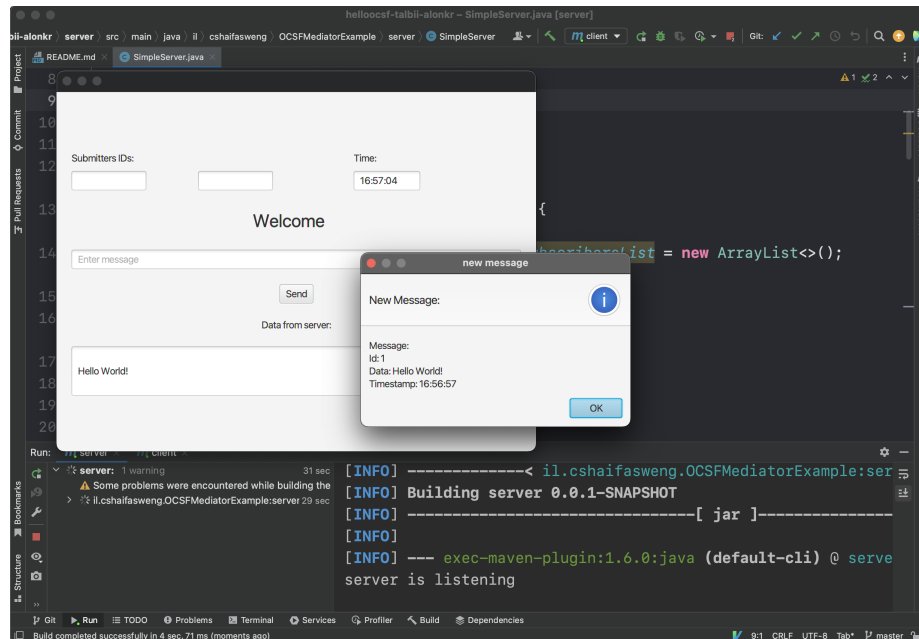# Lab 5: OCSF and EventBus

Submitted by: - Ido Talbi (213647084) - Alon Krymgand (325897551)

Link to repository: helloocsf-talbii-alonkr.

3a: Running on a single computer

Below is a picture of running both the server and client on a laptop:

3b: Running on two computers

IMPORTANT NOTICE

While reviewing the code, we noticed that the program's arguments (both the server and client) seem to be hard-coded – i.e., the server always listens to port 3000 and the client always connects to `localhost` : 3000, thus making running two different computers **not** possible.

In order to fix this, while running on two computers we instead hard-coded different values. We did not fix this! The lab did not request a fix for this, but this is something we thought is important to know.

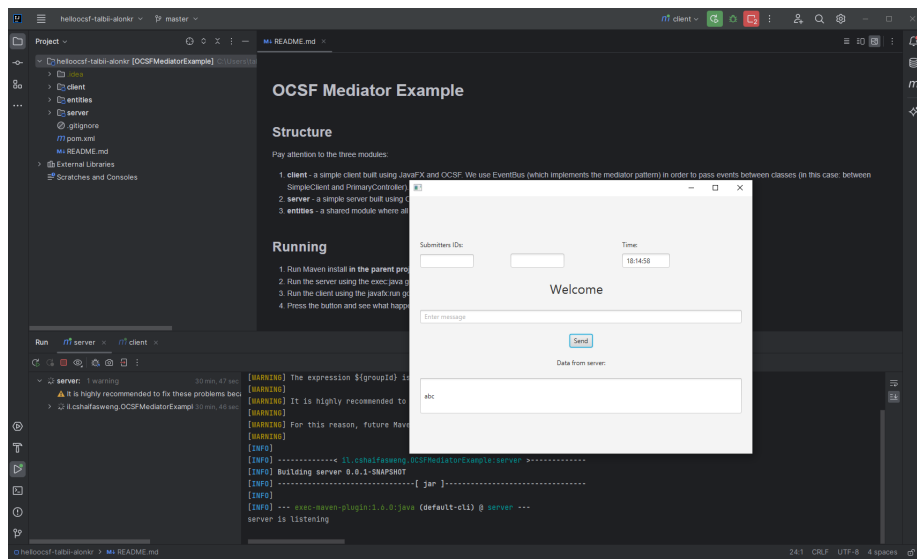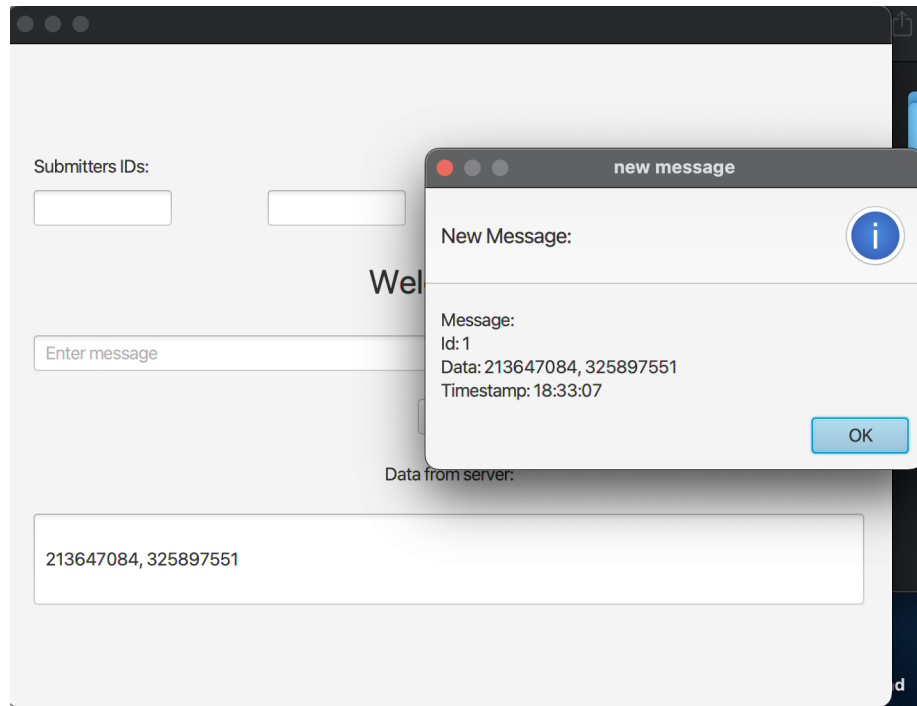Below are two pictures, running the server on a PC and the client on a laptop:

Figure 1: PC

Figure 2: Laptop

4: Server commands

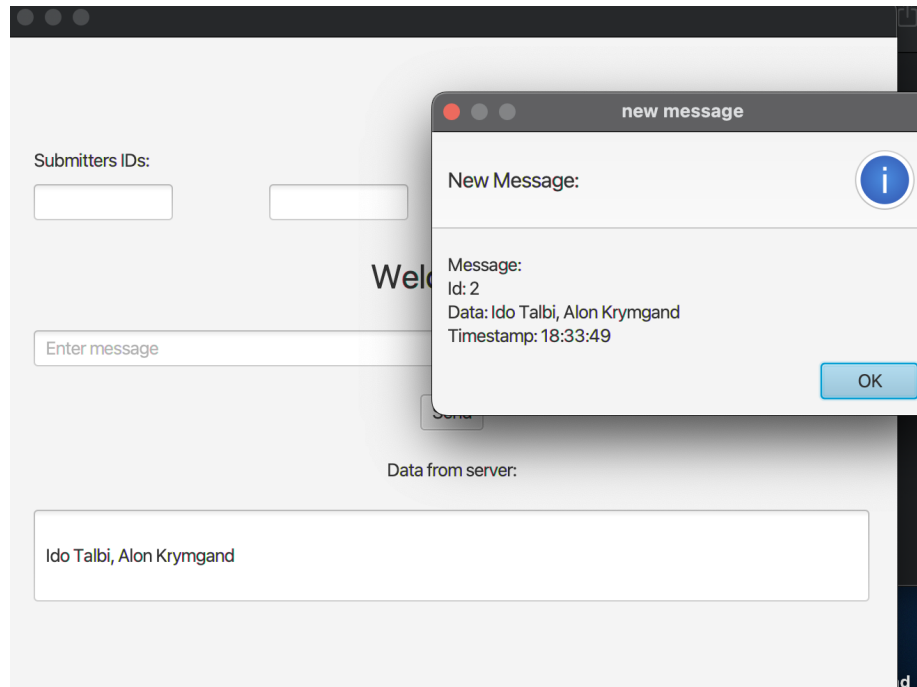**Note:** we ran the tests on the two-computer configuration.

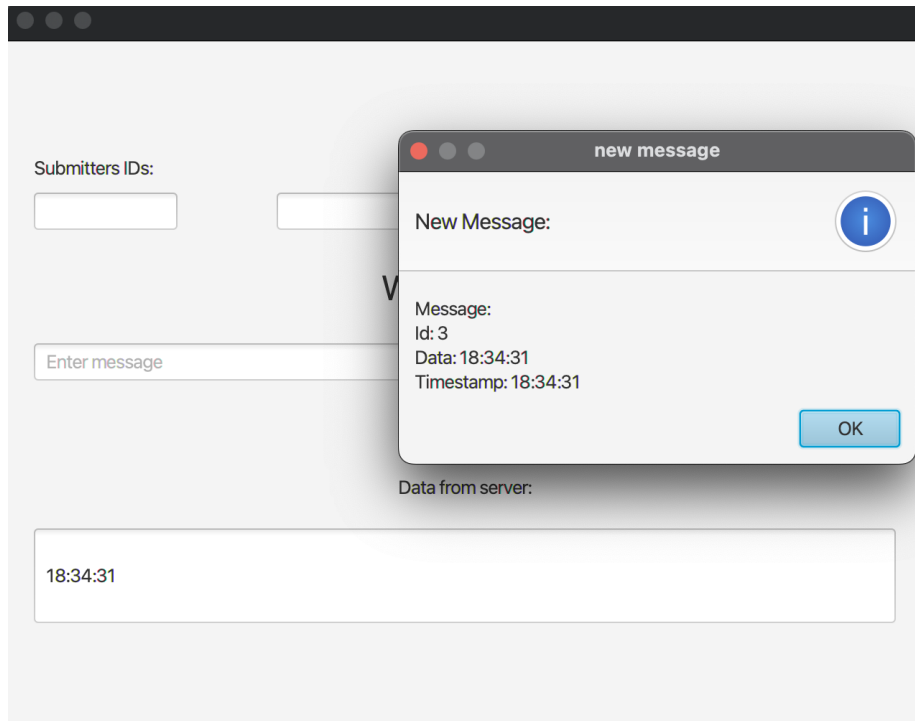## send Submitters IDs

Response sent back only to initiating client.

send Submitters
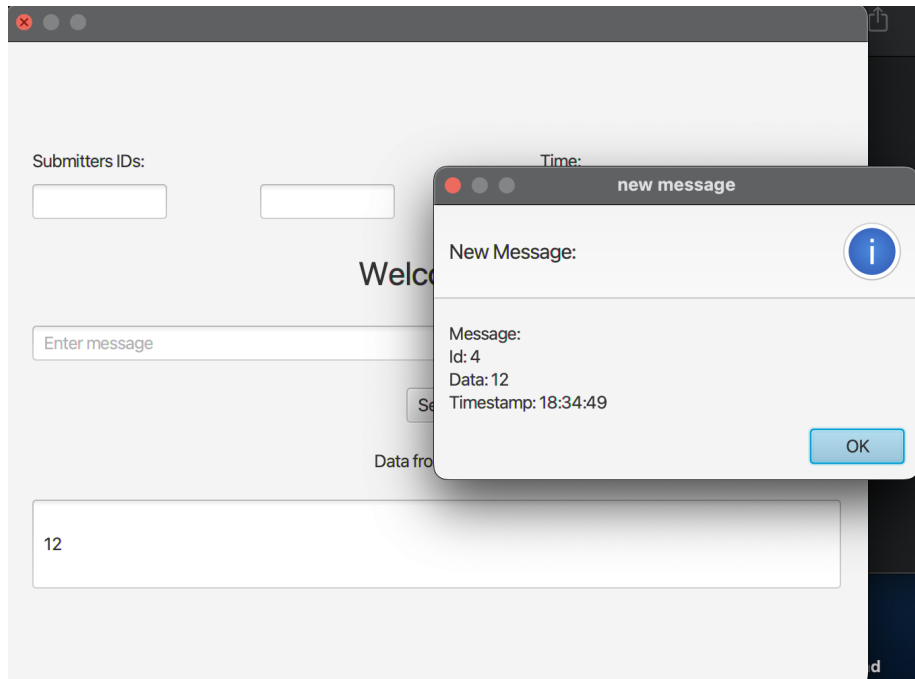
Response sent back only to initiating client.

what's the time?

Response sent back only to initiating client.

multiply n*m

Response sent back only to initiating client. Command used: `multiply 3*4`.

Any other command

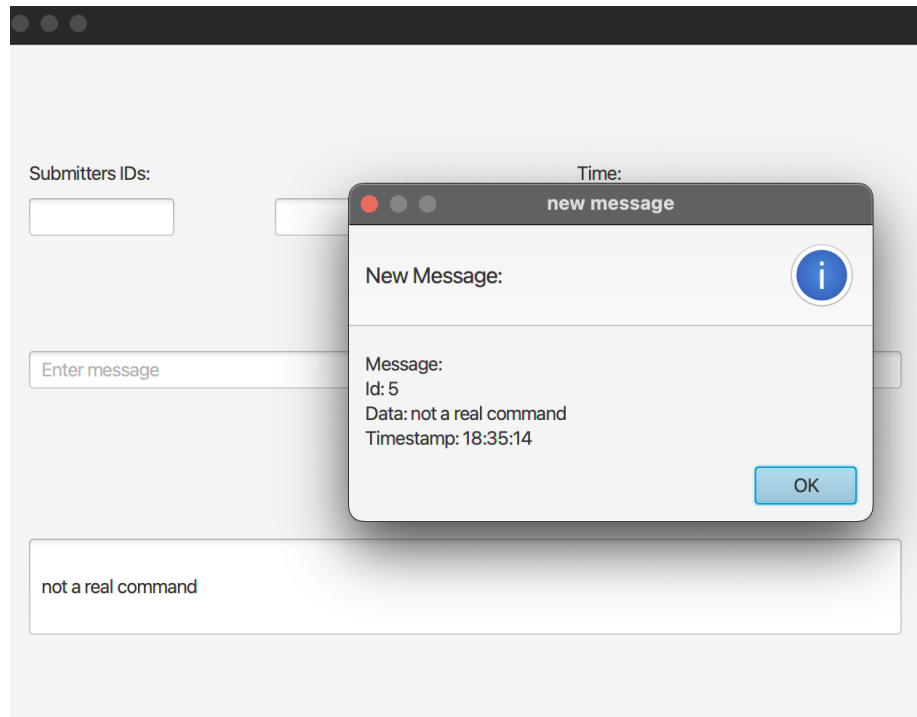Response send back to all other connected clients. If the message M is sent, it is sent back to all clients (including the initiating one).
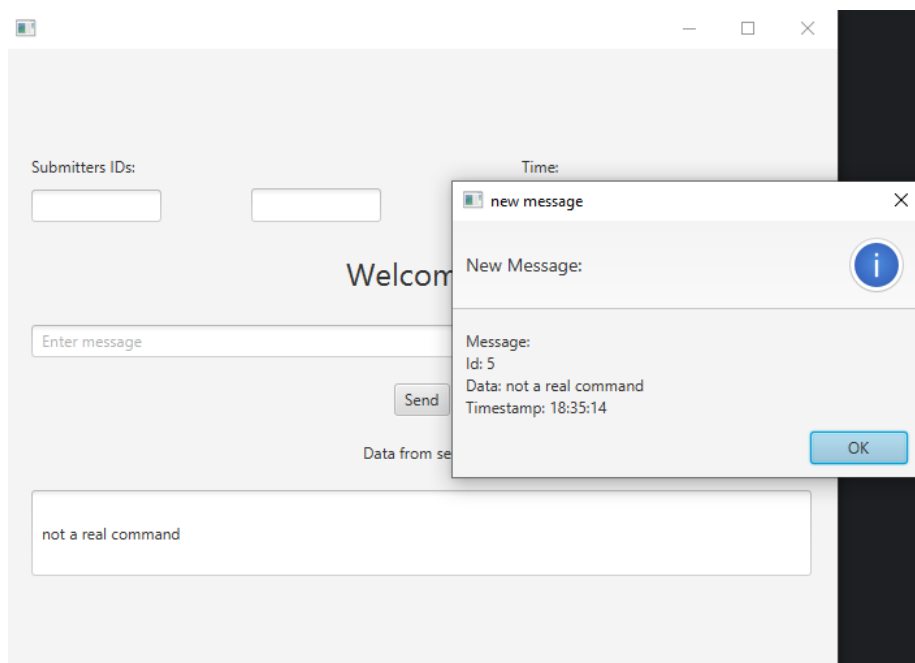

Figure 3: Laptop client

Figure 4: PC client