

# PROJECT REPORT

---

**PROJECT NAME**====*CHAT APPLICATION IN  
UBUNTU ENVIRONMENT*

## PROJECT CREDITS

---

*1)SOMESH KULKARNI(TEAM LEADER)(14D100011)*

*2)NAMAN SINGHAL(120260016)*

*3)SUBRAT KUMAR PATRO(14D100016)*

THIS PROJECT FOR CS101 COURSE CONSISTS OF **CHAT APPLICATION.**

THIS APPLICATION ALLOWS US TO CONNECT AND PROVIDES  
PATHWAY FOR CHATTING. TWO COMPUTERS OR SINGLE COMPUTER  
(WITH ITSELF) WHICH SUPPORTS UNIX BASED ENVIRONMENT  
SPECIALLY ON **UBUNTU OS** .IT PROVIDES PATHWAY TO EXCHANGE  
MESSAGES OR COMMUNICATE USING STRINGS.

THIS PROJECT IS DONE IN VIEWING THE PRACTICALITY. IT IS MADE  
UP OF CODE WHICH USES NETWORKING AND SOCKET  
PROGRAMMING.

HERE, WE USE **SERVER-CLIENT METHOD** USING TCP WHERE THE TYPE  
OF SOCKET PROGRAMMING USED IS STREAM SOCKET, WHERE IT IS

GUARANTEED THAT THE MESSAGE WILL BE SENT, AND IN THE SAME ORDER AS SENT BY THE CLIENT.

THE FOLLOWING BASIC IDEA IS EXPLOITED IN THE SOCIAL AND COMMERCIAL CHAT APPLICATIONS. THE NETWORKING USED HERE ARE THE REAL BASICS THAT CONNECTS COMPUTERS ALL OVER THE WORLD i.e. SERVERS AND CLIENTS.