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Assignment->3

Resources used->

<https://stackoverflow.com/questions/5134891/how-do-i-use-valgrind-to-find-memory-leaks>

<https://www.binarytides.com/server-client-example-c-sockets-linux/>

<https://www.geeksforgeeks.org/thread-functions-in-c-c/>

<https://www.geeksforgeeks.org/udp-server-client-implementation-c/>

<https://www.geeksforgeeks.org/condition-wait-signal-multi-threading/>

<https://www.geeksforgeeks.org/c-program-display-hostname-ip-address/>

<https://www.geeksforgeeks.org/caesar-cipher-in-cryptography/>

<https://stackoverflow.com/questions/15635686/c-read-from-stdin-until-enter-is-pressed-twice>

Late Days claimed-> 2 days

Q2-> The assignment took us around 10 days to complete with constant debugging and troubleshooting. Figuring out UDP connects was a major part of that, then tickering with server and client to implement !exit and !status. valgrind was used for memory management and we learned a lot of dealing with pthread and communicating between them ... that's where global variable came in use, solving most of our problems.

Testing the program-> The program follows standard testing protocols as specified in the description. For the copy-paste feature, user must press enter after pasting the lines else the last line will not be entered, there is a 1 sec delay after each line input to allow user to press enter.