

COMPUTER NETWORKS PROJECT 2

1. Design

- a. Server Loop
 - i. In order to keep the server up and running for multiple agents, I encapsulated the agent handle function in a while(1) loop. This made sure that the server would never close. All server actions are handled in the handleAction() function.
- b. Determining the action for the agent
 - i. I used a simple if() statement cascade within the handleAction() function to decide what message to send to each active agent.
- c. Files as data structures
 - i. Since I am not very familiar with C, I decided to use files as my data structure. This allowed me to keep server usage data between server runs and makes more sense for a server implementation, as one would want to keep a server log even if the server crashes. I also used a file called “active.txt” to keep track of all active clients on the server.

NOTES: I was not able to implement time with millisecond granularity. I did however make sure that LIST showed time elapsed.

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