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- 1. To handle the LS functionality I had both threads send out a request for the hostname and used a select select function that waited for a response back from the TS servers. The TS server doesn't respond with anything and when that happens so the select function can adequately time out.
- 2. I do not have any problems in my code. I have tested my code using all localhosts and then using 4 different iLab machines for a distributed system. IT WORKS EXACTLY AS INTENDED!
- 3. A main issue was figuring out how to start a thread, and then finding the right function that allows waiting for the program to timeout or get a recv call.
- 4. This project taught me a little bit more about multithreading that I did not understand before. The waiting function is quite useful for future projects. I also just realized the importance of encoding and decoding values over the network.