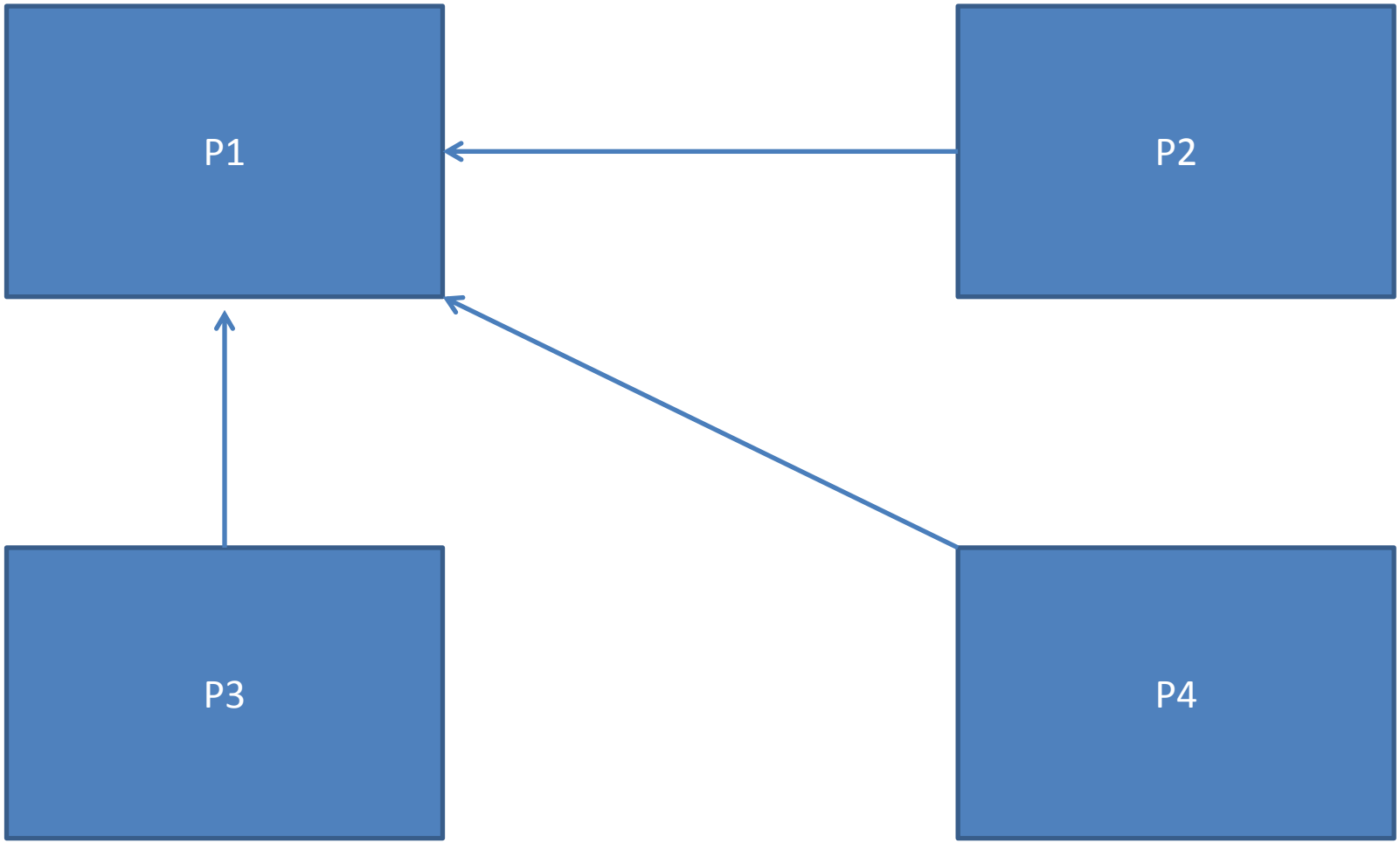
ECE428/CS425
MP1

Connection

- Use either UDP socket or TCP socket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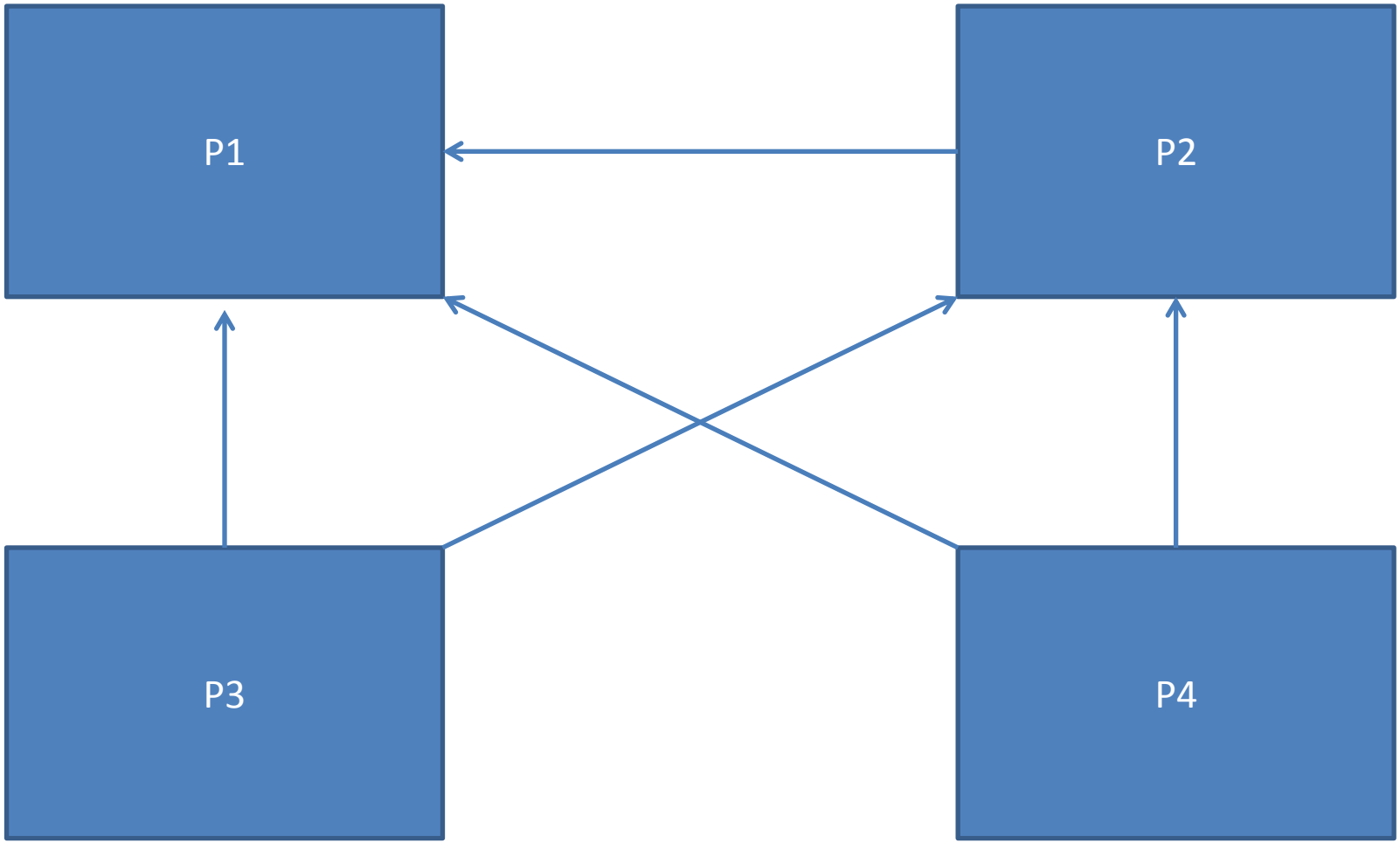
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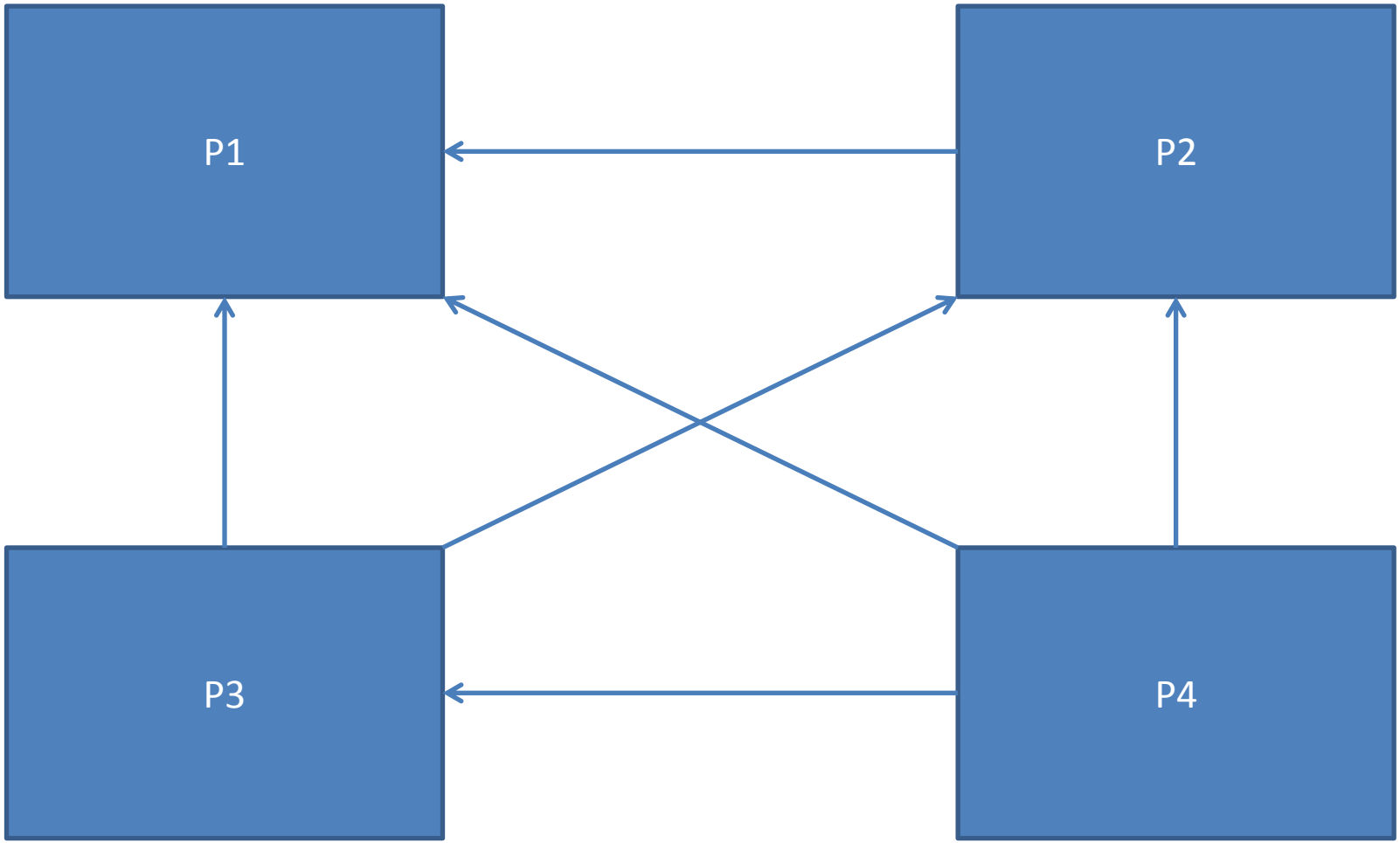
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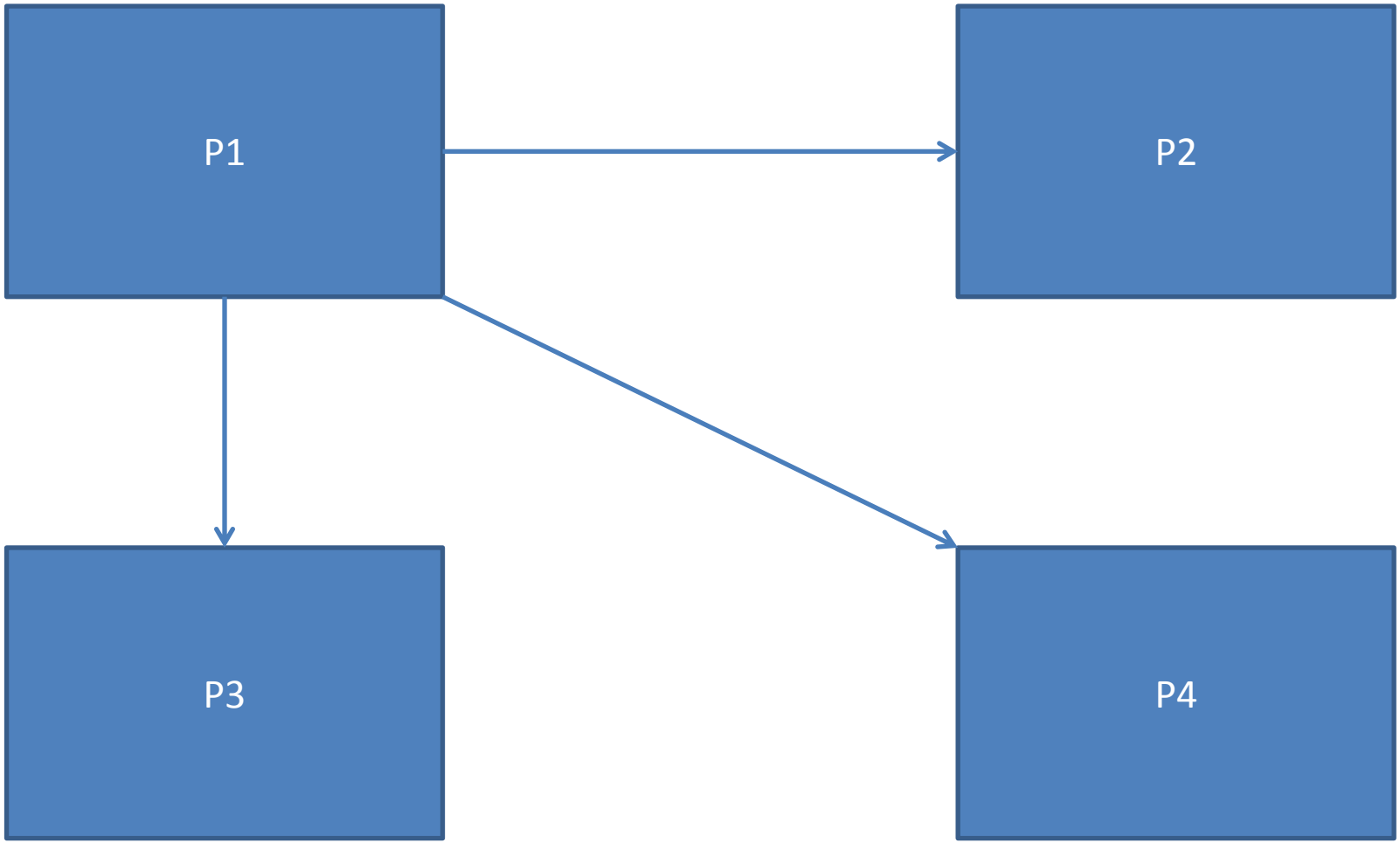
An Alternative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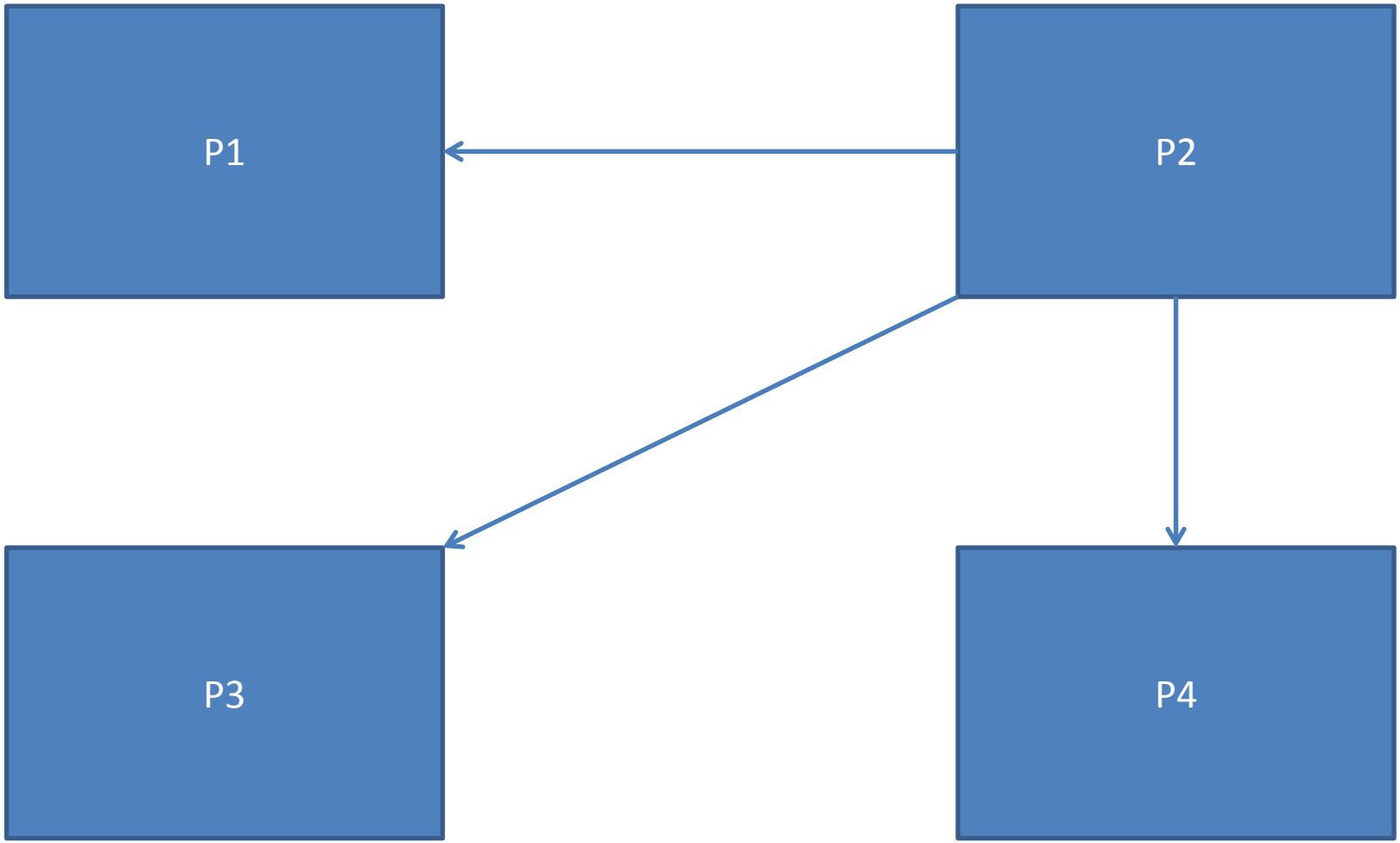
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Delay using multithreading

- Delay of message m1 should not block the sending or receiving of message m2
  - Need to use multithreading
- Start a thread, randomly generate a delay period, sleep the thread, wake up call the related function
  - Start a new thread whenever sending a message
  - Or start a new thread whenever receiving a message
  - http://www.tutorialspoint.com/java/java_multithreading.htm

Message Queues

- wake up call the related function
  - deliver message
- Use a FIFO queue to store messages

- Main program reads one message from the queue at a time to process.

Questions