

Journal

My group and I decided to split this project into 3 different portions: the client, server, and report. My contribution was the client portion. We had code provided to us to create a basic multithreaded server with 2 way communication with the client so the majority of my work was dealing with feedback from the server.

First, I implemented user directions so that users would know how to use our project. Upon successful connection, the client asks the user if they would like to see the directions as well as letting the user know to type "yes" or "no". If they type "yes" then the client displays the 3 digit code, what it stands for, and the format in which to send to the server. If the user types "no" then it goes straight to sending codes to the server. If neither of those two words are typed in, it gives an error message and prompts the user again.

The second thing I did was to add appropriate responses according to the feedback we received. The data was sent back into a string called buf. I grabbed the first three characters of the buf and turned them into a single integer and then grabbed the rest of the code and turned it into a balance. All of this was handled by two functions `int convertStrToInt` and `int power` which were written by Jason in the `server.c` file.

I then sent the return code, balance, and buf to a function `returnMsg` that reads the code and handles it through a switch statement. The hardest part, originally, was dealing with the recent transactions code. After messing with it for a while it dawned on me that since I was using a string I could just start from the 6th bucket of the string and output everything after that.

I then connected to the server and ran 5 different tests to make sure that the client was handling return codes correctly. I originally wasn't starting from the right point in the recent transactions but after a few tries I got it correctly and also didn't have the while statement correct for the directions prompt. After fixing that, everything else worked as expected.