NetChat Communications System

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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.

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 console client in-development written in Python 2.5 with Twisted and Curses
- **J-Client** – Andy Street
  - Production GUI client – typically slow to develop but highly portable (Java)

Overarching Goals

- **NCP/XML Portable Protocol** to enable anyone to write communications agents for it
- **Open Standards** to simplify community code sharing.

Communications Architecture Diagram