COMPUTER NETWORKS PROJECT REPORT

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I. CONTRIBUTIONS

- a. MASON DOHERTY
 - i. Math Client development
 - ii. Makefile
- b. BEN TENNYSON
 - i. Math Server development

II. PROTOCOL DESIGN

- a. Message format for sending and receiving math calculations
 - i. Client sends a single-line infix expression to server i.e.
 - 1. "2+3", "10 * 4", "100 / 5"
 - ii. Server receives the single-line infix expression and sends a single-line string with the result i.e.
 - 1. "= 5.0", "=40.0"
 - 2. Errors
 - a. "ERROR: Division by zero"
 - b. "INVALID FORMAT"
- b. Message format for joining and terminating connection
 - i. Client sends "NAME <client_name>" to open connection
 - ii. Server sends acknowledgement (ACK) or negative acknowledgement (INVALID INIT)
 - iii. Client transmits "CLOSE" to close connection
- c. Format for keeping logs of client's activities at server side
 - i. Server prints log messages to console such as
 - 1. Client connected from <IP>:<port> at <timestamp>
 - 2. Client connected: <cli>name>
 - 3. Received from <cli>ent name>: <expression>
 - 4. Sending response to <cli>ent name>: <solution>
 - 5. Client <cli>ent name disconnected.
 - 6. Client <IP>:<port> processing done at <disconnect_timestamp>. Session processing duration: <duration> seconds.

III. PROGRAMMING ENVIRONMENT

- a. Language
 - i. Java
- b. IDE
 - i. Visual Studio Code
- c. Versions
 - i. Java 24 (ver 2025-03-18)
 - ii. Java(TM) SE Runtime Environment (build 24+36-3646)
- d. OS
- i. Windows
- e. Makefile
 - i. GNU Make 4.4.1

IV. COMPILATION AND EXECUTION

- a. Compiled using javac 24
 - i. Practically achieved using "make all" inside the ./ServerApplication directory
- b. Executed via command line
 - i. Enter ./ServerApplication directory in two or more command prompts
 - ii. Execute MathServer.java via "java MathServer.java" in only one prompt
 - iii. Execute MathClient .java via "java MathClient.java" in one or more prompts

V. PARAMETERS REQUIRED

- a. Offered by actor
 - i. Client name
- b. Generated
 - i. IP
 - ii. Port number

VI. CHALLENGES FACED

- a. Server client handshake
- b. Proper disconnection
- c. Expression calculation

VII. WHAT HAVE WE LEARNED

- a. Server/client communication in java
 - i. Handshakes, proper closure, transmission and reception of messages
- b. Proper handshake and disconnection techniques
 - i. Handled gracefully via socket.close() in a finally block

VIII. OUTPUTS

a. Client m

```
C:\Users\mason\Documents\GitHub\ComputerNetworkingProject\ServerApplication>java MathClient.java
Enter your name: m
Connected successfully as m
Sending: 2 + 3
Received: = 5.0
Sending: 2 + 3
Received: = 5.0
Sending: 9 / 0
Received: ERROR: Division by zero
Sending CLOSE request.
```

b. Client b

```
C:\Users\mason\Documents\GitHub\ComputerNetworkingProject\ServerApplication>java MathClient.java
Enter your name: b
Connected successfully as b
Sending: 10 * 4
Received: = 40.0
Sending: 8 - 3
Received: = 5.0
```

c. Server

```
C:\Users\mason\Documents\GitHub\ComputerNetworkingProject\ServerApplication>java MathServer.java
The server is running.
Client connected from /127.0.0.1:53064 at Thu May 01 13:19:15 CDT 2025
Client connected: m
Client connected from /127.0.0.1:53070 at Thu May 01 13:19:24 CDT 2025
Received from m: 2 + 3
Sending response to m: = 5.0
Client connected: b
Received from b: 10 * 4
Sending response to b: = 40.0
Received from b: 8 - 3
Sending response to b: = 5.0
Received from b: 8 - 3
 Sending response to b: = 5.0
Client b disconnected.
Client /127.0.0.1 processing done at Thu May 01 13:19:29 CDT 2025. Session processing duration: 5.075 se
conds.
Received from m: 2 + 3
Sending response to m: = 5.0
Received from m: 9 / 0
Sending response to m: ERROR: Division by zero
Client m disconnected.
Client /127.0.0.1 processing done at Thu May 01 13:20:08 CDT 2025. Session processing duration: 53.9 sec
```