

The client will perform the following:

- 1) The client will read in 3 or 4 arguments:
 - a) IP address of server
 - b) Port of server
 - c) Mode(0: turn on and set color, 1: change color, 2: Check status, 3: turn off)
 - d) Color(If it applies. Eg: red, blue, green, yellow etc....)
- 2) Check if arguments are valid (e.g: mode is 1 or 0 but no color was provided)
- 3) Wait for a response using a 1 second timeout period
 - a) If a response arrives, print out the response given
 - b) If no response is given print a message saying the bulb is not working and exit the program.

The server will perform the following:

- 1) The server will read in 2 arguments:
 - a) IP address of server
 - b) Port of server
- 2) Light bulb is off with color none when the server starts.
- 3) Wait for a request to be made.
- 4) Perform given action.(turn on or off and set color, change color or check status)
- 5) If a color was provided check if it is a valid color from a given set of colors(Return an error if it color is not valid).
- 6) If bulb is already on and mode 0 is picked, change the color and leave bulb on.
- 7) If bulb is already off and mode 3 is picked, leave the bulb off.
- 8) If mode 1 is selected and bulb is off, return an error saying the bulb is off.
- 9) Return a message saying the action performed if it was successful.

Valid colors are: red, blue, green, white, yellow, orange, purple, pink

Test cases:

- 1) Turn light on and set color
- 2) Change color
- 3) Check status
- 4) Turn light off
- 5) Turn light on and set color with light on
- 6) Change color to non valid color
- 7) Missing color argument for mode 0 and 1
- 8) Change color on off lightbulb

Message Format:

Request:

```
0           1           2           3           4 (bytes)
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Message Type (1)          | Mode(0-3)          |
+-----+-----+
|Color length(e.g: blue = 4) | Error code(0)      |
+-----+-----+
//           Color(none, red, blue, green, etc...) //
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

Response:

```
0           1           2           3           4 (bytes)
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Message Type (2)          | Mode(0-3)          |
+-----+-----+
|Message length(e.g 18)     | Error code(0 or 1)  |
+-----+-----+
//           Return message(e.g "Color is not valid") //
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

Message type(16 bits): 1 on request, 2 on response

Mode(16 bits): 0 turn light on and set color, 1 change color, 2 check status, 3 turn off

Color length(16 bits): Length of the color string being sent ex: 4 for "blue", 3 for "red".

Message length(16 bits): Length of the message string returned e.g: 72 for "Color could not be changed to magenta since magenta is not a valid color".

Error code(16 bits): Always 0 in request. 0 in response if there was no error, 1 if there was an error.

Color(variable length): "none" if the mode selected is either 2 or 3. Otherwise, a valid color from the list of colors.

Return message(variable length): Message saying what action was performed or if there was an error performing an action.

Test Output

Server example:

```
$ python3 server-bulb.py 127.0.0.1 9000
```

Test case 1(turn lightbulb on and set color):

Client example:

*Light is off

```
$ python3 client-bulb.py 127.0.0.1 9000 0 red
```

Sending request to 127.0.0.1, 9000:

Mode: 0

Color length: 3

Color: red

Received response from 127.0.0.1, 9000:

Error code: 0 (No errors)

Message length: 44

Message: Light was turned on and color was set to red

Test case 2(change color):

Client example:

**Light is on*

\$ python3 client-bulb.py 127.0.0.1 9000 1 orange

Sending request to 127.0.0.1, 9000:

Mode: 1

Color length: 6

Color: orange

Received response from 127.0.0.1, 9000:

Error code: 0 (No errors)

Message length: 29

Message: Light color changed to orange

Test case 3(check status):

Client example:

**Light is on and red*

\$ python3 client-bulb.py 127.0.0.1 9000 2

Sending request to 127.0.0.1, 9000:

Mode: 2

Color length: 4

Color: none

Received response from 127.0.0.1, 9000:

Error code: 0 (No errors)

Message length: 35

Message: Light is on and color is set to red

Test case 4(turn off):

Client example:

**Light is on*

\$ python3 client-bulb.py 127.0.0.1 9000 3

Sending request to 127.0.0.1, 9000:

Mode: 3

Color length: 4

Color: none

Received response from 127.0.0.1, 9000:

Error code: 0 (No errors)

Message length: 25

Message: Light has been turned off

Test case 5(turn on and set color with light on):

Client example:

**Light is on*

\$ python3 client-bulb.py 127.0.0.1 9000 0 pink

Sending request to 127.0.0.1, 9000:

Mode: 0

Color length: 4

Color: pink

Received response from 127.0.0.1, 9000:

Error code: 0 (No errors)

Message length: 27

Message: Light color changed to pink

Test case 6(change color to non valid color):

Client example:

**Light is on*

\$ python3 client-bulb.py 127.0.0.1 9000 1 magenta

Sending request to 127.0.0.1, 9000:

Mode: 1

Color length: 7

Color: magenta

Received response from 127.0.0.1, 9000:

Error code: 1 (error)

Message length: 28

Message: Magenta is not a valid color

Test case 7(missing color argument):

Client example:

**Light is on*

\$ python3 client-bulb.py 127.0.0.1 9000 0

Missing color argument

Test case 8(change color on off lightbulb):

Client example:

\$ python3 client-bulb.py 127.0.0.1 9000 1 green

Sending request to 127.0.0.1, 9000:

Mode: 1

Color length: 5

Color: green

Received response from 127.0.0.1, 9000:

Error code: 1 (error)

Message length: 35

Message: Can't change color on off lightbulb