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Professor Bolden

CS 270

11/13/2022

Assignment #3 Program Log and Summary

Time:

1. Started 11/13/2022 at 7:39 pm and finished 10/13/22 at 8:55 pm.
   1. Tried to make sense of the client server code from the link provided on the assignment page. I copied and tested the code to make sense of it.
   2. I modified the code from the link in my program.
   3. I made a makefile.
2. Started 11/13/2022 at 10:37 pm and finished 10/14/22 at 1:42 am.
   1. I implemented the prompt the user would be asked in the client side program.
   2. I implemented the calculations in the server side program.
   3. Tried to figure out how to send the answer calculated in the server program to the client program. I had trouble with this because I had to convert the answer from integer to string. I couldn’t uses itoa() because I ran into an issue with the version of the compiler on computer science server being used (atoi worked though). Eventually, I found out I could use sprintf().
3. Started 11/15/2022 at 11:30 pm and finished 10/16/22 at 12:53 am.
   1. I cleaned up the code and did finishing touches.
   2. Copied output into a file.
   3. I wrote a summary.

Summary:

This assignment didn’t take me as long as I thought it would, which I think is a good thing. Before this assignment, I had never used sockets before in programming. Before coding I briefly reviewed the lecture notes from class, and then I dove more extensively into the information from the sockets tutorial link provided in the assignment page. I think while doing this assignment, most of the difficulty for me arose around trying to understand the socket code provided from the sockets tutorial link. Once I had a decent understanding of how information was sent back and forth from between the client and server program sockets, the programming from there for the most part was very straightforward.

The other problem I had while doing the assignment was when I was trying to send the answer to the equation calculated in integer form on the server side to the client side because it needed to be sent in string form. I couldn’t use itoa() because there was an issue with that function and the compiler version used on the computer science servers. Eventually, I discovered I could use sprintf() to implement a solution to the problem. This problem took me a lot longer to solve than I would have initially thought, but at least I know a solution to it in the future. Overall, after doing this assignment, I think I developed a better understanding of how sockets work both conceptually and when implemented in code.