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Received Requirements:

The following Requirements are recevied

Introduction

This is a simple and loosely defined technical interview task. We would like to discuss how to create a project of two docker containers, UDP Client and UDP Server.

Description

Required functionality:

- The client and the server should be two separate processes running in two separate Docker containers.
- The client and the server should periodically (e.g. $0.01 \mathrm{Hz}$) exchange some arbitrary data.
- The client and the server should be both able to detect communication failures: repeated data, lost data, data out of order.

Instructions

- 1. We would like you to set-up an empty git repository and create commits as you feel comfortable.
- 2. We would like you to create a CMake project containing both executables for the server and the client, written in C/C++, standard of your choosing. We would prefer the project being as clean of dependencies and simple as possible.

The project should compile either in a container of your choosing and on a standard base Debian system.

3. List/Reference/Comment any information you found useful in designing/programming this project.

UnderStanding and Approach(Requirements):

- Two separate modules will be implemented:
- UDP_SENDER (Client)
- UDP_RECEIVER (Server)
- Each module is a standalone C/C++ program using POSIX sockets.
- Communication follows a simple protocol:
- The client (UDP_SENDER) periodically sends messages with a sequence number.
- The server (UDP_RECEIVER) listens and validates the sequence.
- Special messages (like "STOP") will be used to gracefully end the session.
- The server should start before the client.
- Both modules will run in separate Docker containers.
- A **Docker network** is used to ensure both containers can communicate.
- Testing includes verifying detection of:
 - 1. Lost packets
 - 2. Repeated packets
 - 3. Out-of-order packets

Tools Used:

• IDE: Visual Studio Code

• **Compiler:** g++ (Debian-based)

• Containerization: Docker

Test Approach:

• Manual testing in a controlled Docker environment.

• Two terminals used:

• **Terminal 1:** Run UDP_RECEIVER container

• **Terminal 2:** Run UDP_SENDER container

• Scenarios tested:

- Dropped packets
- Duplicated packets
- Out-of-order packet delivery

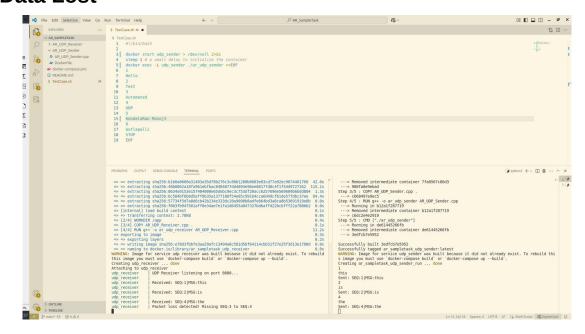
Commands Used:

docker start -ai ar_udp_sender

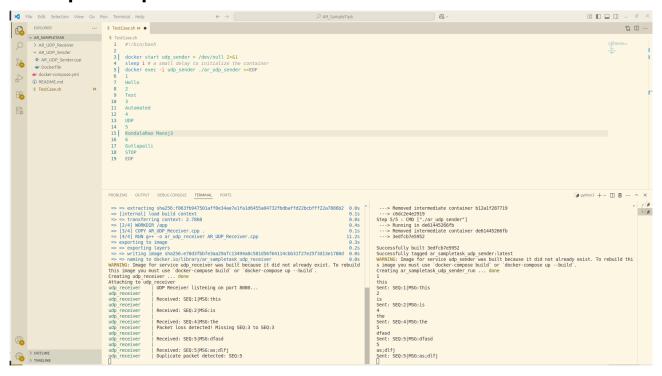
docker-compose up udp_receiver docker-compose run --name udp_sender udp_sender docker start -ai udp_receiver

TEST EVIDENCES:

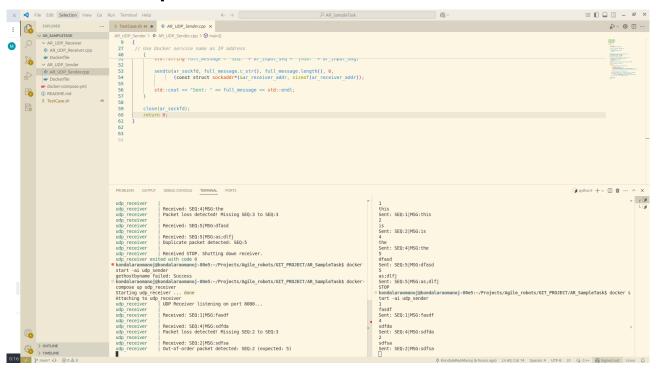
1. Data Lost



2. Duplicate packet



3. Out of order packet



FUTURE Improvements:

Automate builds and tests using GitHub Actions

- Include unit tests and integration test scripts
- · Log test results to GitHub for review
- Add retry mechanisms or acknowledgments to enhance protocol reliability
- Expand protocol for optional message payloads or types