CHATTING (CLIENT-SERVER Application)

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Notice!
All of the parts of the GUI system are done by me using Direct3D 9. This GUI System is named
FarzanehGUI by me. I can strongly say that this GUI system is stronger and have better design than
Microsoft's DXUT.

This project contains two applications: client and server. This project is used to chat between two or
more users. First server must be run and then the clients can be run and the users must get
authorization from the server and register themselves on server. Then they can contact each other by
knowing their friend's user names. They will type in friend's name and the message and click the send
button to send the message. The server gets the destination client's name and the message then sends
the message to the destination client. Destination client will get the message and store it in inbox. Now
the user's friend is able to see the message.

Client

This application will starts with a page that takes user name and password and connects to the server
and based on button that is pressed, add the new user in the database or check whether the user name
and password are matched. Based on the answer that server sent back to the client, the page will be
updated.

Figure 1 – Check Authority Page

As the user connects to the server successfully, a page appears. In this page we have 3 options:

- Send message to people that user knows their names in the server.
- Check availability of other users in the server.
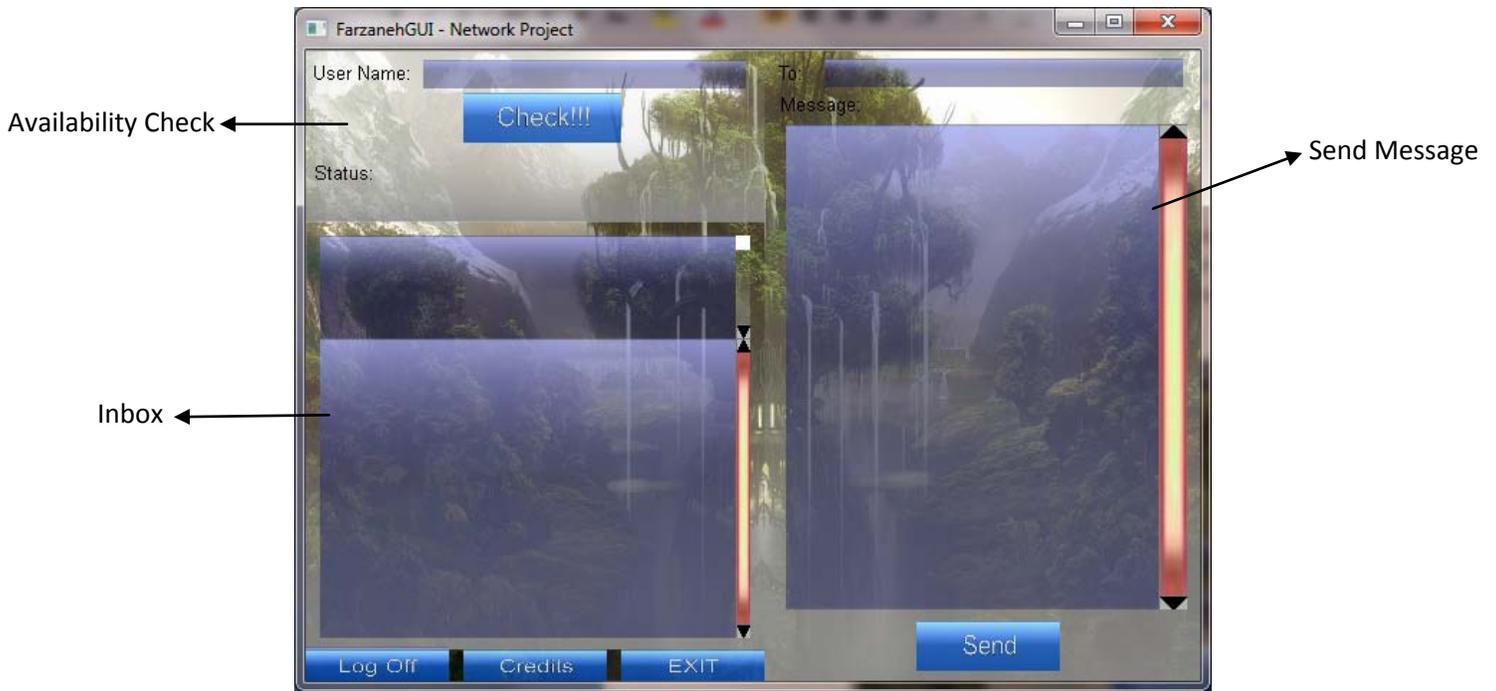- Check inbox to read received messages.

Availability Check

Inbox

Send Message

Server:

This project just needs to be run. Only one instance of this application can work simultaneously and others will be terminated.

Libraries that is used in this project:

- DirectX SDK
- WinSock

Packages used in this project:

- Visual Studio
- DirectX SDK
- 3D Studio Max

Files:

Chat_Client_Executable.rar Chat_Server_Executable.rar	Contains an executable Version of project.
Chat_Client_Solution.rar Chat_Server_Solution.rar	Contains the codes of the project. To build and run the solution, you need Visual Studio 2010.