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Project 4 Discussion Questions

1. An advantage of this would be that it would have simplified the logic for determining the outputs at the client’s end but it would require more logic during startup and more memory allocation for supporting multiple sockets per client.
2. Our ways of passing the payload and storing client information are good fit for the chat client as we were able to pass multiple transport information of different data types and uniquely store information about the client in the server end. The feature that was not good was our timer layouts as in some occasions, we miss to retransmit due to run time. The best way to resolve them is to maintain a state of the retransmit state and provide implementations in the TCP.fired() function.
3. Our transport protocol is not ideal to be successful in HTTP because we have a limited range of sockets and we have hardcoded a few servers, port locations for transport purposes. To fix them, we need to spend time on making the server interaction dynamic. However, our transport layer is good for sending packets back and forth.
4. I would spend time working on placing the retransmission timers properly as this has been a major challenge for us to recover from lost packets. There are instances where due to packet lost, we are receiving incomplete data in packets and it causes our program to crash. This scenario, however, is rare given that we give it a good run time.