- Kaleb Ringenberg
- Kaleb did most of the work but Kaleb chimed in to help here and there
- Challenges and how they were overcame:
    - Realizing that we had to force the setsockopt so we can ignore the fact that the client/router/server all use the same IP.
    - Discovering a good way to structure the packet, decided to use a delimiter so we could search for it and break on it to extract the correct information.
    - Initially trying to statically assign IP addresses instead of just using localhost.
- Resources used:
    - I referenced the first project's code from myself and from Professor Lin's solution.
    - Beej's guide to network programming
    - Lots of geeksforgeeks articles on how to use certain C-functions(such as: freeaddrinfo, memset, strncat, strcpy, and strcmp fo example)
- Lessons learned:
    - Data must be sent in a predetermined format
    - Routers can talk to the server and client
- Improvements:

- Assign random MAC addresses to clients/servers and keep track of them inside of a hash table and have it so the MACs wouldn't repeat.