Project Update 2

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Progress So Far

So far the multi-process server has been implemented. Additionally this week, experimentation into implementation of the *select* and *epoll* designs has been attempted. A basic client has also been made that will connect once to the multi-process server and print the round-trip-time to console. It only does this once with a single process and nothing is written to file.

Still To Be Done

Unfortunately, a lack of documentation could be found on implementing *epoll* and *select* systems in NASM assembly. It appears the select implementation might not event be reasonably possible due to the lack of C documentation into the usage of the FD_SET macros used in implementing a *select* system.

Efforts at this point will be put into completing the NASM client and further attempts at getting the *epoll* system operational. Missing from the client, is writing to file, along with multi-processing the architecture so that it will loop continuously sending data to the NASM server. In order for the *epoll* system to work, work in manually defining and creating structures is needed so far, along with research into ensuring appropriate type information can be represented from C in NASM assembly.

In order to make the components presentable, the *select* and *epoll* servers will be implemented in C/C++ if a NASM equivalent can not be created in time. They will be used then simply to demonstrate the portability of the NASM client and the research effort thus far.