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Programming Assignment 2

In this assignment, we were tasked with implementing a network-based calculator in Java. Once we downloaded the Friend.zip file, we tested the default setups to ensure the code would compile, which it did. After initially modifying it, our client had an issue with the server sending packets before the client was ready to receive it. We resolved this by adding a two second timer before the sender is allowed to send any packets to the client. Our code works, as evidenced by successful communication between the client and receiving servers.

Afterward, we finally went back into the assignment to implement the request class, which was done by first creating a copy of the Operation class, and making it to where it only stores information as needed within a packet, makes a byte array from it, and gives that to the client to decode with our decodeAnswer method. Once we tested it again, it worked as originally intended.