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**You need to turn in a short design document stating the overall design decisions you made, and the data structures used.**

So for my log I used a file because it made the most sense and all data is usually used as a whole. For the list of ips joined I used a structure with elements for ip and time, I did it this way because the structure let me keep those two important pieces of data together and I could make as many as I wanted. I made functions for all the services that the server offered for organizational purposes and debugging purposes.

**• Please provide a single command line to test your code and make sure to provide a working example of the command line.**

For my server

* gcc main.c
* then just type the line below to run
* ./a.out

**• Please provide the output log file for 2 or 3 agents (using different terminals from different machines such as zeus, eros and your machine) that perform the following actions in that order:**

1. Agent 1 joins
2. Agent 2 joins
3. Agent 3 joins
4. Agent 1 issues list
5. Agent 1 leaves
6. Agent 1 issues list
7. Agent 2 leaves
8. Agent 2 leaves
9. Agent 3 issues list
10. Agent 3 issues log

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Agent 1

Text

Description automatically generated

Agent 2

Text

Description automatically generatedText

Description automatically generated

I couldn’t figure out how to simulate a 3rd agent from my machine it wouldn’t work, also times aren’t right, didn’t have the time to fix that, but I was working on it. ALSO I fixed how it repeated the log and list but didn’t get a screenshot of it.