

# CSaP - Project AA 2019-2020

- **Goal:** Write a “whiteboard” application, where a community of users could interact and exchange messages.
- A server will wait for connections, on a INET socket, forking new processes to handle interactions with clients (e.g. there might be one process per client)
- Interacting with the application, users will:
  - Authenticate
  - List, subscribe and create "topics"
  - Append a message to one "topics"
  - See the status of sent messages (received/published)
  - Receive (and reply to) messages, by posting to topic

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- Notes:
  - For the implementation, use processes (not threads) and SYSV IPCs (not POSIX semaphores, etc).
  - Once a message is published to a "topic" all subscribed users will be able to get a copy of it
  - Messages cannot be edited or deleted once sent/published
  - Users are added/deleted to the system by an external administrator which manages credentials

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- Client commands (1):
  - **authenticate**
    - Reads and sends user name and password to server
  - **list [messages|topics]**
    - Gets list of messages, read or unread, ordered by topics
    - Lists available|subscribed topics
  - **get [message#]**
    - Receives and display message on user console
  - **status [message#]**
    - Displays the status of a specific message

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- Client commands (2):
  - **reply [message#]**
    - appends a new message to a thread (in a topic)
  - **create [topic]**
    - creates a new topic (user will be the owner)
  - **append [topic] [thread]**
    - appends a (new) message to a new thread in a topic
  - **subscribe [topic]**
    - inserts the user in the list of recipients for this topic
  - **delete [topic]**
    - only if owner of the topic, deletes the topic and all messages

# Evaluation Scorecard

- The code works (reliably)
- Race conditions
- Robustness under unexpected situations
  - Misbehaved clients
  - Communication errors
  - Reboots/crashes
- Implementation of new commands
- ...

# Project Collaterals

- Source Code, including for each function/global variable/data structure:
  - Purpose
  - Parameters, side effects and return value (for functions)
- **DOCUMENTATION** describing:
  - Design Choices (and the reasoning behind them)
  - Macro modules and their interaction
  - Test cases
  - Release notes, including limitations, known errors, etc

# Suggestions

- **Be creative:**
  - Evaluate possible alternatives, but (as a starting point):
    - The whiteboard data structure should reside in shared memory and protected with SYSV semaphores
  - Apply the KISS principle (keep it simple s.. :^)
  - Start prototyping early, use scaffoldings, (e.g. functions returning just a plausible value, etc..)
- Few days before deadline, send a draft of code and documentation for review/interaction.