Bernardo Santos

**Question 4:**

With the BUFFSIZE being 32, if the client sends a message that is larger than the buffer can handle(32 bytes) an error will occur. We can fix this by first checking that the message is not larger than 32 bytes.

Another problem is that if the client does not close the connection the server will not close the connection on its own. And when the server tries to read it will get a connectionReset error.