1   PART 1

The assignment is divided into 2 parts. First, we had to deal with the server receiving a command from the client and executing it in the local *Cassandra* instance. We had the server connect to a *demo* keyspace using the default port. Then the received message was decoded using the *DEFAULT_ENCODING* scheme. The converted string was then executed on the *demo* keyspace. Then the original request bytes was returned after completion of the request.

On the client side, first the requests were placed in a HashMap as a key for the corresponding callback value. Then, the message was sent asynchronously. The *handleResponse* method checked if the request was in the HashMap and if it was, it called the corresponding callback's *handleResponse* on the bytes and header that were received in the response.