

Feature List

Feature	Status or Description
Project Compiles and Builds without warnings or errors	Complete
Switch class	Complete
CAS, CCS Switches has a frame queue, and reads/writes appropriately	Complete
CAS, CCS Switches allows multiple connections	Complete
CAS, CCS Switches flood frames when it doesn't know the destination	Complete
CAS, CCS Switches learn destinations, and doesn't forward packets to any port except the one required	Complete
CAS connects to CCS	Complete
CAS receives local firewall rules	Complete
CAS forwards traffic and ACKs properly	Complete
CCS switch opens the firewall file and gets the rules	Complete
CCS passes global traffic	Complete
CCS does the global firewalls	Complete
CCS Shadow switches run and test properly	See below
Node class	Complete
Nodes instantiate, and open connection to the switch	Complete
Nodes open their input files, and send data to switch.	Complete
Nodes open their output files, and save data that they received	Complete
Node will sometimes drop acknowledgment	See below
Node will sometimes create erroneous frame	See below
Node will sometimes reject traffic	See below

Shadow Switches – Was completely unable to figure out a way to implement them and ran out of time.

Node dropping Ack – Code exists but for some reason the node time outs and sends the frame but the ack doesn't seem to come through on the second round. Dumbfounded and tried to debug but ran out of time.

Node creates erroneous frame – The code for this does exist but runs into the same issue that dropping Ack does, so the code was commented out but the functions exist.

Node rejects traffic sometimes – The code exists but once again I run into the same issue as before. Can't seem to find why it keeps resending but the Ack dies somewhere or the node isn't processing it.