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QUESTIONS:

1. Sockets are my favorite inter-process tool as it’s related to network communication. Since the beginning of my programming journey I have been familiar with them, whenever I am provided with opportunities to implement them, I’m enthusiastic to practice. I enjoy the ability to have connection-oriented and connectionless flexibility to send and receive.

2. Compared to Sockets, I dislike message queues, since they are quite complex and lengthy to implement. I’m not sure if it’s due to my first encounter with them, and I just need more practice. But message ordering, delivery guarantees and queue length management seems more robust to implement than TCP or UDP connection.

3. In this context, we need a server to manage and connect clients because we need communication between multiple clients. If we only had client-to-client communication, it would require a lot of redundancy, which the server would centralize.

SCREENSHOTS:

Client 2 connected  
  
A screenshot of a computer

Description automatically generated

2 threads  
A screenshot of a computer

Description automatically generated

Graceful shut down  
A screenshot of a computer

Description automatically generated