

Group 12 Lab 2 Report
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Our's works for everything except the checksum some of the time. Our client can talk to Anuj's server without using any of the flags to disable checks, and when it validates our checksum it is happy with it and continues without flaw on his server, but when we receive the packet from his server and recalculating the checksum it is not returning 0, as we were told it would, so it is causing on our error on our client. Whenever we send the clientPacket Anuj provided for us, our server works perfectly when recalculating the checksum to verify its validity.

With this knowledge, then presumably our server and client are calculating checksum's properly, but something must be wrong in the validation step, we were under the impression that if we re-did the checksum than it would return 0 from Anuj.

When our server and client talk to each other we recalculate the checksum, but sometimes it is returning 1 and most of the time it is returning 0 successfully working.

I would really like detailed feedback as to why our checksum is failing because we have spent everyday since last Friday working on this after classes, and we were able to implement every portion, but the checksum rather quickly.

To compile UDPServer.c:
cc UDPServer.c -o server

To compile UDPClient.java:
javac UDPClient.java (This will compile the code and generate a .class file)

In order to run the server:
./server portNum

In order to run the client:
java UDPClient serverName portNum reqID host1 ... (hostn-1) hostn, where servername is the name of the server being connected to, the portnumber is the port 10010 + GID, the requestID is an arbitrary number between 0 and 127, and host is the hostname that we want to have the ip address of, there can be n hosts to return.