Peer-to-Peer Chat
Read and Write

• Send and receive data
  \texttt{ssize_t read(int fd, void* buf, size_t count)}
  
  \texttt{ssize_t write(int fd, void* buf, size_t count)}

• Make three separate calls to read and write
  – Username
  – Message
  – Terminating null byte
Where to Send and Receive

- Peers connect to a central peer
  - Use input_callback for sending data
  - Create a thread function for receiving and displaying data
  - Use the thread function for forwarding data to other peers
Track Connected Peers

• Use a data structure for tracking connected peers

• Store sockets in the data structure

• Use the data structure inside input_callback and the thread function
Test

• Star network structure
  – One central peer and at least two other peers
  – When a peer sends a message, other peers receive that message and display it.