Project name: Chat application

Software requirement specifications

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Our project is a chat application. It is divided into two parts.

1st part: client application.

2ndpart: server application.

 The server user will authenticate the client manually if its IP address is valid. The server can receive and send messages to clients. The clients can interact with server using text messages. The clients can also interact with each other. Since the server user is authenticating client request manually so no need of database. The server can also broadcast a message to all clients. We will be using C++ as our programming language.

The client application is a program that enables a client to send communication request to the server and authentication it will allow the client to interact with the server user.

The server application is a program that enables the server to authenticate clients request and communicate with them using text messages.

Socket programming will used for establishing connections between server and client. The details of working of program and libraries and functions used are specified in project report and libraries.

Thus in summary our chat application requires a server user and atleast one client user for functioning.

Libraries and functions used: Works only on UBUNTU environment #include <stdio.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <netdb.h>

Bcopy,bzero,atoi,read ,write, functions