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Data Communications (Comp 4985)

Comm Audio

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# Requirements

* Create an audio streaming program
* Able to send sound data using UDP
* Must transfer data between two windows workstations and play the music
* Must have a Windows Interface
* Must be able to save and retrieve sound files provided
* The default sound file shall be in the .wav format
* Two way microphone support must work
  + Can between any two machines
* Multicasting capability
* Completion routines
* Server and client can be written as different programs

**Server:**

* Able to transfer and play sound
* Sends the same data to every client at the same time (streaming) like radio
* Sends peer to peer music (for download)
* Can specify subnet address and port

**Client:**

* Must be able to connect to a known remote server/workstation
* Able to transfer and play sound
* When on streaming listening in, no fast forward/rewind
* Rewind
  + Fast forward as far as buffered
* Client slightly behind server for buffering
* Able to download songs
* Can specify an IP and port

# State Flow Diagram

# Pseudocode