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Data Communication and Networking

4/25/2019

**Project-2 Lab Report**

Learning Objectives

-Set up round trip communication between client and server

-Created algorithm to increase message space size

-send integers using htonl(sending\_int) and ntohl(receiving\_int)

-Store all partial messages into one message

-Use acknowledgement technique to ensure connection is established

Synopsis

Our team had to establish connection between a client and server application. We had to split our messages into blocks of data that increase the window space of characters to be sent. This was used using the cmath library and implement the pow (int, int) function that allows us to raise an integer to the power of another integer. Our next task is to send the individual messages with their respected sequence numbers to keep track of the number of packages that were sent to the server. Finally, we ensured the server received all data packets and print out the complete message.

User-Story

The user can perform the following:

-Send a message at a controlled rate to a server

Difficulties

Initially, we could not achieve round trip connection due to socket blockage. That was fixed confirming the socket address in recvfrom and sleep() function. Also, integers are difficult to send without knowing htonl(send\_int) and ntohl(recv\_int) funcions for integer message handling.