

NetChat Communications Systems

Steven Fuqua, Andy Street, Barnett Trzcinski
TJHSST Computer Systems Lab 2006-2007

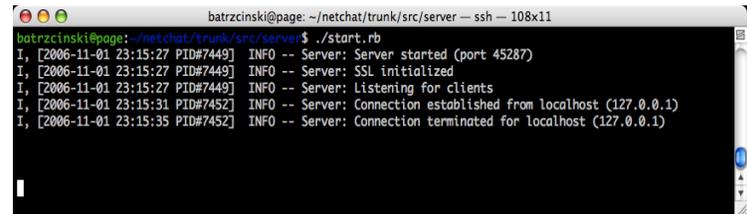
Abstract

The project focuses on an implementation of a server-client system. The principle is to allow for a module format, allowing the network to transmit various forms of data (IM, email, news feeds, etc.) using a standardized XML-based encoding scheme.

•Area 1: Networking is a foundation required for the project to function. In addition, this brings along the idea of network security.

•Area 2: Modularized programming allows for abstraction of key components of the program, as well as allowing the system to be easily adaptable to new functionality.

•Area 3: Developing an appropriate XML scheme for transmitting data will be a significant part of the early stages of the project.



```
batrzinski@page: ~/netchat/trunk/src/server — ssh — 108x11
batrzinski@page: ~/netchat/trunk/src/server$ ./start.rb
I, [2006-11-01 23:15:27 PID#7449] INFO -- Server: Server started (port 45287)
I, [2006-11-01 23:15:27 PID#7449] INFO -- Server: SSL initialized
I, [2006-11-01 23:15:27 PID#7449] INFO -- Server: Listening for clients
I, [2006-11-01 23:15:31 PID#7452] INFO -- Server: Connection established from localhost (127.0.0.1)
I, [2006-11-01 23:15:35 PID#7452] INFO -- Server: Connection terminated for localhost (127.0.0.1)
```

Individual Assignments

•Server – Barnett Trzcinski

- Scripted in Ruby, using the standard library with some external modules as needed.
- Uses OpenSSL and XML communication (through the NetChat Protocol)

•Py-Client – Steven Fuqua

- Primary client in-development written in Python 2.5 and Twisted
- Implements all server features immediately for testing

•J-Client – Andy Street

- Production client – typically slow to develop but highly portable (Java)

