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CSE 160

Project 4 Discussion

1. The good thing about maintaining the connection is not having to create a connection every time you send a message. If a client is sending a lot of messages in a short amount of time it would be inefficient to close and open connections for every message. The problem is with clients that send very infrequently. It becomes inefficient to maintain connections with no communication being had.
2. The connection phase of my transport protocol was easy to adapt to the chat as well as altering the input from the numbers to an actual message. It was also easy to give the “power” of opening and closing the connection to the chat interface. Getting the server to send messages back to clients was a major problem that I have yet to solve. I didn’t have a lot of time to debug but that was the only portion, as far as I could tell, that was difficult to adapt. This could be dealt with by opening a new connection and sending the data that way but that doesn’t really address the problem with my implementation of TCP. I don’t believe any of my protocol became unnecessary when I utilized it for the chat protocol.
3. I believe my protocol would mostly work with HTTP. The only new portion would be breaking down the URL to get an IP address. Once that was done, the connection should work fine as is and requests would reach the server. The server replying would be my main problem. The amendment I’d have to make is the closing of the connection after a request was fulfilled but I don’t think that would be very difficult to alter at this point.
4. I created a secondary user list to use in conjunction with my socket list in my transport protocol. I think it would make more sense and save space to just include that data in the original socket list I used for project 3. I also believe it may have been easier to just

incorporate the chat support into the transport protocol itself since there wasn't a whole lot of code to add and just as much had to be changed in the protocol from the project 3 specifications that it may have made the conversion process easier. The other thing is the way the interface works. I chose to create all the messages through injected packets which limits the size of the message substantially. It probably would have been better to prompt a user from the protocol but then I think it would be difficult to represent multiple users so there is give and take in that scenario.