Christopher Eno

CY350X Project 1 Writeup

My design philosophy for this project was fairly simple. I started with the simple client/server program we developed in class, ensured I understood what it was doing and how it was doing it, then started to make changes. I started by making small changes at a time, and making sure that the program still worked as I added features. When I added something, I would rerun the client and server to make sure the messages were being manipulated or the send/receive functionality worked properly. When the program checked for input, I made sure to run it with inputs that I thought would and would not work to make sure my error checking was correctly implemented. Doing this allowed me to find bugs quickly, and it kept those bugs small, so I could find and fix them easily.