

# CSCI 455: Project 2: UDF

Going through all options before an event is entered.

The disconnect is a timer that checks if a request has been made within 30s. If not, it will assume the client has disconnected. This is due to UDP not having a constant connection but rather sending packets.

Creating a couple of past and current events and listing them. Client 1 will do past and client 2 will do current.

Started client 1 first but then dinished client 2 before finishing client 1.

Listen events to show which was created first and that both were created.

Finished creating 2 events for each past and current. Then listed the events again, this shows the sorting but as stated in notes, we elected to keep the events to be identified by an index number and for that not to change depending on deadline as we want this scalable and for users to have events with same names. So this is how you identify the event you want for viewing details or donating.

This shows the donations

Started donation on client 1 first but then started and completed donation from client 2 then finished donation from client 1. Both did \$10 for event with index 1. This shows they both went through by listing events again after.

This shows that you can't donate to a past event. Look at client 1 log.

Lastly, this shows details for both events we attempted to donate to. 1 in each client. you can see that client 1 has the past event that still has nothing donated as it should and client 2 has event 1 that has \$20 donated to it as it should.