For the code discussion, it came down that all of our pseudo code was more or less the exact same in design. So, our solution was to work with Austin's code as he started to work on the code on his own based off of his notes. From there, Nick, Mitchell and Mikie completed the code to reflect the entirety of the functionality requirements. On the creation of the software and testing, we worked together via calls to discuss and design parts of the program to be sure that it worked out well.

Our Test plan will be rather simple, the product will be a CLI based Ping like program running UDP that acts as a client to a server. This Client connects and receives information in values back from the server, in which it will then be determined particular information about the packet that was sent. Also, a string will be sent from the client to the server as a lowercase message, and back to the client as a string of an uppercase iteration. We will use a hard-coded string, but adding an input feature can easily be added or modified in. The code was developed in the fashion of peer programming on a video call as we discussed and designed the software based off of the pseudo code are decided upon. As for testing, there wasn't much to be performed other than to ensure that the server received and returned expected results and output them correctly. Debugging is heavily implied and encouraged in our team’s good software development practices, and we often come to the same and correct results.

The Network steps involved where to get the get and set a hostname and port, for example we used localhost at port 12000. Created a client socket via the library. Initialized Variables for scope to be set. Looped through connection code to server and keeping in account RTT, DevRTT, and RTO with appropriate timer.

For anything interesting in our findings and discussion, we as a group didn't find anything particularly noteworthy to make note of as we all more or less had the same methods going in making our project. In the code development, there was some effort to make things more efficient in design through some discussion, but nothing major.