

# ***Lecture 25***

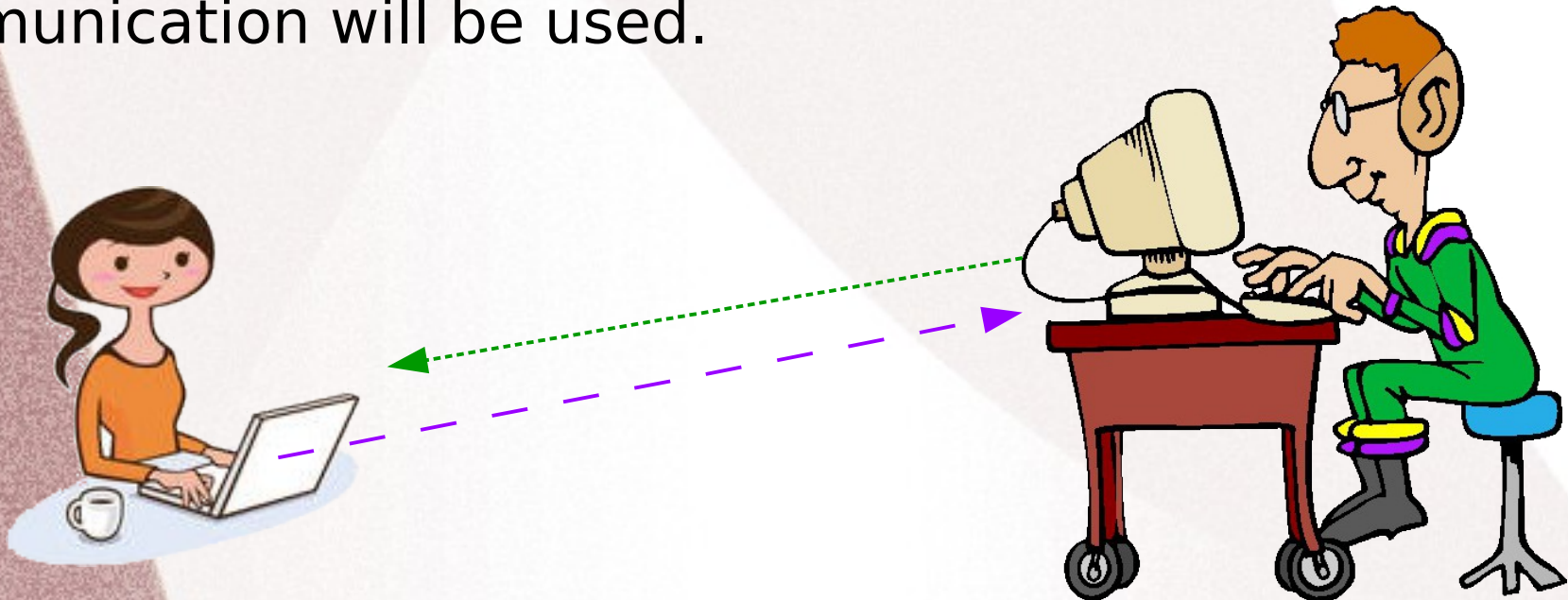
- Section 16.5 Peer-toPeer: Instant Messenger

# Network chat room

Our implementation of the chat room is a classic example of a **client-server** model of communication.

Today we will see a demonstration of **peer-to-peer** network approach: two people will communicate without the centralized server.

The same software will be executed, the same protocol for communication will be used.



# *peer-to-peer communication protocol*

This protocol is much simpler than the protocols for chat room. There are only three commands.

Message type	Format
inform the peer of the user's identity	' 'CONNECT %s\n' ' % screenName
send the message	' '%s\n' ' % content
terminate connection	' 'QUIT\n' '

communication protocol for messages from client to client

## ***A try on peer-to-peer connection***

Download the program `p2pAlt.py` and run it.

Choose a buddy (peer) to communicate to, decide who will be connecting and who will be waiting for an incoming connection. Run the program.

The person waiting for an incoming connection should not provide the host name, but instead hit Enter.

The person who will be connecting should get the host name from their peer and enter it.

After the connection is established both parties will get information about their peers.

Exchange a few messages.

When you are ready, terminate the connection.