Jalen Powell, Jorden Shelton

Group 24

10/18/2022

Report

In this programming assignment, our group implemented a client-server application that showcases a series of calculations. By using the friend code that was given to us, we modified it to work for Request and Response classes.

While working through this application, the request is sent to the server from the client then enacts bitwise Boolean and arithmetic computations. After the computations are completed, the server sends the results back to the client using a UDP packet. Once this occurs, the server prints the request as the client prints the response.

There were a few problems with the printed responses as hexadecimals. After correctly spelling a few variables, the appropriate results started to come. There weren’t really any other errors as our group maintained the course of instructions.

In the screenshots, …

Text

Description automatically generated

Screenshot #1(Client):

Text

Description automatically generated

Screenshot #2(Server):

Text

Description automatically generated

Screenshot #3(Client):

Text

Description automatically generated

Screenshot #4(Server):

Text

Description automatically generated

Screenshot #5(Client):

Text

Description automatically generated

Screenshot #6(Server):

Text

Description automatically generated

Screenshot #7(Client):

Text

Description automatically generated

Screenshot #8(Server):

Text

Description automatically generated

Screenshot #9(Client):

Text

Description automatically generated

Screenshot #10(Server):

Text

Description automatically generated

Screenshot #11(Client):

Text

Description automatically generated

Screenshot #12(Server):