

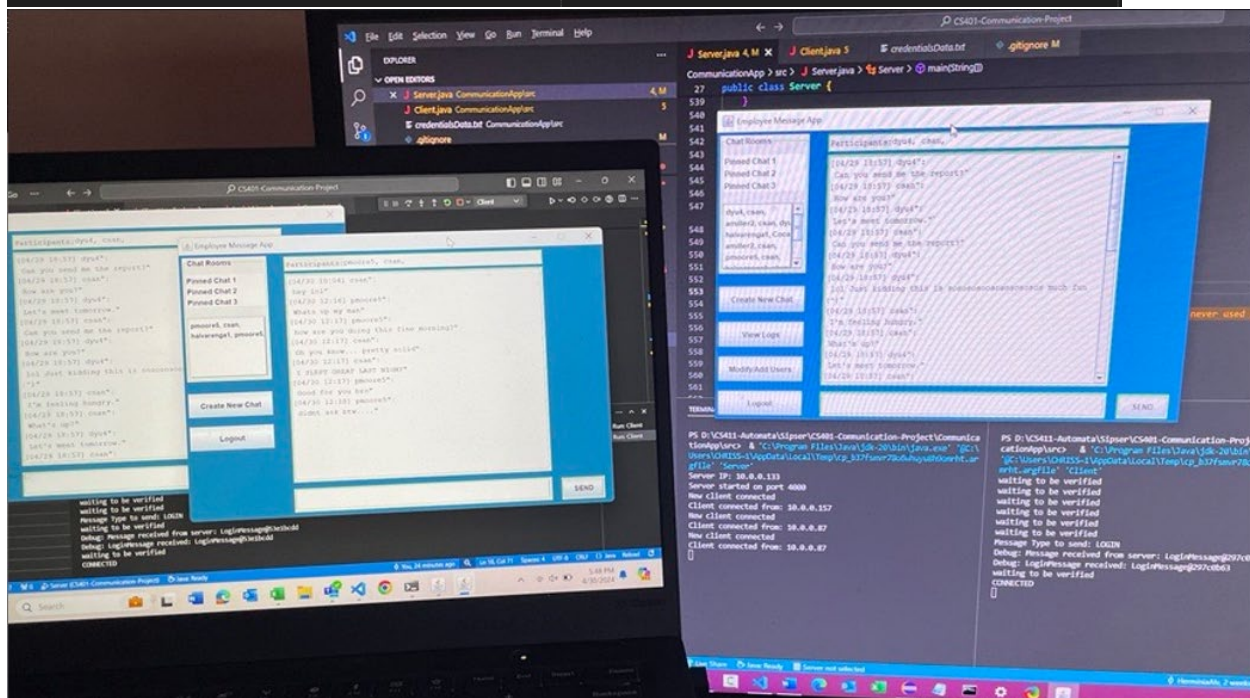
```

TERMINAL  PORTS  PROBLEMS  322  OUTPUT  DEBUG CONSOLE  GITLENS

PS D:\CS411-Automata\Sipser\CS401-Communication-Project\CommunicationApp\src> & 'C:\Program Files\Java\jdk-20\bin\java.exe' '@C:\Users\CHRISTSS-1\AppData\Local\Temp\cp_b37fsmvr78o6whuy8h9omrht.ar
gfile' 'Server'
Server IP: 10.0.0.133
Server started on port 4000
New client connected
Client connected from: 10.0.0.157
New client connected
Client connected from: 10.0.0.87
New client connected
Client connected from: 10.0.0.87
[]

PS D:\CS411-Automata\Sipser\CS401-Communication-Project\CommunicationApp\src> & 'C:\Program Files\Java\jdk-20\bin\java.exe' '@C:\Users\CHRISTSS-1\AppData\Local\Temp\cp_b37fsmvr78o6whuy8h9omrht.ar
gfile' 'Client'
waiting to be verified
waiting to be verified
waiting to be verified
waiting to be verified
waiting to be verified
waiting to be verified
Message Type to send: LOGIN
Debug: Message received from server: LoginMessage@297c0b63
Debug: LoginMessage received: LoginMessage@297c0b63
waiting to be verified
CONNECTED

```



So, synced the repos on my desktop and laptop and it just works – there’s no specific code changes that I could recognize that have caused it not to work...

Before we presented, we were able to make the connection on the school network; however, the client making the connection from another device would throw the following exception on the Login Message pass:

```

java.io.StreamCorruptedException: invalid type code: 00
    at java.base/java.io.ObjectInputStream.readObject0(ObjectInputStream.java:1791)
    at java.base/java.io.ObjectInputStream.readObject(ObjectInputStream.java:538)
    at java.base/java.io.ObjectInputStream.readObject(ObjectInputStream.java:496)
    at Client.listenForMessages(Client.java:79)
    at Client.lambda$0(Client.java:53)
    at java.base/java.lang.Thread.run(Thread.java:1623)

```

It's been a week since our last edit on that line specifically and it's also been a week since we modified the code on the server that would have sent a message to that line of code.

```
77         try {
78             // Accept a Message
79             List<ServerMessage> fromServer = (List<ServerMessage>) input.readObject(); HerminiaAlv, last week + Update Client.java
80             for (ServerMessage m : fromServer) { // Route each message that came in from the server
81                 //debugging
82                 System.out.println("Debug: Message received from server: " + m);
83                 switch (m.getType()) {

152     private void sendMessageToClient(ServerMessage message) {
153         try {
154             List<ServerMessage> toClient = new ArrayList<>(); HerminiaAlv, last week + Update ClientHandler.java
155             toClient.add(message);
156             outputStream.writeObject(toClient);
157             outputStream.flush();
158         } catch (IOException e) {
159             e.printStackTrace();
160         }
161     }
162 }
```

So, I really don't know, maybe it was an IP issue. I used ipconfig to determine the IPv4 address to use on the server, and we made sure the port number was correct.