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Project 3 Summary

My partner Tyler Huning and I started and finished the project together. We both came to the same conclusion that working together on each part, even coding separate methods, would be efficient to do at the same time. We both chose to code in Java over C++ due to the tighter constraints in C++. Tyler began working on the server and I began working on the client. We started with a basic connection to establish we got one part working. My client accepted a machine name and port and together connected to Tyler’s server socket over the CS1 network. This was done on two different machines. We were very happy to get our machines to acknowledge and send information to each other. Tyler began working on the threads and I worked on the menu. I made it accept commands from the user using a switch case. We communicated using the input streams, to make the various commands work. We initially thought we made A) work with displaying files name. We eventually got it to list the files properly. We wrote the code for sending/receiving bytes to get the files. This allowed us to send files back and forth. Our biggest trouble was removing files from the list. We had it where it removed the wrong ones, or it didn’t remove anything at all. We eventually overcame it when we correctly wrote over the array that stored the list. We then adjusted where the pointer would need to be and adjusted the array. Exit was easy as it was just a system exit command. I put everything in a loop so you can do multiple commands until you wished to exit. We made sure for each command, the server and client were in sync and talked to each other about each move. I learned a lot from this experience as this project was the most fun out of the three this semester. The end result was a working program that did everything that was asked for. Hopefully, it works well and you can see that it does everything too! Working side by side and over Skype to achieve a working program felt like how real life would be. It was interesting that using sockets was a simple method to achieve a server/client simulation. I thought it would be more complex to implement the socket but was pleasantly surprised we did not spend much time creating it. It was still a great learning experience overall as I was challenged to make something work with someone else’s code. It really opened up my mind in to how these work and how to work with a group in the future.