message.

3. /deny This command is used to deny a TALKREQ message.

4. /msg <message> This command is used after a direct connection has been established to another user via /knock and allows the user to send the private message <message> to the other principle. This command should trigger a protocol SEND command to be sent directly to the principle.

5. /endprivate This command is used to end a private conversation and will trigger a BYE command to be sent directly to the other principle.

3 Transaction Examples

3.1 Client Server Message Exchanges

Figure 1 shows an example of the communication between two clients and the chatroom server. First the clients CONNECT and after the server validates the username and password supplied by the clients, it replies with an OK message. NOTE: In this example the username and password are sent “in the clear” something that should not be done if you are building a real application.

At this point each client can send a SENDALL command with a message that it wants to be delivered to all the chatroom participants. Once the server receives a SENDALL message it replies to the sender with an OK message and sends a PUBLISH message to all the other clients connected to the chatroom. The server is not required to send a PUBLISH message back to the sender of the original message. Also the server can send the OK message back to the sender of the SENDALL command before it delivers the PUBLISH messages to all the other clients.

At some point the client might want to disconnect from the chatroom. The client then sends a BYE command to the server, waits for the OK reply from the server and then it closes the TCP connection to the server.
Figure 1: Example of Client Server communications

3.2 Client to Client Message Exchanges

Figure 2 shows an example of how two clients can start talking directly to each other. In this figure, Client1 initiates the sequence by sending a TALKTO command to the server supplying the username of the person it wants to connect to in a UID tag. The server will then forward the request to the appropriate client in the form of a TALKREQ command and send an OK command back to the initiator. The TALKREQ command should contain the username of the requester supplied in a UID tag. If the user the requester is trying to connect to is not currently logged in the server MUST respond with an ERROR message.

On the other hand, if the client is currently logged in and accepts the connection it MUST reply with an OK message containing the port the client will start listening to. This port is supplied in a PORT tag. The server then sends a TALKRESP command to the original requester using the specified PORT and inserts an IP tag with the IP address of the second client. If the receiving client doesn’t want to establish a connection the server MUST reply with an MSG tag in the TALKRESP command. For now, your client implementation must support only one direct connection so if the receiving client is already directly connected to another client, any subsequent TALKREQ request will fail.

4 Deliverables

You will need to implement both the client and the server implementing the IM protocol described above. The server should be capable of supporting multiple concurrent clients. The client should be capable of supporting one direct connection with another client. The client will run on Nokia N800 Tablet and you should implement in C/C++. You can implement the server either in Java or C/C++. No GUI (graphical user interface) is required. However, you will get 10% extra credit if your client has a GUI.

You will need to submit all the source code that you wrote along with appropriate Makefiles. Your code should be well documented. In addition to the source code you must return a short writeup (1-2 pages with an explanation of how your code works). In the writeup you should explain what was the responsibility of each member of the team. The writeup should be in plain text format (i.e., no MSWord or PDF files). One
writeup per team is enough.

Tar and gzip all of your materials into one file named **LastnameFirstname.tgz**. Make sure that decompressing your tarball will place all of your materials in the current working directory (i.e., no subdirectories). Send this file to cs344hw@magneto.cs.jhu.edu with the subject “PROJECT1” (without quotes).

### 4.1 Deadline

The project is due on **Friday 3/14 at 5pm**.

### 4.2 Server

The server should take two command line arguments. The first one is the port that it should be listening to for client requests. The second command line argument is the name of a file containing the password file. The server uses this password file to verify that the password supplied in CONNECT requests is a valid password. The password file contains a username, password pair per line. A sample password file is shown below:

```
andreas:andreas
sam:sam
```

**NOTE:** It’s not a good practice to store unencrypted passwords on the disk. So again, a “real” application must actually store the passwords in encrypted form.

Your server executable must be named **HiRCServer** if done in C/C++ (created by Makefile) or originate
from HiRCServer.java if done in Java.

4.3 Client

The client should take two command line arguments. The first one is the DNS name or the IP address of the server that the client should connect to. The second argument is the port that the server is listening to.

Your client executable must be named HiRCClient (created by Makefile).

5 Important Notes

We are going to provide a demo server that you can use to test your clients. The location of the server is TBA. The example codes in the Maemo SDK VM are helpful. Also, if you want to see the C/C++ header files in Maemo Scratchbox Environment, they are located at the path:

/targets/CHINOOK_ARMEL/usr/include/

6 Policy for Late Submissions

No late submissions accepted.

Acknowledgements

The first version this assignment was conceived, designed and coded by Sam Small. The version with POST and Handles is due to Andreas Terzis. However, all questions must be directed to Yin Chen (yinchen@cs.jhu.edu).