

- 1) Is the link unidirectional or bi-directional?
 - a. The link is bidirectional as messages flow in both directions, client to server and server to client. Client sends a message to the server and the server sends a message (the same message reversed) back to the client. A unidirectional link would only
- 2) What would have happened if we had added priority to the message queues?
 - a. Adding priority allows us to send higher priority messages first, regardless of when the message entered the queue. Priority is an integer, with 0 being the lowest priority and going up in priority from there.
- 3) Are you using fixed size or variable size message? What is the advantage or disadvantage?
 - a. I'm using fixed size messaging as we define MAX_MSG_SIZE as 64 and MSG_BUFFER_SIZE as MAX_MSG_SIZE + 10. Fixed size has a computational advantage and a programmer disadvantage, whereas a variable size has a programmer advantage and a computational disadvantage. Using fixed size is good for the computer since it knows exactly how much memory to allocate each time. There is a disadvantage if the message is much smaller than the memory allocated, resulting in wasted space, or if the message is larger than the memory allocated, resulting in more complex handling like truncating the message or splitting it into multiple messages.