

For the first application EditDistance, it was pretty straightforward. I implemented both TranslationRequestMessage and TranslationResponseMessage which are inherited from Message. Then I made some changes to Client and Server. The changes are very minor. For the aspect, since the application was using DatagramChannel, we need to change this, and we also need to notice udp was using receive() and send(). For the receive(), the return type is SocketAddress not int. Hashmap is still needed to keep track the relationship between request message and reply message.

For the second application, I first edited the code to fulfill Ali's requirement. It was not very hard. I just commented the code I don't need. Changes are very minor. Then I tried to implement the aspect. Here I made a mistake. At the beginning I thought the \_channel's type should be ServerSocketChannel, but it didn't work when I did in that way. When I changed it to SocketChannel, everything worked fine. Overall it is very similar to Phase1 activity2. One thing we need to notice is we were working on Server, so the result will be shown on Server's console.