

Shane Lopez
CS450
Homework 2, UDP FTP

Included files:

server.cpp
client.cpp
450UtilsUDP.h
CS450Header6.h
makefile
README.pdf

Use:

Client
./client <IP> <Port> <Path-To-File>

Server
./server

Notes:

* Client accepts 3 user-specified arguments, while server takes none;
This is because, like the Prof's server, the UDP port is set to 54323

* Server runs continuously until a file is received that can be written
in one gulp, this is a bug and it ~should~ stop after one file :(

* Small files are sent perfectly, whereas large files (such as photos)
are corrupted slightly, the cause was not discerned, as text was sent
flawlessly.

*Bandwidth is calculated in Bytes/sec, which unsurprisingly comes out
to inf when running both client and server on the same machine.

*Packet transfer protocol is older 0-1, ignore value used in program.

*This was difficult to troubleshoot while on painkillers for oral
surgery, but I feel I nailed the essence of the assignment. Feedback,
not simply a meaningless number, is requested of the grader.

Thoughts:

Overall UDP was different from TCP in a few ways, and I found this assignment stimulating. Testing with the client showed good performance, while the server has a few issues that need to be resolved. The processing time for each packet may add a bit of sophistication, but I feel that the advantages are worth it, seeing as processing is at the discretion of the programmer. A nice project, though I'd like some insight as to how I can perfect it.