

Key points for term project run-test

1. Client should check for availability of server.
2. Each client has a unique screen name.
3. Client should wait if it is the only one online.
4. Client messages should be displayed on all other clients' screen but itself.
5. Client can join/leave a chat session any time.
6. Server should broadcast message about join/leave of a client.
7. Server should broadcast shutdown message before shutting down.
8. No hard-coded server port number.
  
9. Reasonable upper bound for simultaneous clients.
10. Non-blocking I/O or I/O multiplexing for server/clients  
(If you are not using fork(), or multi-threading).
11. Files must be named ProjSer.x, projCli.x, etc.  
(x stands for appropriate filename extension.)

For hard-copy project report

1. Must have two parts: general and technical
2. The general part is an introduction to your project. This is for regular users to read.
3. The technical part should include an overview, expressed in block diagrams. This part is for programmers to read.